

Sonic and the Secret Rings Jump

By FancyFireDrake



Imagine this, you are sitting at home alone, a small flame burning in the fireplace as you wake up from your slumber. You want to know what time it is so you reach for your clock but as you do you accidentally grab a unknown ring. From that ring comes forth a woman introducing herself as Shahra, the Genie of the Ring. She then shows you a Book with blank pages, telling you the world inside the Book is in danger and vanishing from reality by the machinations of a evil spirit named Erazor Djinn. Beginning to absorb the power of the Book, Erazor Djinn will as soon as he devours all the stories be unleashed upon the real world.

That is the situation everyone's favourite blue Hedgehog Sonic has found himself in. Ever the easy going hero, the Hedgehog, not rat, decides to help and jump right into the story of the Arabian Nights alongside Shahra. As soon as he enters he is attacked by Erazor, cursed with a flame that will kill him if he does not collect the Seven World Rings for him.

Oh and he has a cold through all of it.

Needless to say this is quite the crazy adventure for our speedster. One that you will share in now. Take these **1000 CP** to prepare yourself for this Jump and lets dive right in!

Location



The 1001 Night's of the Story have many places and mysteries within them. Where will you find yourself upon entry I wonder? Chose from the options below or Roll a 1d8 to get +100 CP. You will begin right when Sonic himself enters, but unable to prevent the Curse upon him being put by Erazor.

1. **Lost Prologue:** Every tale has a beginning. This odd realm is filled with pages and letters and but the beginning to the Arabian Nights.
2. **Sand Oasis:** The first world past the 'prologue'. The Desert Kingdom of King Shahryar, the main character of the Arabian Nights who has the stories told to him. Beneath the desert dunes await many dangers.
3. **Dinosaur Jungle:** A wild, untamed jungle where ancient, long extinct beasts roam and rule. Watch out for stampeding Triceratops.
4. **Evil Foundry:** A smouldering, medieval industry from a long lost Kingdom. Inside its heart will soon lie a fire ready to burn the world asunder.
5. **Levitated Ruin:** Old ruins of towns, built upon the backs of Rukhs, manta like flying beings. Be careful not to fall from your new heights.
6. **Pirate Storm:** Pirate Galleons patrol these wild waters, wrecks of ships surrounding sharp cliffs. The storms seem never ending... a fraction of the World Rings power.
7. **Skeleton Dome:** A boneyard in which place once was the mines of King Solomon. Inside these Domes depths. There the King still lies a shell of his former self.
8. **Night Palace:** Erazor's own Palace and Lair. Filled to the brim with traps and of course the malicious Genie himself, this will be where all comes to an end. Will it be a Happy Ending?

Origins



Well Jumper just what are you going to be this time? Whatever it is Items and Perks are as always discounted for your Origin, with 100 CP Perks and Items being free. You may change your gender at will, and be whatever age you please between 15 and 100, same with any new memories that come with your Origin.

Wanderer (Free): You do not belong into the World of the Arabian Nights. Much like Sonic you are a newcomer to this Realm having gone right after him. Will you have time to enjoy the stories though when it is all being devoured?

Inhabitant (Free): The Arabian Nights are your home, you being one of the many characters dreamed up over the course of 1001 nights. Do you seek to conquer it or save it from destruction?

Species



Human (Free): Vanilla is a flavour too. You may opt to be your average human like Doctor Eggman... or pardon me, King Shahryar.

Mobian (Free): Is this their name? It might as well be. With this you may opt to be an anthropomorphic animal akin to Sonic and other characters like Tails and Knuckles. Or perhaps it would be more accurate to say Ali Baba and Sinbad.

Djinn (Varies): Or instead why be a mortal at all? By picking this option you may instead be a Genie or Djinn. You are a member of a race of magical beings and the occasional evil Spirit. Much power is within this option, **granting you access to the Djinn Section.**

Perks

General Perks



Storybook Aesthetic (Free): It really sometimes feels like you are in a Book around here, right inside Scheherazade's tales. With this you can keep these ancient Arabian designs with you, to use on your adventures or your belongings.

Storyteller (100): To think one person alone thought up this wondrous tale, spanning 1001 Nights in full. Truly a creative mind is required for such a feat. Now you have that as well, being able to spin wondrous tales from nothing with your marvellous creativity.

What you Think is Right (200): It can be so hard to do the right thing sometimes. Either because of lingering emotions towards someone you once loved, or because the odds simply seem unsurmountable. Worry not because with this you will never lose sight of what you think is right. No mind control or own deception will make you lose sight of it and you can even teach others this skill with but a couple words.

Soul Resurrection (200): A Soul like yours is truly tenacious. With this you can proof it. With Soul Resurrection, if you take a hit, instead of proceeding to be damaged, you may instead deplete your spiritual reservoirs. Any powers you have connected to such things will than not work until you recover but at the very least your body will be unharmed.

Way Back Home (300): You can truly find yourself in the most odd circumstances and most confusing realms. But how will you ever return to where it all began? Just keep running. As long as you keep moving, you will always find your way back home, no matter what reality you happen to be stranded in.

Whirlpool of Emotion (300): Emotions are power. Ones sadness and grief can make them, in the proper circumstances, rival a true monster and the World Rings are full of them. Not only are you the Master of your emotion, when you let yourself embrace them, things like your rage, sadness and more can boost your power.

The Proper Sacrifice (400): It would be a travesty if you went through so much trouble only to fail at the final step of a ritual wouldn't it? With this, whatever ritual you wish to perform, you will always know exactly what you need to do. In the event that you make a mistake still, you will not ruin the ritual itself with possibly disastrous consequences to yourself, but instead simply have to start over. Furthermore, even if you were to stick with the wrong option, you can still keep a fraction of what you would have gotten without the downsides associated with it.

Wanderer



I'm not a rat (100): You're a Hedgehog! And they better never forget it. You are great at coming up with one liners, insults and awesome phrases.

To a New Adventure (100): Life really does not get boring around you. If you want it to be, you can always find yourself on an exciting adventure, maybe even pick up a couple of friends along the way. Be wary though the danger of these trips is very real. But what is life without some risk right?

Attack its Weakpoint (200): However did you know that the Horn of the Bemoth would be the Key to defeating it? It could be Videogame logic or this Perk. If an enemy of yours has a visible weakness on theirs, like a wound or a place on their body, you can see it with ease. Now its just a matter of taking advantage of it

I'll have you smiling by the end of this (200): What good is a life spend wallowing in misery and sadness? You have a downright joyful easy going air around you, able to take even the most crazy and dangerous of circumstances with a smile on your face. Not only that but you have a knack for cheering up those around you.

Soul Gauge (400): You gain access to a to this World seemingly unique power Source known as the Soul Gauge. By using this energy you can perform two techniques. One is Speed Break, boosting your speed incredibly and granting you partial invincibility while it is active. This allows you to defeat certain enemies, break objects by walking through them and endure certain hazards. The second technique is Time Break, which slows down time for you. In this state you can easier aim and evade, as well as seeing things hidden from your view that would be invisible or hard to find. You can refill the Soul Gauge by collecting Soul Orbs but for you it will regenerate at a small pace as well over the course of 24 hours.

Burning Candle (400): When your very life is at threat of being set ablaze, every second counts and every misstep will cost you. It is fortunate than that you excel in dire situations. The more threatening something is, the more you are at deaths door, the stronger, the more capable you will be.

Wildfire (600): And at last... you have become the fastest thing alive. Maybe not literally but your speed at the very least matches that of Sonic, with reflexes to match. The Speed of Sound is but trivial for you to achieve, and techniques like the Homing Attack are yours to command. What can the Monsters of the desert do against a Storm?

The Legendary Blue Hedgehog (600): You've gotta be kidding! You a figure of Legend? You better be flattered. Odd how someone from another World can be part of a prophecy in another. Now you may be a fitting candidate for whatever prophecies you may encounter, finding yourself able to fulfill them.

Inhabitant



As you wish Master (100): You are simply the Born servant. Not only do you take joy in granting your Master whatever they desire, you almost seem to instinctively know how to help someone the best or how to make them feel better

My Name is Alibaba (100): They seem to have mistaken you for someone else. Not that that is a bad thing. Something about you makes people remember the friends they have, letting the two of you already start off on good terms.

Desert Flower (200): Your beauty truly is one transcending mortals. Your skin is always perfect, your hair always smooth and in general there is nothing on you that isn't visually appealing. A true 10/10 in every observable way.

Ali Baba the Mediator (200): Why is it that there must be quarrel among allies? Especially when danger is on the horizon. Fortunately they have you. You are great at solving quarrels between friends, mediating between the two and easily able to convince them to put their arguments at hold.

Sword Spirit (400): You appear to be a capable swordsman, using any bladed weapon with great effect. Erazor himself might be impressed by you and consider you an equal in skill... but not in power.

Sinbad the Sailor (400): You seem to be just born for travel and adventure it seems. You are a great survivalist, able to survive even on deserted island nigh indefinitely. Not only that but you are a great problem solver, solutions coming to you like the problem at hand was as simple as finding water to doze flames of an Ifrit.

Sealer of Evil (600): Indeed you are a great and powerful King. You are knowledgeable of several spells to seal away malicious spirits, knowing just how to subdue the evil beings. Something on the Scale of Erazor is beyond you however but with time you may just find a way to bind something like him too.

King Sharyar (600): The protagonist of the Arabian Nights, before the events happened that required him to be calmed by the tales, was said to be a wise and great Sultan. You match his skill at politics now, able to justly lead a Kingdom to prosperity. Now be wary of those that may wish harm to you and your Kingdom however.

Items

Generic Items



All origins get a Stipend of **+500 CP** to spend solely on this section.

Jumper Nights (Free): A old looking Book, with a beautiful cover. Inside are the recollections of oyour many tales across your chain. All the stories you have experienced, alongside the Arabian Nights themselves of course, can be found here.

Arabian Tunes (Free): The Music of Sonic, now with an Arabian touch. You may keep the Soundtrack of this and any other Sonic game with you on your journey, to be listened whenever you feel like.

Golden Rings (Free/200): It wouldn't be a Sonic Gam without them. You may opt, in future Worlds and this one, for there to be these golden rings. They will be lying around waiting to be collected by you, or any you want them to. They can suffer as a buffer for attacks, as long as you have one you will survive whatever attacked you. In return you will lose all Gold Rings you collected. Free for the duration of the Jump.

Soul Energy (Free/300): By purchasing this you may opt to, in future Worlds and this one, for there to be small glowing pearl like items. They will be lying around waiting to be collected by you, or any you want them to. Collecting these Pearls will serve to refill one's spiritual energy pools and defeating spiritual beings like Djinn will cause them to leave Spheres like these behind. Free for the duration of the Jump.

Jumpers Palace (500): It would not be the Arabian Nights without a truly marvelous Palace. This one in particular is a nigh identical copy to Erazor Djinn's own lair. You, your companions and any you wish, will live here in complete luxury while invaders will have to dodge deadly traps.

World Library (600): So many Books and so many tales inside of this Library. Inside of here you will be able to find a copy of any Book of the World you are in, be it simple stories or science essays or stranger literature. Not only that but you have a special corner that will hold the equivalent of **Jumper Nights** for any you wish them to be, detailing their life's story. Comes with a nice Mini Game section.

Wanderer

Sonic Shoes (100): Wouldn't want to get blisters from running at Mach Speeds right? These Shoes are the perfect fit for you no matter the situation. Always comfortable, adjusting to whatever form you take and never wearing down no matter how many miles you walk in them. Come with a set of stylish gloves.

Flying Carpet (200): Occasionally it might be nice to rest your soar feet and instead just glide above the World. This comfy flying carpet is always roughly comparable to your own movement speed, making it a reliable option for travel no matter your own power, while protecting you from pressure and making it impossible to fall off for you and any passengers you have.

Old Lamp (400): The very same Lamp that once hold Erazor Djinn. It is the perfect place to store the so called immortal evils in. After you defeated an enemy, you may opt to shoot forth a blast of a wish, sentencing them to spend eternity inside of the Lamp as a Prison. You can decide if this is one dimension for all, separate dimensions for everyone you use this on or how the Dimension is like on the inside. Escape is impossible unless someone rubs the Lamp itself and makes whoever you used this on come out with the intent of freeing them.

Wish Ring (600): The very thing that introduced Sonic to the Arabian Nights. Golden with the ability to shift its size to always be comfortable around your finger, and the inscription of "May God Bless You" it will sure to be useful to you. Your spiritual reserves are more powerful while wearing this ring, allowing you to use abilities consuming them more easily as well, even refilling with time. Lastly you may rub the Ring to summon a friendly Genie companion in a shape you find pleasing. They have the **Genie of the Ring** Perk from the Djinn Section and are eager to serve you however you desire.

Inhabitant

Mountain of Napkins (100): Sometimes you just need to be able to let your grief out. When you bring someone to this Mountain, they will feel compelled to finally let their burdens out, cry and mourn in earnest. The napkins will never run out and after a good cry, well they may not be fully healed but at least feel better about what made them tearful.

Bazaar (200): It wouldn't be an Arabian setting without a great Bazaar. This place will always be full of interested customers, eager to make the next purchase. If you want to sell any wares this is the place to go. It also regularly holds auctions for carpets, possibly allowing you to get very rich just by buying the right carpets alone, if you outdo your competition.

Sinbad's Ship (400): This Ship is the perfect thing to traverse the Seven seas. Twice as fast as you can move and immune to even the nastiest of weathers, it can house all of your companions comfortably for even the longest of journeys. While it can be staffed by a Crew, it does not need to be and seems very receptive to any adjustments you make. You can always find some adventure with this Ship.

Erazor Blade (600): A blade in the shape of a razor, almost identical to the one wielded by a certain Evil Djinn. Through it you can easily channel all your powers, creating powerful waves of fire if you were to be a pyrokinetic for example with but one swing. In fact this dread blade even seems to amplify your powers. Truly a weapon worthy for a devourer.

Djinn Section



Ah yes the wonderous spirits of the Desert. Either loyal and friendly servants, driven mad entities or malicious world devourers. The Djinn are a variable bunch and as such you may choose what you will be here.

Depending on how much CP you spend on the Djinn Species option, you get the same amount of DP (Djinn Points). Say you spent 500 CP on the option, you would get 500 DP. You may not transfer CP to DP otherwise or do the opposite.

Malleable form (Free/100 DP): A Djinn can be a very unique being. Why limit your form to the shape of a mortal? You may decide what you look like, be that an enchanted Vase like thing, a ball of energy, or a humanoid being like Erazor and Shahra. You can also purchase another form with 100 DP, able to shift in between the two of them at will, like say turning from a beautiful woman into a ball of pink light.

Ageless (Free): As a Spirit, you do not bind yourself to the passages of time. You are effectively ageless, unable to die by old age. However this does not mean you cant be defeated or killed.

Levitation (Free): You are in a way unbound from normal Gravity, allowing you to float in the air and float as fast as you can run.

Teleportation (100 DP): You not only levitate now, you can in fact teleport from one location to another. The max distance for this is a couple meters into any direction you wish.

Prim Ma (200 DP): You can commend the very air around you, stir up whirlwinds and blasts of air. Even your entire body can be turned into puff and smoke and allow you to enter confined spaces.

Skeleton (200 DP): By picking this option you gain the same properties as the dreaded Skeleton Djinn. You have control over your Bone Structure, allowing you to disassemble and reassemble your body at will, as well as use the swords you can summon in place of hands with deadly efficiency.

Rafflesia (200 DP): As a Rafflesia your shape takes on that of a flower. You have some control over nearby plants and are able to fire of bullet like seeds from your mouth.

Slime (300 DP): As a Slime Djinn your body can now be a smooth pile of slime with a red gem embedded into your chest. You can summon an electrical aura around you, as well as spit out balls of corrosive green slime.

Bemoth (300 DP/Requires Slime Djinn): Usually you would need many more of your Slimy brethren to assume this form. However By purchasing this you may yourself take on a Bemoth form boosting your power considerably and given you access to a tornado(whirlpool like attack, as well as the ability to spew out Bombs and generate more electricity. Your horn however makes for a weakness in this state.

Golem (300 DP): As a Golem you are quite a bit taller than other Djinn. Your form is incredibly durable as well, allowing you to simply shrug off attack from the likes of Sonic. You do however possess a weak spot on your head.

Genie of the Wind (300 DP): Uhu is a small, blue ball of light like, Djinn. Perhaps he could be considered the Sonic of the Arabian Nights, considering his Speed being just shy of the blue blur. This Speed is now your own.

Gargoyle (400 DP): one of the most powerful variations of Djinn, the Garoyles possess wings that allow them to nearly match the speed of Sonic himself. You can also command a mystical energy like power, fire it off in waves or construct solid energy trails. Your sharp claws should also be of great use in combat. Lastly you may emit a bright flash, which briefly coats your victim in a skin tight stone layer. They can however break free with enough strength.

Ifrit (600 DP): Your shape is now that of a mighty, mechanical like Djinn with great control over fire. Your fire could burn the very pages of the Arabian Nights and in addition you can fire lasers from your eyes and summon powerful bombs. Water can weaken you but aside from that, not even Sonic would find himself able to harm you unless he took advantage of that weakness.

Genie of the Ring (600 DP): You are now a match for Shahra herself. As a Genie of the Ring your power might not be as vast as Erazor, but it is useful all the same. You have some minor wish powers, able to grant any Master of yours minor wishes with no limit. However they are rather small in scale, at most things like materializing a mountain of handkerchiefs for example or restoring an ancient artifact. However more than that, you may freely enter fictional worlds of stories, taking part in them and even having someone accompany you.

Flame of Judgement (600 DP): Do you too dabble in Curses? Much like Erazor, you are a master in such evil Magics. Your most dangerous however is that of the Flame of Judgement. Unless lifted, by your hand or someone of magical power akin to yours, this flame will burn away at someone's lifeforce till they fall dead. Not even an immortal is safe from this fate.

Spirit Summoner (600 DP): Now much like Erazor you may summon and bind lesser Spirits to do your bidding. Normally peaceful spirits can be driven to madness and can be summoned no matter what their confinement was. They shall burn the World in your name

World Eater (800 DP): The Stories of this World will be yours. You can devour the very pages of the Arabian Nights, or otherwise consume the fabric of reality to increase your own power.

Genie of the Lamp (1000 DP): It should be expected to find this here I suppose. With this purchase you become a truly powerful and dangerous being, rivalling that of Erazor. While you do not possess his ability of Spirit summoning, his curses or the power to devour reality itself, in terms of magical might you are equals. As such you can increase your size or summon fire, but most impressively grant three wishes to anyone you consider a Master, capable of restoring realities and bringing back the dead. Physically you are also immortal, able to come back from any punishment. Beware however that sealing you away is still a possibility.

Companions



Into the Arabian Nights (Free/50): Sonic had a companion too in this wonderful tale, in the form of Shahra. For free you may have someone dive right in with you into this storybook tale. They get a free Origin as well as 600 CP to spend however they wish.

Escape into the Real World (Free/100): Alternatively you may want someone from this tale to come with you? For 100 CP you may guarantee for them to join you. Of course should you have befriended them and they agree, they may be your companion free of charge. Erazor however may not be taken, just to be safe.

Scheherazade (Free): Ah would you look at that. This is the very creator of this World. The one who crafted these stories to redeem a mad King. Wherever did she come from? Regardless she seems interested in accompanying you. A charming, creative and intelligent woman, she will be sure to make your life less boring and perhaps even make you a better person. She may or may not, also resemble one Amy Rose or one of the other various female Mobians in the Sonic franchise.

Big the Cat (Free): Now how did he get here? This purple cat truly just gets lost in the strangest of places. If you want he can come with you, even having a space fishing rod for you to use.

Drawbacks



I caught this cold yesterday (+100): For the duration of this adventure you will be stuck with a cold. It won't do much other than the usual small symptoms, but will be an annoyance one way or another.

Eggman! (+100): But you are not Eggman! What is this Hedgehog talking about? For some reason anyone you met will at first assume you are an enemy of some sort. This won't be too big of a problem and easily solved with some communication on your part, and they easily understand that there is simply a resemblance at most... but it will still be a chore.

Fire Souls (+100): In every World there are these things called Fire Souls, red rings filled with a flame in the middle. Now before the end of the Jump you must collect all of them before you are allowed to make your choice. On the bright side, collecting them grants you 'bonuses' like art or music native to the world. As if it was the key for 'Background' or 'Concept material'. If you wish you can choose to summon these Fire Souls after this Jump in future Worlds as well.

Stuck on Repeat (+200): You think you could ever get sick of your favourite Music? This drawback makes the **Arabian Tunes** Item mandatory... and it won't stop. You will always hear the same 'Seven Rings in Hand' tune. Defeat an enemy? Finished a mission? It will always be there and any defenses against it being annoying will be gone. And sooner or later, trust me, it WILL annoy you.

Objective List (+200): You can not move on from a world unless you fulfill a list of certain objectives. These can be anything from finding an item, defeating a bunch of enemies or simply even being faster than normal. You need to fulfill all of them to pass this Jump.

Mad Spirits (+200): Evil Djinn are considerably more hostile to you in this Jump. They will follow you around and attack you on sight, trying to hunt you down. This doesn't affect friendly Djinn like Shahra or someone like Erazor.

Laggy Controls (+200): Movement is a bit... odd for you. It was as if you were controlling yourself over a Wii Controller. You might accidentally make a couple missteps.

Racing with the Wind (+200/+400): There is a Genie who seems to share an interest in Speed and Races. Just as fast as Sonic, he is interested in racing him inside all of the Worlds... and now you as well. Win his races in all the Worlds or be left in the Dust. For +400 CP instead you must also race Sonic himself, alongside his usage of Soul techniques, and win. In the event that you far surpass them, they will Scale to be roughly your equivalent.



Solomons Curse (+400): You have been reduced, be it by evil magic or something else, to a skeleton like being. Your bones are scattered throughout your starting location and you will have to rely on the help of a friendly passerby to collect yourself again. Until that happens you may not use any of your Perks or Items.

Burning Away (+400/+600): Your Perks and Items not from this Jump are actively at risk of killing your Jumper. On your chest burns a small flame threatening to kill you no matter what means you have of avoiding that fate. However it will only do so if you utilize any of your more extraordinary skills. For 600 CP this will instead even affect your in Jump purchases.

Bound (+600 DP/Exclusive to Djinn): How did it go again? Cosmic Power but itty bitty living space? You are bound to an object of your choice at most as small as a ring or as big as a lamp. Anyone who possesses this object can control you and force you to do their bidding, you being powerless to work against it or even so much as twist their desires in any way that harms them and would benefit you.

If you chose to keep this Drawback for your Chain, past this Jump, you may either gain Genie of the Ring for Free or Discount Genie of the Lamp.

Your Last Chapter (+600): Erazor has found a far more valuable source of power than the 1001 Nights. Your tales. He has begun absorbing power from all the previous Jumps you have entered, all the adventures you have made. As such his power has become immense, rivalling your own. If he manages to consume your entire story, your chain will end and Erazor will take your place. Do not let that happen.

Scenario

Seven Rings in Hand (+300):



The Chaos Emeralds are not the only artifact of power. The Arabian Nights have their own powerful objects in the form of the seven rings holding them together. Your task in this Jump is to find all of them and defeat Erazor. You will begin the Jump being cursed with the Flame of Judgement and ordered to obtain them. You can opt to replace Sonic or be cursed alongside him. One way or another, alone or with the Blue Hedgehog, you must find first Erazor in his base form and defeat him in Night Palace. After doing so he will lock himself in a room that can only be opened by all Rings combined and with your lifeforce being burned away you are in no position to avoid this task.

Each of the Rings represents a different World and a different emotion.

Yellow Ring – Joy (Sand Oasis)

Green Ring – Hatred (Dinosaur Jungle)

Red Ring – Rage and Anger (Evil Foundry)

Blue Ring – Prayers and Hope (Levitated Ruin)

Aqua Ring – Pleasure (Pirate Storm)

Purple Ring – Sadness (Night Palace)

White Ring – Wishes and Desire (Skeleton Dome)

After collecting all of them you will face Erazor once more, demanding he lift the curse. Instead however he will use your life as a Sacrifice so he may obtain the Rings power, as the Collector must be Sacrificed so another may wield the might of the Rings. Erazor will lunge at you but either Shahra, or one of your companions, or perhaps both of them, will block the strike. While this will awaken the power still, it will be incomplete and Erazor will ascend to become an incomplete Monster named Alf Layla Wa-Layla. However in this moment the Rings of Hatred, Anger and Sadness will react to your own emotion and you will assume the Darkspine form.

In this state you will have to duel Erazor once more for the fate of the Arabian Nights. Even if Sonic is by your side, it will make little difference, Erazor merely being so powerful the two of you need to team up to even have a chance.



Reward: You prevented the end of the Arabian Nights and went through much trial to do so. For this your Reward shall be worthy of the task. Not only do you get to keep the Seven Rings, them bonding to you and any you deem worthy, but also the secret they are hiding, that of incredibly power.

The Darkspine Form is incredibly powerful, at the very least rivalling the Chaos Emeralds. As you are using the complete form now, it is impossible for you to be harmed by anything not rivalling Darkspine itself and your strength rivals that of Alf Layla Wa-Layla. You possess powerful Pyrokinetic abilities, as well as control over darkness and wind. You can fly at incredible speeds as well as gather Soul energy yourself to perform moves like Time Break and Speed Break.

Perhaps most astoundingly however is your control over reality itself. With one wave of a hand you could restore a collapsed reality like the destroyed Arabian Nights back to how it was.

Speaking of, the Realm is now yours, allowed to keep with you on your travels. You can go there, and invite anyone you want, simply by using the pages of the Book. Characters inside this Book may also be let out at will.

If you chose not to replace Sonic, he and Shahra may also follow you on your travels.

Decision



Looks like another tale has come to a close. The Book is nearing its final pages. Now as for you... where does this Journey continue for you?

Happy End: Going home it is than? Very well. You shall return with all you have gained, as well as my thanks for this most enjoyable story.

Good Night Tale: You will stay in this world? I must say it does have charm. Than let me give you these final 1000 CP on the house for you to spend how you wish before we depart.

A New Chapter: The usual it is then? Of to more stories than my friend.

Notes:

-It is theorized that the World rings can only be wielded by someone not from the Arabian Nights. However it is also stated that Sinbad could use the Blue Ring to create storms and Erazor can pick them up with his Magic. Either way I am gonna say that if you take the Seven Rings in hand scenario you do not have to be a Wanderer Origin to collect the Rings.

-If you buy Soul Gauge and finish the Seven Rings in hand Scenario, the effects will simply stack when you perform the Soul techniques as Darkspine.

-As a Djinn, should you buy multiple different forms or powers related to your forms, you may mix and match them at will.

-If you buy the **Wish Ring** Item as well as Import a Companion as a Djinn, they may take the place of your Ring Genie. In this case they will have the Perk **Genie of the Ring** for Free and may still spend their 600 CP however they wish.

-While doing this Jump I noticed this Game is actually kinda OP. We have a main antagonist who literally devours his home reality and is stated to be immortal, and Darkspine Sonic still beat him. The full Erazor package would probably be **Flame of Judgement**, **Spirit Summoner**, **World Eater** and **Genie of the Lamp**. All the Perks are kinda OP in their own regard so I decided to split them.

-The **Bound** drawback is for all the Jumpers who want to fully commit to the Djinn theme. You don't have to keep it beyond this Jump but if you do you get the appropriate reward. Buying both **Genie of the Ring** and **Genie of the Lamp** will stack. Same with taking both **Wildfire** and **Genie of the Wind**.