

MOTHER OF LEARNING JUMP

This is a world of magic and mysteries. You are here for 10 years of time outside the loop and the counter starts when you leave the loop or are already outside due to a drawback. The starting time is the same day Zorian becomes a looper unless you take a drawback to change it.

Starting Location

City of Cyoria - One of largest cities of Eldemar, holding its royal academy as well as a powerful mana well, pretty unsafe place to be in recent times.

Ulquaan Ibasia - Isle of the Exiles, home to necromancers and blood mages, otherwise a pretty fine place for mages.

Koth - In general location of Taramatula Estate and mostly safe place from all the crazy jungle.

Origins

Detective - You are a detective of Cyoria's police department.

Cultist - You are part of Ulquaan Ibasia invasion force, perhaps as a citizen or a subcontractor like a certain necromancer mayor.

Apprentice - You are an apprentice of Cyoria's Royal Academy of Magical Arts.

Perks

General

Free during jump/200 CP for future jumps Soul Continuity - Your existence is a weird one, there can't be two of you, or rather both of you are the same person, not a copy paste, a true self. Even if you aren't marked with Sovereign Gate, your soul destroyed and remade at the start of the next month, it's still you. Are you outside the Sovereign Gate in the real world? It's also you, though you may not exactly feel it due to ridiculous time dilation between your two selves. Another benefit to this is that your continuity of self persists, regardless of your form, lack of it or other bizarre event, you are you and will always be. Anytime your being is split for whatever purpose, they are merely pieces of amalgam that is your existence, as if these bodies were merely simulacrams of your true otherworldly self... See notes for more information.

Free Mana - Thanks to this you can use magic, a gift from gods that disappeared, your mana magnitude is 10, an average one.

Variable CP Increased Mana Magnitude - You can increase your mana magnitude here, magnitude of 15 costs 100 CP, 20 costs 200 CP, 25 costs 300 CP and is pretty much the highest one can have while being just a human. Keep in mind that the higher it is, the worse your shaping skills will be and it will take longer to train them. This magnitude after training and casting spells every so often grows up to four times that so for example magnitude 25 ends up with being 100, that's as far as you can have without divine gifts and Imperial Crown.

300 CP Divine Gift - You were lucky to be blessed by either a high ranking angel using an artifact or one of the gods from begone time as some sort of contingency that triggered upon your arrival in this world. Your mana magnitude is doubled without impacting your shaping skills.

Detective

100 CP - How People Work - You have a knack for noticing things being not what they are, such as someone being strangely calm in a situation or muscle twitches when someone is trying to do something. Even people with poker faces will be read like an open book if you speak with them for long enough time.

400 CP Knack for Divination Magic - You are good at divination magic used in your line of job, magical auras, someone lying, minor postcognition, good memory as well as shaping skills to cast it subtly.

600 CP World Best Detective - You are simply said, amazing in this, you could deconstruct a conspiracy spanning the whole continent in a few months, if not weeks, clues and hints appear at best of times and there is no such thing as a dead end to you. Now go and stop the world ending.

Cultist

100 CP Demon Worshiper - You know who the demon you should kiss feet is and how to be an ally to beings who don't need them, you are a level above mook in any cult you join simply because such beings like you and other cultists find you pretty exceptional.

400 CP Speaker of the Unknowable - You have a knack for speaking with beings that feel you are an ant to them, teatime with Panaxeth? Don't even expect any sort of madness, just a nice talk. This makes it easy to enter negotiations with beings that normally wouldn't do it with you as long as you know your place and the offer is not too much to your advantage, casual small talk is fine too. It also makes sure your sanity stays intact after such.

600 CP Seeker of the Transcendent - There are many dangerous places in the world, one such a place is dimensional prison that holds Primordial Panaxeth, and now you know where it is, and will know where to find other such locations, not only holding transcending beings. Free them and you will have their favor, find something akin to that (like holy sword waiting for a true hero) and you shall be its master with some effort. In new jumps you will sense the location of such beings, treasures and other significant things, and instinctively know how to release/obtain them with effort depending on the power gap.

Apprentice

100 CP Shaping Skills Connoisseur - Shaping skills are getting shoddy nowadays, that's what some guy in Cyoria would say, but you? You are at least passable and as long as you train, it will stay so. Now everytime you train your skills, the general field of specialty will also slowly progress. Teleport a snail and figure out how to freeze a levitated ice orb to cut it perfectly without breaking. Those are skills of a future master.

400 CP Inherent Magical Ability - You are a special person, perhaps there was a curious witch in your family or perhaps you are lucky. You gained an inherent magical ability like easy control over fire or empathy. Each of them can eventually become more powerful with the benefit of always surpassing equally trained normal magic. Depending on its inherent power, you also have decreased mana magnitude, but not by much. An empathy power that could make someone eventually into the most

powerful mind mage short of angels and gods merely takes 2 from it(8 less once you increase it by training your base mana). More info in notes.

600 CP Secret Archmage - You spent decades training, already world renowned, if not for you being an unknown person. Shaping skills at the level of Zorian, spell repertoire at the level of Zach, ability to construct powerful golems, magic items just short of artifacts and much more is possible for you. You are not Quatach Ichl equal but you are not far off.

Items

General

200 CP Soul Perception Potion - Unlocks Soul Perception, allowing you to see souls and easier necromancy as well as training to defend it or keeping it stable to prevent lie detection.

400 CP Youth Potion - It makes you young and ageless, made from an old salamander and alchemy skills of a great witch.

400 CP Airship - A flying airship, possessing powerful defense wards and ability to fly using magic, great for long and tedious journeys.

600 CP Wraith Bomb - A magical bomb that releases a bunch of wraiths that attack and turn those they kill into more wraiths, it's as powerful as it is scary. Be careful with it.

100 CP Kosjenka - Little murder machine doll full of both defensive and offensive wards.

200 CP Mrva - Colossal golem capable of basic combat magic, extremely durable and holding one of the best defensive wards known to exist.

400 CP Mrva Mk2 - Mrva which holds Soulseizer chrysanthemum that has purposefully diminished perception of outside world and subsequently expanded to maximum for target of your choice, which upon being sensed is empowered far above its normal power to forcibly seize the soul of the target to use as mana battery, essentially killing it.

Imperial Artifacts

100 CP Imperial Staff - This staff is capable of placing up to six recall points that are undetectable. The User of the staff is capable of teleporting to any of these points from any distance but each recall point can only be used once every twenty four hours. The recall points persist across time loop restarts.

100 CP Imperial Dagger - It allows one to kill souls, or so someone would say, it in reality just allows someone to mark people for the Controller to stop remaking certain souls in the new restart of Sovereign Gate. It also gives the user soul perception as long as the ring is worn.

100 CP Imperial Ring - Allows to place markers on people to track them across vast distances, perhaps even continents.

400 CP Imperial Orb - An orb as big as a hand yet holding a pocket dimension big enough to put a mansion inside, also a nigh infinite memory bank, never forget stuff.

600 CP Imperial Crown - A powerful crown that increases your mana by 10 times and doesn't unattune it, making it a straight up boost to your reserve. It stacks with divine gift in this way for mages

who increased their mana reserve by four times already. Mana Magnitude 40(from 10 average), Divine Gift 80, Imperial Crown 400, Imperial Crown + Divine Gift 800. It also can remove temporary markers.

Free Sovereign Gate(Requires all of the above Imperial Artifacts) - Taking control over the body of a primordial via divine power of the gods, this device allows one to copy and paste a whole solar system from the real world into a pocket dimension so powerfully disconnected from reality that ridiculous time dilation can be achieved. Allowing one to enter 1000 time looped worlds, each restarted at the end of a month, allowing one to master skills, meet people, find secrets and so on with hardly any risk beyond soul attacks. The primordial here is dead and thus cannot interact with you and imperial artifacts are always available to you if you wish to leave, you still need archmage level skill to take copied souls with you if you wish.

Detective

100 CP - Friends in Lower Places - Sometimes the higher ups are just corrupt, or even enemies. But you can count on those in below stations, they have less to lose. You have a big paper with various contacts that could provide you with help, useful info or perhaps combat power, it seems you did them good some day but you strangely don't remember that. A new list appears in each jump and the contacts are weirdly accomodating to you.

600 CP Stack of Evidence - What kind of evidence do you say? It could be evidence pointing out the emperor is a demon in disguise, or perhaps that the government is a puppet of something hiding in shadows. Each jump you get a stack of evidence that will make even the most doubtful of people believe it to be true, it can be used to prove it's true if even publicized, but it doesn't protect you from retaliation. The evidence that appears is one you desire the most.

Conspirator

100 CP Cultist Robes - Powerful wards and face concealing magic in a neat design.

600 CP Bakora Gates - Two bakora gates you can import anywhere you want, holding a soul and coming with a manual to easily activate it(without weird dance) and blueprint to easily make more of them(and import), they allow for easy intercontinental travel, possibly even farther.

Apprentice

100 CP Golem - A golem butler, it can carry stuff and has some defensive wards, some beings may think it is more powerful than it looks, just don't call it a bodyguard to keep the act.

600 CP Defense Barrier Array - This amazing item, just short of an artifact will automatically absorb ambient mana and protect you to the best of its ability, Quatach Ichl attacks are laughable and even Oganj mighty dragon breath is simply minor concern as the attack is shunted to a pocket dimension and kept in powerful time dilation until the time you will it to be released at your enemies with just a thought.

Companions

50 CP Import - You can import a companion here for 50 CP a person. They get origin, free perk and item along with 200 CP to spend, you can instead pay 100 CP per person for them to have 400 CP to spend.

200 CP Familiar - A familiar tied to your soul that personifies magic of your choice, for example salamander for fire magic.

400 CP Divine Touched Giant Earthworm(Discount with Imperial Ring) - Giant Earthworm capable of burrowing through the earth.

600 CP Divine Touched Hydra(Discount with Imperial Orb) - Giant Hydra that can teleport and is truly hard to kill.

800 CP Angel - High ranking angel, capable of going against even a high rank demon, and even half dead it's equal to dragon mage Oganj.

2000 CP Primordial - Who put this here? ***1 offer myself to join you, if only to escape this unending prison, gods and angels may be my enemies but my rage is inferior to my desire for freedom, grant me it and I shall follow you.***

Drawbacks

200 CP Cultist Extraordinaire - You are mistaken for cultist everywhere you go, people won't ever believe you aren't one and Cult of the Dragon Below thinks you are a fraud, beware.

400 CP Time Loop? Nah(Cannot be taken with Primordial Companion) - You arrive on the day Zach was supposed to enter the time loop, except Panaxeth cursed him with his remaining power, thus he died and there is none to find a way to win. Quatach Ichl will successfully release Panaxeth unless you do something.

400 CP Wrath of Quatach Ichl - A 1000 year old lich just figured out you intend to either steal his crown or ruin his plans and he is out to get you, his forces substantial.

600 CP Wrath of the Angels(Mandatory and exclusive to those who have taken Primordial Companion) - All bets are off, global divine contingencies are in effect, army of heaven is coming and you are its primary target beyond trying to kill your new friend.

600 CP Wrath of the Primordials(Cannot be taken with Primordial Companion) - Divine magic holding dimensional prisons of various primordials are beginning to erode, soon a great war shall happen between angels and primordials with you in the middle as a wave of divine power spread throughout the world with your arrival, marking you as the one they can unleash their hatred on. Survive.

800 CP Wrath of the Gods - Gods are back and they are angry with the situation(novel plot), they think you ruined their old playground so beware.

1000 CP Wrath of the Dragon Below(Cannot be taken with Primordial Companion) - None expected this, even gods for many of them were needed to even kill this godlike entity, and now it's slowly reviving itself, outside the loop the angry rage of Panaxeth or equivalent primordial shall rise it from death and with each passing second its life shall grow stronger. Within a year primordials shall be freed and then at the 9 year mark the primordials shall free the dragon from the core of the planet. Is this the end of the world as we know it? Angels will help but don't expect them to win against that many primordials, or be anything more than mooks against the god dragon itself.

Notes

Inherent Magical Powers

Tunneler Toad Dimensional Agility - Makes spatial magic easier and sensing space too.

Aranea Empathy - Mind Magic, whether it's feelings, mind attacks, memory probes and so on.

Unknown creature Pyromancy - Control and easy conjuring of fire.

Non CP Items - If you nab some items from the setting then they will work outside of it as the divine power is inherent, though you can't take sovereign gate with you, should you release Panaxeth with

Cultist perk to make him friendly, he will destroy the gate slowly with his own power as it's just a bunch of divine energy using him like a tool. But a crown or orb is alright, so are magic items you make or potions and so on

Cultist capstone won't allow you to befriend primordials should you take Wrath of the Primordials or Wrath of the Dragon Below Drawback.

Wrath of the Angels will also happen if you release a primordial, but it's not fiatback(if you buy it then benefactor straight out releases it without hiding their intent) so you could try shenanigans to make gods contingencies and angels think you didn't do it and everything is 'normal'.

Soul Continuity - Aside from it making any 'copy' of yourself into you, it also works as general continuity of self perk, you will be yourself if you are mind uploaded(like Stargate maybe), teleported and reconstructed in another place using different atoms(like in Star Trek), disintegrated and reformed or just copy pasted in both body and soul(Gantz), soul split into millions of pieces and put together in chaotic way(like in Magi for example)