

Mahou Sentai Magiranger 1.0  
By saiman010



### **Introduction:**

Welcome, Jumper, to a world of magic and wonder! This is a realm where the forces of light and darkness wage an eternal battle, unseen by ordinary humans. Long ago, a great war erupted between the celestial realm of Magitopia and the dark forces of Infershia. Though the warriors of Magitopia triumphed, sealing Infershia deep beneath the Earth, their victory was not absolute. Fifteen years have passed, and now, the seal has begun to weaken. Infershia's monstrous legions rise once more, seeking vengeance and dominion over both the magical and mortal worlds. The battle is far from over, and destiny calls for new champions to take up the mantle of magic.

In the face of this dire threat, five unsuspecting siblings find themselves thrust into a world they never knew existed. As their city is attacked, they watch in shock as their mother reveals incredible magical power, standing as a guardian against the darkness. Before vanishing, she entrusts them with the MagiPhones—artifacts of great magic that allow them to transform into the legendary warriors known as Mahou Sentai Magiranger. With newfound strength, they swear to uphold their family's legacy, mastering the arcane arts and fighting to protect humanity. However, their journey is only beginning. The truth of their lineage, the vast mysteries of Magitopia, and the true depth of Infershia's evil have yet to be uncovered.

And now, Jumper, you have arrived at this crucial moment. With 1000 CP at your disposal, you are more than a mere spectator—you are a force capable of shaping the tides of this magical war. Will you stand alongside the Magirangers, defending the light against Infershia's cruel ambitions? Will you carve your own path, wielding magic for your own purposes? Or perhaps, the shadows themselves whisper to you, tempting you with forbidden knowledge and power. The choice is yours, and your adventure is about to begin!

## **Starting Locations:**

As you enter this world, you must choose where your journey begins. Your starting location will shape your experiences, allies, and the dangers you face. Choose wisely, for each path leads to a vastly different fate!

### **1. Anywhere in Japan**

The mundane world may seem peaceful, but danger lurks just beneath the surface. Whether you find yourself in a bustling city, a quiet rural town, or even near the Ozu family's home, you will be an outsider to the magical war—at least at first. You may stumble upon an Infershia attack, be approached by Magitopia's forces, or even awaken to your own latent magical potential. This is the most flexible starting point, giving you the freedom to carve your own destiny, whether that means joining the Magirangers or forging your own magical path.

### **2. Magitopia**

A land of divine magic and celestial wonders, Magitopia is home to the Heavenly Saints, powerful beings dedicated to protecting the balance of magic. If you start here, you are likely a chosen warrior, a being of magic, or even a disciple of a powerful saint like Raigel or Lunagel. You will have access to vast magical knowledge and training, but beware—Infershia's influence is ever-looming, and betrayal can come from unexpected places. Will you uphold the light, or will you seek to claim the divine power for yourself?

### **3. Underground Hades Empire Infershia**

If you crave power and darkness, Infershia welcomes you. This foreboding, labyrinthine realm beneath the Earth is home to the monstrous forces that seek to overthrow Magitopia and conquer the surface world. Here, you will be surrounded by demons, dark sorcerers, and warlords who have spent centuries honing their might. Are you a prisoner seeking escape? A newly reborn dark warrior eager to prove yourself? Or perhaps an infiltrator hoping to sabotage Infershia's plans from within? Your choices here will determine whether you rise as a feared general of the dark or risk everything to defy Infershia's rule.

Where will your story begin, Jumper? The world of magic and wonder awaits!

## **Origins:**

Your origin determines not just your background but your starting age, shaping your knowledge, experiences, and the role you may play in this world. Your gender is yours to choose freely, and your age will be determined based on your chosen origin. Additionally, any origin can be taken as a Drop-In option, meaning you arrive in this world without pre-existing connections or memories.

### **1. Magical Human**

You are a human who wields magic, whether as part of the esteemed Ozu family or as an independent magician living in the human world. Perhaps you've studied magic in secret, or maybe you've only just awakened to your potential. Your abilities may vary depending on your lineage, training, or personal talent, but one thing is certain—you are not an ordinary human. The world of magic is calling, and whether you choose to fight alongside the Magirangers, forge your own destiny, or fall to the darkness is entirely up to you. Starting Age: 13 + 1d20 years

### **2. Heavenly Saint [100CP]**

You are one of the Heavenly Saints of Magitopia, a divine being of immense magical power. Your existence is tied to the forces of order and light, and you have spent your existence mastering magic. However, there is a catch—your past as a human (if you ever had one) has been completely erased. You may be a guardian, a teacher, or even a warrior sent to battle Infershia, but do you truly align with the celestial order? Or will you seek to uncover the truth behind Magitopia's secrets? Starting Age: Timeless—you have existed beyond mortal lifespans, though you may appear any age.

### **3. Infershia [400CP]**

You are a denizen of the Underground Hades Empire Infershia, a realm of demons, dark sorcerers, and terrifying warlords. Whether you are a newly risen monster, a powerful sorcerer, or a former human twisted by Infershia's magic, you are a being of darkness. Will you seek to conquer, destroy, or perhaps even rebel against the very empire that birthed you? Power is everything in Infershia—be strong, or be crushed.

Starting Age: Variable, depending on your nature. You could be an ancient demon, a revived warrior, or something entirely new.

### **Perks:**

Here perks are 50% off based on origins; also 100CP discounted perks are free.

### **General**

#### **Battle Poses Are Cool [Free]**

This is a world of Super Sentai, and with it comes one undeniable truth—battle poses are essential. You now possess the instinctive ability to strike a dramatic pose before battle, and no matter how complex or dynamic it is, you will always execute it flawlessly. Want to backflip into your pose? Done. Feel like spinning your weapon and setting off fireworks behind you? Absolutely.

To accompany your pose, you can craft an epic introduction, whether it's a traditional samurai declaration, a fiery proclamation of justice, or something uniquely your own. Best of all? Your enemies will always wait patiently while you pose and transform, bound by the unspoken laws of dramatic tension. Whether you're alone or part of a team, you will always look cool as hell—because style is just as important as skill.

#### **Magic Affinity [100 CP each / One Free for All]**

You have a natural affinity for one of the elemental forces in this world, shaping how you fight and interact with the supernatural. Fire burns with explosive power, perfect for aggressive attacks, while Water flows fluidly, offering versatile offense and defense. Wood grants resilience and control over nature, while Earth provides unwavering strength and seismic force. Wind moves swiftly and unpredictably, making you a master of speed and evasion, while Ice is precise and chilling, capable of battlefield control and restriction. Thunder crackles with raw energy, delivering devastating speed and electrifying force, while Light radiates with divine power, embodying justice and purification. Lastly, Darkness is enigmatic and formidable, excelling in deception, curses, and raw magical strength.

One elemental affinity is yours for free, allowing you to wield its magic with natural proficiency. However, if you wish to master multiple elements, additional affinities can be purchased, expanding your magical potential. Through training, your connection to these elements will deepen, allowing you to develop stronger, more creative techniques, combining and evolving your abilities in ways only limited by your imagination.

### **Magical Training [Free for All]**

Congratulations! You aren't completely clueless when it comes to magic. You have learned the basics of spellcasting in this world—simple spells like minor elemental attacks, enchantments, and general magical control are within your grasp. You're not a master yet, but with time and effort, you'll be able to develop powerful magic of your own. Whether you want to fling fireballs, summon magical shields, or levitate dramatically, you have the foundation needed to become a true magician!

### **Mahou Sentai Magiranger Soundtracks [100 CP]**

Deep within your mind lies the complete soundtrack of **Mahou Sentai Magiranger**, ready to be played at will. Whether you need a hype battle theme, a somber melody, or the legendary opening song, you can summon these tracks in your head at any time. Even better, if you focus, you can project the music outward, ensuring that everyone around you hears the perfect soundtrack for the moment. Nothing elevates a dramatic entrance, an intense duel, or a heartfelt farewell like a perfectly-timed musical score.

### **Battle Proficiency [Varies / Free 200 CP Variant for Heavenly Saints & Infershia]**

Your skill in combat determines your effectiveness in the battle between Magitopia and Infershia. Whether you are a fresh recruit or a seasoned master, this perk shapes how well you fight and how you fare against the magical threats of this world.

### ***Inexperienced [Free]***

You are new to battle, and while you may have potential, you lack real experience. Even basic enemies like the Zobiru, Infershia's foot soldiers, may give you trouble at first. Your attacks lack precision, your reflexes are unpolished, and true warriors will easily outmatch you. However, every battle is an opportunity to improve, and with time, you will grow into a powerful fighter—if you survive long enough.



***Novice [100 CP]***

You have gained some combat experience and can now handle yourself in a fight. Whether armed with magic, a weapon, or sheer determination, you can defeat groups of Zobiru with relative ease. While not yet a master, your reflexes, technique, and awareness have sharpened, making you a capable warrior. Lesser Infershia monsters and lesser-ranked magicians will still be a challenge, but against normal threats, you can stand your ground.

***Experienced [200 CP / Free for Heavenly Saints & Infershia]***

Your skill has now advanced to the point where you can battle an Infershia Beast—a monster-level opponent capable of devastation and magical combat. These foes have monstrous strength, regenerative abilities, and devastating attacks, yet you can hold your own against them. You are a true warrior, whether as a Magitopian guardian, a human magician of great talent, or an elite Infershia soldier. Those born into battle, such as Heavenly Saints and Infershia warriors, automatically receive this level of combat proficiency for free, as they are forged for war.

***Veteran [400 CP]***

You are no ordinary fighter—you are a warrior of legendary caliber. Your combat skill places you among the greatest in this magical war, rivaling the likes of the Heavenly Saint Raigel or Infershia's most powerful generals. Whether through sheer battle experience, refined technique, or overwhelming power, you can match the strongest warriors of this era in direct combat. Few can challenge you and survive. When you step onto the battlefield, even the mightiest foes know they face a true master of war.

## **Magical Human**

### **Herbology [100 CP]**

You have the ability to conjure and control plants, allowing you to summon different types of herbs and vegetation at will. Whether you need a healing herb, a deadly poison, or even vines to ensnare your enemies, your magic lets you shape nature to your will. With training, you could grow massive trees in seconds, create enchanted flowers with mystical properties, or even command entire forests to act on your behalf. Perfect for healers, potion-makers, or those who just like the idea of weaponized shrubbery!

### **Divination [100 CP]**

By gazing into a magical globe, you can predict the future with varying degrees of clarity. Your visions may reveal imminent danger, hidden truths, or glimpses of distant places, giving you an advantage in battle and beyond. The more you hone your power, the more accurate and detailed your predictions become—though the future is always shifting, and some fates may not be so easily avoided. Whether you use this ability to guide your allies, outmaneuver enemies, or profit off some well-placed bets, the secrets of destiny are yours to uncover.

### **Potion Brewer [200 CP]**

You possess the art of potion-making, allowing you to craft elixirs with a wide variety of effects. These aren't just your typical healing potions—your concoctions can grant temporary boosts in skills, strength, or even bizarre talents like perfect piano playing. With the right ingredients and knowledge, you can brew elixirs of invisibility, speed, enhanced magic, or even transformations. The stronger the potion, the rarer the components required, but with patience and experimentation, you could create legendary brews capable of altering reality itself.

### **Alchemy [200 CP]**

You wield the power of transmutation, allowing you to reshape objects into different forms with a mere touch. A vase can become a soccer ball, the ground beneath you can turn into glass, and a pile of junk can be transformed into something valuable. Your alchemy follows no strict rules, working as if by magic rather than complex chemistry. The only limits are your imagination and your



mastery over the craft—with training, you could reshape entire environments, turn weapons into harmless objects mid-battle, or even create new materials.

### **Monster Tamer [400 CP]**

You have an innate talent for taming magical beasts, allowing you to befriend and command legendary creatures like dragons, nymphs, griffins, and more. Whether through bonding, magical influence, or sheer presence, these powerful beings recognize you as their master and ally. Your connection with them allows for stronger cooperation, synchronized combat, and even magical growth as your bond deepens.

Even more impressive—if you possess a Titan Form perk, you and your magical beast can merge to form an even greater Megazord-like fusion, combining your strengths into a towering powerhouse of destruction. Whether soaring through the skies on a dragon, leading a pack of mystical creatures into battle, or becoming one with a legendary beast, you are a true master of magical monsters.

### **Transformation [400 CP]**

Your main magical ability is transformation, allowing you to morph into anything you can imagine. Want to turn into a bee to buzz away from danger? Done. Need to become a fan to cool off on a hot day? Go for it. With your magic, you can assume any form, whether it be an animal, an object, or even an element.

The more you practice, the more refined your transformations become—you can mimic abilities of what you turn into, blend seamlessly into environments, or even use partial transformations (like growing wings for flight or turning your arms into swords). With creativity and mastery, there's almost no limit to what you can become!

## **Titan Form [600 CP]**

You now possess the incredible ability to transform into a massive, mythical Zord-like entity, embodying a legendary creature of your choosing. Your Titan Form can take the shape of a centaur, pixie, thunderbird, phoenix, mermaid, or even a colossal humanoid form, each offering unique abilities that make you a force to be reckoned with. Whether soaring through the sky, commanding the seas, or unleashing elemental fury, this transformation grants you immense power, durability, and battlefield presence. Your sheer size alone makes you capable of going toe-to-toe with Infershia's mightiest beasts or defending Magitopia from massive threats.

In this towering form, you can fight independently, using raw strength and magic to dominate the battlefield. However, the true potential of your Titan Form lies in combining with allies to create a Megazord-like fusion. Whether it's fellow warriors with Titan Forms or magical creatures of similar size, you can merge together into a more powerful unified entity, enhancing strength, agility, and magical abilities to overwhelm even the strongest foes. With teamwork and strategy, your combined form can turn the tide of any battle, becoming a living legend of power and unity.

Beyond combat, your Titan Form serves as more than just a tool for war. You may use your immense size and abilities for rescue missions, large-scale defense, or even as a guardian deity of your chosen people. Over time, you can refine and enhance your transformation, unlocking new forms, greater magical potential, and even specialized combination techniques. Whether as a lone juggernaut or the heart of a legendary Megazord, your Titan Form ensures that you will never be forgotten in the annals of history.

### **True Self Preservation [600 CP]**

In a world where overwhelming magic can reshape the very essence of your being, you stand unshaken. Normally, when a human accumulates enough magical power, they undergo ascension to become a Heavenly Saint, but at the cost of losing all memories of their human life. However, this fate will never be yours. No matter how much magic you gain, how many divine blessings you receive, or how powerful you become, your sense of self will remain intact—your memories, personality, and identity will never be erased or altered against your will.

This protection extends far beyond just the path to becoming a Heavenly Saint. Any attempt to change who you are—whether through transformation magic, indoctrination, possession, mind control, or forced reincarnation—will always fail. No matter the source, be it divine intervention, dark sorcery, or eldritch forces beyond comprehension, your soul is untouchable. Even reality-warping abilities meant to overwrite your existence will falter, leaving you as the one constant in a world of endless change.

Best of all, while you are immune to negative alterations, any positive effects that come from such transformations will remain with you. If becoming a Heavenly Saint would have granted you increased power, immortality, or divine magic, you will still receive those benefits—just without the memory wipe. You can embrace the gifts of transformation without ever losing yourself, ensuring that you remain you, no matter what forces try to rewrite your destiny.

## **Heavenly Saint**

### **Elemental Mastery [Free for Heavenly Saint / 400 CP for Others]**

Your connection to magic has reached unparalleled heights, elevating your elemental proficiency to a level beyond mere mortals. As a Heavenly Saint, you are now a true master of your chosen elements, wielding them with such precision, power, and finesse that even the greatest mages would stand in awe. Every spell, attack, or magical technique you cast—so long as it aligns with your elemental affinity—is now on a league of its own, capable of shaping battlefields, overwhelming enemies, and bending the forces of nature itself to your will. Fire burns hotter, water flows with greater force, wind cuts sharper, and earth moves with unstoppable might.

Beyond raw power, you have also gained a unique alternate form based on your elemental affinity. This transformation grants you enhanced strength, speed, durability, and magical prowess, making you far more powerful than your normal human form. Your appearance will reflect your element—for example, a fire user may be wreathed in flames, a wind user may appear ethereal and weightless, or an ice user may shimmer like a living glacier. In this form, you gain an extraordinary advantage in battle, as any elemental attacks that match your affinity are completely absorbed, rendering you immune to your own element and allowing you to replenish your energy mid-fight.

### **Deep Mana Pool [100 CP]**

Your magical reserves are vast, far beyond that of an ordinary spellcaster. Where others might tire after a few powerful spells, you can keep casting far longer without running dry. This allows you to sustain high-level magic, unleash devastating attacks, and use magic in extended battles or difficult situations without worrying about running out of energy too quickly. With training, your mana pool can grow even further, ensuring that your magic is always ready when you need it most.

**Dimension Door [100 CP]**

You possess the ability to effortlessly open portals between key locations, allowing you to travel with unmatched ease. Whether you wish to step into Magitopia, the future, or even entirely different dimensions, your portals let you move between friendly home bases and safe havens without the need for complex spells or rituals. This power makes you incredibly mobile, ensuring that you can escape danger, reinforce allies, or visit far-off locations whenever necessary. With time and mastery, you may even extend this ability to create short-range combat teleportation, letting you outmaneuver enemies with precision and speed.

**Potential Unleash [200 CP]**

You possess the rare ability to awaken the dormant magical power within others, unlocking hidden potential that even they may not have known existed. Whether it's a latent talent, a forgotten lineage, or simply power lying dormant, you can bring it forth, allowing people to reach greater heights than they ever could on their own. The effects can range from enhancing their current abilities to unlocking entirely new ones, depending on what lies within them. With this power, you could create new heroes, strengthen allies, or even turn the tide of battle by empowering those around you.

**Family Man [200 CP]**

You have a natural charisma and warmth that makes you deeply beloved by your family, team, and those who see you as a protector. Whether you're a sibling, parent, or mentor figure, you inspire loyalty, trust, and a strong sense of unity. Your presence brings comfort and encouragement, and your words can motivate even the most uncertain hearts. No matter how dire the situation, your family—whether by blood or by bond—will always stand with you, for your love and devotion make you their unshakable pillar of support.

**Good Teacher [400 CP]**

Your ability to teach and mentor others is second to none. Even the most unskilled individuals will quickly learn under your guidance, grasping difficult concepts and techniques at an accelerated rate. You instinctively understand how to explain complex ideas, tailor lessons to each student, and bring out the best in them. Whether training warriors, magicians, or even ordinary people, you ensure that they grow into their full potential. Your influence can shape future heroes, scholars, or leaders, making your legacy one that will echo for generations.

**Reverse Magic [400 CP]**

You wield the power to manipulate time itself, a dangerous and nearly forbidden form of magic. With this ability, you can rewind small events, undoing mistakes, damage, or even injuries within a limited timeframe. While not absolute time travel, this ability allows you to reverse effects, restoring things to an earlier state, making it an invaluable tool for both battle and problem-solving.

However, due to the dangerous nature of Reverse Magic, the time-being Chronogel placed a curse upon it, ensuring that no one but himself could wield it safely. You, however, are the sole exception. This means that while others may suffer terrible consequences for attempting to use it, you can wield it freely, bending time's flow without fear of the curse. But beware—tampering too much with time may still have unforeseen consequences.

## **God Slayer [600 CP]**

The return of the Infershia gods has forced you to prepare for the worst. These ancient and powerful beings are not mere monsters or warlords—they are divine entities, capable of reshaping reality, commanding the elements, and bending mortals to their will. But rather than cower before them, you have honed your magic into a force capable of slaying gods themselves. Through relentless training, forbidden knowledge, or perhaps even a divine rebellion, you have unlocked the ultimate countermeasure—God Slayer Magic.

This magic is fundamentally different from ordinary spells. It is specifically designed to wound, weaken, and ultimately destroy divine beings, bypassing their normally impenetrable defenses. Your attacks ignore conventional immunity to mortal magic, striking at the very essence of godly entities. Their divine regeneration, reality-warping, and even immortality are rendered fragile before your power. The stronger your opponent, the more your magic adapts, ensuring that no god—be they Infershia or otherwise—can stand unchallenged. Even if you face lesser foes, this power remains devastating, cutting through magical resistances and overwhelming defenses with terrifying force.

Yet, wielding God Slayer Magic is not without its consequences. Its very nature makes you an enemy of the divine, ensuring that gods—whether good or evil—will view you with suspicion, fear, or outright hostility. Some may attempt to eradicate you before you become a threat, while others may seek to manipulate your power for their own ends.



### **Sainthood [600 CP]**

You have been granted an extraordinary power, one that allows you to elevate others to the status of a Heavenly Saint. Once every ten years, you may sanctify a worthy individual, transforming them into a divine being of Magitopia. This is no mere blessing—it is a complete ascension, granting them immense magical power, eternal youth, and a celestial form befitting their new divine nature. Their mortal limitations are cast aside, replaced by the wisdom, strength, and purity of a true saint.

However, this transformation is not something to be taken lightly. Becoming a Heavenly Saint means severing one's ties to their past life—memories, emotions, and even personal identity may fade away, replaced by their new existence as a divine protector. While your own True Self Preservation ability (if you have it) protects you from this fate, those you ascend will not be so fortunate. They may retain fragments of who they once were, but over time, they will become something more, something beyond human comprehension.

As the one who holds this sacred power, you alone decide who is worthy of sainthood. Will you use it to reward your closest allies, ensuring that your most trusted friends rise to divine status? Or will you strategically ascend powerful warriors, forging an army of celestial beings to combat the forces of darkness? Whatever your choice, the destiny of those you elevate will forever be changed, and with each new saint you create, the balance of power in the world will shift accordingly.

## **Infershia**

### **Essence of Fear [100 CP]**

As a member of Infershia, you now possess the terrifying ability to extract fear from your opponents. The more fear they feel, the more power you can absorb, enhancing your own magical and physical abilities. Additionally, this collected fear can be used to break seals, making it a valuable tool for freeing imprisoned allies or unleashing ancient forces best left forgotten.

### **Evil Magic [100 CP]**

Your magic has been tainted by the darkness of Infershia, making it far more destructive and chaotic than conventional spells. While this corruption causes your magic to radiate a sinister and ominous aura, it also makes your spells harder to counter and more terrifying to witness. Even when casting simple spells, others may feel an unnatural chill, sensing the malice and cruelty woven into your magic.

### **Magical Weapon Mastery [200 CP]**

Infershia warriors are masters of their chosen weapons, and you are no exception. Whether it's a sword, scythe, chain, spear, or something bizarre like a cursed yoyo or a bladed pen, you wield your weapon with deadly expertise. Your skill is at the level of a seasoned warlord, allowing you to effortlessly counter multiple foes, deflect magic, and strike with unerring precision.

### **Animal Curse [200 CP]**

You have the terrifying ability to seal powerful individuals into helpless creatures, reducing even the mightiest warriors into frogs, cats, birds, or any small, harmless animal. This curse is incredibly difficult to break, requiring either immense magical intervention or a very specific set of conditions. It is a favorite punishment among Infershia, used to humiliate and imprison those who dare oppose you.

### **The Split into Two [400 CP]**

You now possess the unnatural ability to split into two separate individuals, just like Phantom Spy Vanculia. When you activate this power, you divide yourself into two distinct entities, each carrying exactly half of your abilities, power, and stamina. Despite the split, both versions of you retain their full intelligence, memories, and combat skill, allowing for strategic coordination and deception. Whether fighting side by side or operating separately, this ability grants unparalleled versatility, letting you be in two places at once and overwhelm enemies with unpredictable attacks.

One of the most significant benefits of this power is the negation of racial weaknesses. If your original form had a vulnerability—whether it be to holy magic, purification, or a specific elemental force—this weakness is removed when you split, making each half of you far more resilient and adaptable. You can even exploit this by purposely splitting during battle, avoiding attacks that would normally be deadly.

### **Corrupting Essence [400 CP]**

Your very presence is a corrupting force, tainting all that it touches. Any wound you inflict—whether through physical attacks, magic, or even mere exposure to your aura—carries a sinister infection. At first, this corruption may seem subtle, causing minor changes in the victim's thoughts and emotions. However, given enough time, the effects will grow stronger, slowly twisting their mind, weakening their resistance, and making them more susceptible to your influence. The process is insidious, creeping into their soul until they question their beliefs, abandon their morals, and, eventually, swear loyalty to you.

The strength of the victim's willpower and pride determines how long they can resist, but even the most stubborn warriors and righteous heroes will crack under prolonged exposure. Whether you choose to speed up the corruption with direct manipulation or let it fester naturally, this ability ensures that your enemies don't just fall—they become your allies.

### **Infershia Pantheon [600 CP]**

You have ascended to the ranks of Infershia's divine elite, standing as one of N Ma's eleven most loyal gods. As a member of the Five Warrior Gods, you may be at the lowest tier of the Pantheon, but make no mistake—you are still a true deity, feared and worshiped by those who bow to Infershia's might. Your sheer physical form has undergone a transformation, increasing your size to that of a Titan, towering over lesser beings with an aura of divine terror. Your strength, resilience, and magical prowess have all been elevated to match your new godly nature, making you an entity capable of shaking the world with your presence alone.

Despite being at the bottom of the hierarchy, your potential for growth is immense. With enough conquests, victories, and devotion to Infershia, you could rise through the ranks, perhaps even surpassing your fellow gods. Whether you seek to become the greatest warrior among the pantheon or aim to usurp higher-ranked deities, your place in Infershia's dark dominion is yours to forge. Mortals may tremble before you, but even among gods, there is always room to ascend further—or to fall into obscurity.

### **Complete Magic Absorption [600 CP]**

You now possess an unstoppable, insatiable hunger for magic, capable of completely absorbing any spell, curse, or enchantment directed at you. Unlike mere resistance or deflection, this ability allows you to consume magic entirely, leaving nothing behind—not even residual energy for enemies to reclaim. Each absorbed spell fully heals your body, restores your magical reserves, and strengthens your abilities, ensuring that the more your enemies fight, the stronger you become.

This power is not limited to hostile magic—even ambient magical energy in an area can be drawn into you, allowing you to passively replenish your strength in highly magical environments. If an opponent dares to attack you with an overwhelming spell, they may find that they have only accelerated their own downfall, fueling your power to new, terrifying heights. Whether in battle against sorcerers, divine beings, or elemental forces, you stand as a living void, turning the magic of others into your greatest weapon.

### **Infershia Powers [Infershia Only]:**

As a member of Infershia, you wield dark and terrifying powers drawn from the depths of the underworld itself, making you a formidable force against the MagiRangers and all who dare oppose your dark dominion. you may choose one 200 CP ability and one 400 CP ability for free, granting you a solid foundation of cursed magic and sinister techniques. In addition, you receive a 600 CP ability at a discount, allowing you to claim one of Infershia's most devastating gifts without paying its full price. However, if you have embraced your divinity through the ***Infershia Pantheon perk***, your status as a true god of darkness grants you even greater rewards—you will receive an extra 200 CP ability and an extra 400 CP ability for free, as well as one 600 CP ability entirely without cost.

#### **[200 CP]**

##### **Lightning Vision**

Your eyes crackle with pure electrical fury, allowing you to fire devastating lightning beams at will. These blasts surge forth with incredible speed, striking foes with explosive force and searing energy. Whether you use them to obliterate enemies from afar, pierce through defenses, or unleash chaotic storms of destruction, this power ensures that your gaze alone is a weapon of unstoppable devastation.

##### **Size Change**

Your form is not bound by a single shape, allowing you to freely shift between normal and titanic sizes. Whether you stand among mortals or loom over cities like an unstoppable colossus, your power remains absolute. This ability makes you a walking disaster, able to stomp through armies, crush buildings with a step, or engage in battles where only giants dare to fight.

##### **Super Physical Strength**

Your power surpasses that of mere mortals, granting you Herculean strength beyond comprehension. You can hurl massive creatures and machines like playthings, effortlessly rip apart powerful enemies with a single slash, and strike with such force that entire landscapes quake under your might. Even MagiDragon, a massive fusion of mecha, was nothing more than a toy in your grasp, proving that no force can stand against your raw physical dominance

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## **Flight**

With the mighty wings upon your back, you soar through the skies at incredible speeds, outpacing even the swiftest enemies. Whether gliding effortlessly over landscapes or racing through the air like a living missile, your aerial mastery grants you unparalleled freedom in battle.

## **Energy Balls**

In the palm of your hands, you summon black and purple spheres of raw destruction, powerful enough to bring even the strongest warriors to their knees. These projectiles explode upon impact, delivering concussive force that can obliterate battlefields and nearly kill the toughest foes.

## **Flamethrower**

A wave of searing flames erupts from your hands, engulfing everything in its path with relentless, burning fury. Whether melting obstacles or matching the ice-cold power of a Heavenly Saint, your fire ensures that nothing stands against you unscathed.

## **Snake Swarm**

With a mere gesture, you summon a writhing mass of serpents, each one carrying a venomous bite capable of petrifying enemies on contact. This endless swarm of slithering horrors overwhelms foes, leaving them frozen in fear—or quite literally turned to lifeless stone.

## **Snake Twist**

Your body is as fluid as a serpent's, granting you the eerie ability to twist, coil, and contort yourself in unnatural ways. Whether dodging attacks, escaping restraints, or closing the distance with inhuman agility, your movements leave enemies unnerved and vulnerable.

## **Snake Bite**

When the situation demands a personal touch, you can sink your fangs into an enemy with a serpent's deadly precision. This bite carries paralyzing venom, rendering your victim helpless before you.

### **Petrification**

The eyes of your shield glow with an eerie, otherworldly light, amplifying the effects of your snake venom. Those who meet your gaze after being bitten feel their bodies harden into stone, their final moments frozen in terror as they are transformed into lifeless statues—a grim testament to your power.

### **Super Speed**

You move faster than the eye can track, a blur of destruction across the battlefield. Whether dashing between opponents, dodging attacks with ease, or launching lightning-fast assaults, your speed makes you a nearly untouchable force. You can even use your momentum to strike with devastating force, turning every attack into a high-velocity impact that shatters armor and defenses alike.

### **Boulder Blast**

You wield the earth itself as a weapon, launching massive barrages of boulders at your enemies with terrifying force. Whether hurling a single, crushing rock or an entire onslaught of stone projectiles, your attacks can level buildings, bury foes, or send them flying. This power makes you a walking siege engine, devastating everything in your path.

### **Spore Gas**

With a mere breath, you release a toxic, supernatural gas, its effects slow and insidious. Victims first experience a gradual loss of movement, their limbs feeling sluggish and heavy. As time passes, their bodies deteriorate from within, until they crumble into dust, leaving nothing but a fading memory behind. This makes you a silent executioner, capable of wiping out enemies without lifting a finger.

### **Tendrils of Vampirism**

From the shadows, you unleash twisting, writhing tendrils that seek out human blood, draining it from your victims with terrifying efficiency. Each tendril pierces flesh like a needle, siphoning their life essence until they grow pale, weak, and finally succumb. Those drained completely don't merely die—they rise again, transformed into vampiric thralls, bound eternally to your will.



### **Soul Bomb**

The souls harvested by you become your most terrifying weapon. You consume these stolen spirits, channeling their energy into a massive, unstable bomb. When launched, it detonates in an eerie display—beautiful fireworks of pure destruction, annihilating everything in their wake. Cities crumble, warriors perish, and even the strongest defenses shatter before the sheer power of lost souls unleashed.

### **Ogre Spin**

With a roar, you whirl into a violent tornado, your immense bulk transforming into a living wrecking ball. Anyone caught in your path is sent hurtling in random directions, their bones shattering on impact. Whether you're clearing a battlefield, breaking through defenses, or simply causing devastation for the fun of it, your spinning rampage leaves nothing but ruin in its wake.

### **Removable Hands**

You possesses the eerie ability to detach his hands at will, sending them scuttling like mischievous creatures. These rogue hands can be launched as explosive projectiles, used to grab distant objects, or even replaced with weapons—turning his limbs into blades, cannons, or anything else he desires. With this, he can fight from unexpected angles, turning a simple brawl into a chaotic nightmare for his enemies.

### **Dark Enchant**

A sinister craft of black magic, this ability allows you to infuse jewelry and trinkets with cursed energy, turning them into vessels of suffering and misfortune. Anyone who wears or even touches these enchanted items falls under their dark influence, experiencing anything from physical torment and hallucinations to mind control or soul corruption. Whether used as a tool for manipulation, revenge, or sheer sadistic amusement, no accessory is ever truly harmless in your hands.

### **Stretching Fabric**

Your garments are more than mere clothing—they are extensions of your will. You can stretch, twist, and manipulate your fabric like living tendrils, using them to ensnare foes, block attacks, or constrict your enemies like a deadly python. Whether it's grabbing distant objects, creating shields, or forming intricate traps, your outfit is as much a weapon as it is a defense, making you nearly untouchable in battle.

### **Summon Zobill**

You now possess the ability to summon and command Zobills, the undead foot soldiers of Infershia. These relentless warriors obey your every command, swarming enemies with overwhelming numbers and mindless ferocity. Unlike living minions, they feel no pain, never tire, and will continue fighting even when severely damaged.

### **[400 CP]**

#### **Dancing Spell**

With the eerie twang of your abdomen and the resonant beat of your eyes, you unleash a bewitching melody that forces all who hear it to dance against their will. This cursed rhythm compels even the most powerful warriors to lose control of their bodies, their weapons slipping from their hands as they twist and turn to your music. Whether used for humiliation, distraction, or outright destruction, your spell ensures that no one escapes your performance alive.

### **Teleportation**

Distance is meaningless to you. With but a thought, you can vanish in an instant, reappearing wherever you desire. Whether you use this power to evade attacks, ambush foes, or retreat strategically, no barrier or battlefield can truly hold you. Even locked dimensions and magically sealed locations struggle to contain your movements.

### **Bone Armor**

Your body is clad in terrifying, dragon-skull adorned armor, a near-indestructible shell that shrugs off even the most devastating magical attacks. Travelion's Destruction Fire Reverse Spray, Hikaru's MagiLamp Buster, and even MagiLegend's Screw Calibur Fire Tornado have all failed to leave so much as a scratch upon you.

### **Extendable Neck and Wings**

Your morphing physiology allows you to stretch and extend both your neck and wings, drastically enhancing your reach, power, and maneuverability. With an elongated neck, you can strike down foes from unexpected angles, while your expanding wings grant an extra burst of aerial dominance when needed.

### **Marksmanship**

Your precision is unrivaled—whether wielding bows, firearms, throwing weapons, or even energy projectiles, your aim is flawless. You can hit moving targets with impossible accuracy, ricochet shots off walls, and even strike foes without looking. Your enemies will never be safe, no matter how fast or how far they try to run

### **Energy Shield**

With a mere flick of your wrist, you conjure a light blue energy barrier, strong enough to withstand the combined might of MagiKing and Travelion. This formidable defense can block both physical and magical attacks, allowing you to weather even the most devastating blows unscathed. Whether using it to defend yourself, shield allies, or even trap opponents, your mastery over this shield makes you a fortress on the battlefield..

### **Land Swimming**

The ground is no obstacle for Garim. He can slip beneath the earth's surface as if it were water, moving unseen beneath his foes. He can emerge from behind, below, or even inside fortifications, launching devastating surprise attacks. Whether it's escaping danger, setting ambushes, or dragging someone screaming into the depths, Garim moves where no one expects.

### **Harpy Bug Creation**

Your voice is more than just unsettling—it's a curse in musical form. When you sings, those who are hungry suffer a horrific fate, as Harpy Bugs spawn within their stomachs. These parasites grow, squirm, and devour from the inside, leaving victims in agony. The more they try to eat to quell their hunger, the faster the bugs multiply, ensuring a slow, agonizing demise unless Peewee deigns to end her song.

### **Drone Summoning**

You commands a swarm of spike-like drones, surrounding himself with a metallic storm of destruction. These drones dart through the air, slashing and bombarding enemies with relentless precision. They can circle foes, restricting movement, or launch in a synchronized barrage, overwhelming even the most prepared warriors. With an army of mechanical weapons at his disposal, Golem is never truly alone on the battlefield.

### **[600 CP]**

#### **Time Absorption**

You hold dominion over the very flow of time, capable of draining its essence and twisting reality itself. With this terrifying ability, you can consume the passage of time, accelerating the world into a post-apocalyptic era of ruin and decay. Civilizations crumble, nature withers, and history itself bends to your will, allowing you to reshape the world into a wasteland of your own design. Those who stand against you may find themselves aged into dust, while your dark influence ensures that only the strong—or the loyal—survive in your new world.

#### **Soul Restoration**

You possess the rare and invaluable ability to restore or revert switched souls, effortlessly undoing curses, magical accidents, or sinister soul-swapping tricks. Whether someone has been forced into another body, trapped in an inanimate object, or even split apart, your power allows you to return them to their rightful form. This ability makes you a nightmare for those who rely on possession, body theft, or soul manipulation, as your mere presence can undo their schemes in an instant.

### **Mirror World Travel**

You are one with the reflections, able to slip seamlessly into the mirror world like a phantom lurking beyond the glass. From within, you can observe the outside world undetected, waiting for the perfect moment to strike from any reflective surface—be it a mirror, a window, or even the gleam of polished steel. Enemies will find no sanctuary, as your attacks can come from any direction, at any time, with no warning.

### **Possession**

As a Specter, you can slip into the bodies of others, taking control of them like a puppet. Whether it's a human, a beast, or even a plant, your influence seeps deep into their core, bending them to your will. Those under your control retain their memories but are helpless to resist, watching in horror as their bodies betray them. You can use this ability to sow chaos, infiltrate enemy ranks, or turn allies against one another with chilling precision.

### **Self-Rebuild**

Even destruction isn't enough to stop you. When your body is torn apart, reduced to mere fragments, all it takes is your red skull to restore you. Limbs snap back into place, shattered bones reassemble, and torn flesh knits itself together, making you nearly impossible to kill. Unless an enemy can destroy your skull itself, you will always rise again, more determined than ever to crush them.

### **Earthquake Triggering**

With a single, precise strike, you can awaken the fury of the earth itself. By striking fault lines or weak points, you can summon localized earthquakes, toppling buildings, splitting battlefields, and sending enemies tumbling into chasms. If used strategically, you could reroute rivers, collapse entire cities, or cut off enemy reinforcements with nature's raw power.

### **Items:**

You receive discounts based on your origin with 100 CP discounted ones being free. Also any items bought here can be imported to similar items.

#### **Mystic Communicator [Free – Only for Magical Humans]**

A multifunctional magical device, the Mystic Communicator serves as a transformation tool, a spellcasting focus, and an early warning system against dark forces. With a spoken incantation, it grants the wielder the ability to transform into their magical warrior form, amplifying their spells and abilities. Additionally, it can detect supernatural disturbances, allowing the user to sense hostile presences or magical anomalies. Each communicator is attuned to its wielder, glowing with their elemental energy when in use.

#### **Divine Sigil [Free – Only for Heavenly Saints]**

This holy artifact, granted only to those who have ascended to sainthood, serves as both a conduit for celestial power and a key to divine transformations. Rather than dialing numbers or pressing buttons, the wielder inscribes a sacred rune on an enchanted scroll or token, activating its power. This Divine Sigil allows for a Heavenly Transformation, unlocking the wielder's augmented form, enhanced divine magic, and greater control over their elemental affinity. Additionally, it acts as a direct link to celestial realms, permitting limited communication with other Saints or higher cosmic entities.

#### **Accursed Armament [Free – Only for Infershia]**

Forged in the depths of the Netherworld, these weapons of darkness are more than just tools of war—they are extensions of their wielder's malice. Each Accursed Armament is uniquely infused with malevolent energies, often appearing as corrupted, organic constructs—swords that pulse with living veins, spears that drip with cursed ichor, or chains that whisper with the voices of the tormented. These weapons grow stronger through suffering, feeding on the fear, pain, and despair of their victims. Only those truly bound to Infershia can wield them without suffering their soul being devoured by the weapon itself.

## **Magical Human**

### **MagiStick [100 CP]**

A powerful magic wand, serving as both a spellcasting focus and a combat weapon. Depending on the chosen variation, the MagiStick can transform into a sword for swift strikes, a crossbow for ranged magical attacks, or an axe for devastating heavy blows. Some variations remain purely as wands, excelling in spell enhancement rather than physical combat. In addition, MagiSticks can combine with others to form a powerful magical boomerang, capable of striking down enemies from a distance.

### **MagiPunch [100 CP]**

A set of enchanted gauntlets, infused with the power of fire and summoned through the incantation "Gi Gi Gikiru". These gloves grant the user enhanced strength and fiery punches, allowing them to execute the "Fire Screw Upper", a flaming uppercut attack that can send enemies flying. Though primarily associated with MagiRed, others have been known to channel their own magical energy through them, adapting them to their personal combat styles.

### **Spellbook of Beginnings [200 CP]**

An ancient tome of primordial magic, said to be one of the first spellbooks ever written. This book does not merely contain spells—it teaches them, guiding the reader through foundational and advanced magic alike. As one studies its pages, they will gradually unlock hidden spells, forgotten incantations, and lost techniques from the earliest days of magic. The book also adjusts to the reader's affinity, tailoring its lessons to best suit their magical growth. However, the deeper secrets within require dedication to unravel, making it a powerful but mysterious companion to any magician.



**Mandora Boy [200 CP]**

A sentient, talking Mandrake plant, Mandora Boy is both a guide and a nuisance. Despite being stuck in a pot, he is surprisingly mobile, able to hop, fly, and even perform minor magical feats. However, if forcibly removed from his pot, he will unleash a deafening shriek, capable of stunning enemies—or just irritating allies.

Mandora Boy serves as an advisor and commentator, frequently offering guidance on spells, magical theory, and Magitopian history. He is highly emotional and excitable, often getting into arguments (especially with similarly talkative magical beings like Smoky). While occasionally frustrating, his vast knowledge of magic and unwavering enthusiasm make him a valuable, if noisy, companion.

**Sky Hokies [400 CP]**

An enchanted broom capable of transforming into high-speed aerial vehicles, allowing their riders to soar effortlessly across the sky. Sky Hokies are not just simple flying tools; they are imbued with elemental magic, granting them increased maneuverability, speed, and even the ability to conjure gusts of wind to knock enemies off balance. Whether used for travel, combat, or dramatic airborne chases, these brooms offer both mobility and style to those who command them.

**Magic Workshop [400 CP]**

A personal sanctum of arcane knowledge, this workshop serves as a customizable space for crafting spells, potions, and magical artifacts. Fully equipped with ancient tomes, alchemical tools, and a cauldron for brewing powerful elixirs, it provides everything a magic user needs to experiment, research, and enhance their abilities. The workshop exists in a pocket dimension, allowing the owner to summon it anywhere at will, ensuring that they always have a sanctuary for their mystical pursuits.

### **Magical Holy Staff DialRods [600 CP]**

A fusion of the MagiPhone and MagiStick, the DialRod is a sacred magical staff that enhances both spellcasting and combat. Each DialRod features a rotary dial mechanism inscribed with the numbers 1-5, allowing the wielder to unleash MagiBolt attacks by channeling their magical energy through its divine circuitry. When all five are brought together, they create the Legend Finish, a devastating attack capable of banishing even the mightiest of dark forces. If combined with MagiMother's magic, the attack is amplified further into the Family Legend Finish, a technique that embodies the unity of magical lineage.

The DialRod is more than just a weapon—it is a versatile tool of transformation. Like Tsubasa demonstrated its adaptability by converting his into the DialRod Bowgun, a long-range magical crossbow, using the spell "Goo Magiirro". Also these Holy Staff holds an ancient and divine magic, bestowing a tremendous power boost upon those deemed worthy. When presented to the Magirangers by Hikaru, the rings unlocked their Legend Power, amplifying their abilities far beyond their previous limits.

### **Dark Magic Horse Barikion [600 CP]**

Born from the shadows of forgotten myths, Barikion is no ordinary steed—it is a nightmare given form, infused with dark magic and infernal might. Unlike traditional magical beasts that demand purity of heart, Barikion does not concern itself with morality. It serves those with the will to command it, choosing only the strongest as its rider. Legends say that Barikion's true allegiance lies not with words, but with deeds, bending only to those who have proven themselves in battle.

Its shadow-forged armor grants it near-invulnerability to conventional attacks, deflecting even the strongest magical strikes. Its hooves crash like thunder, shaking the battlefield with every step, and its presence alone fills the air with an eerie, oppressive force.

However, Barikion's greatest ability is Fusion Form Megazord Mode. By merging with its rider, Barikion can transform into a towering war machine of destruction, a Megazord infused with dark sorcery and raw power. In this form, it gains access to massive enchanted weapons, devastating magical blasts, and a supernatural resilience that makes it nearly unstoppable.

## **Heavenly Saint**

### **MagiLamp Buster [100 CP]**

The MagiLamp Buster is more than just a weapon—it's a fusion of ancient magical craftsmanship and mischievous spirit energy. Transformed from a genie MagiLamp, this gun-like artifact doesn't just fire blasts of magic; it summons the ferocious spirit of the genie himself. When unleashed, the genie projects a massive golden image of himself, delivering a flurry of punches and scratches that tear through enemies with dazzling force.

**Note: the Genie can't grant you any wishes.**

### **WolSabre & Jagun Shield [100 CP]**

The WolSabre is a blade of honor, destruction, and rebirth, once wielded by the mighty Wolzard. Originally a standalone weapon, it was shattered in battle, only to be reforged into an even deadlier form using the Imperial Sword Hellfang, a relic of immense dark power. This reforged version retains the ferocity of its predecessor, cutting through foes with dark flames and unrelenting force.

Complementing the sabre is the Jagun Shield, a mystical barrier that does more than just block attacks. The eye at its center is imbued with ancient sorcery, allowing its wielder to reflect magic, absorb energy, and even unleash devastating counterattacks. When wielded together, the WolSabre and Jagun Shield make for a perfect blend of offense and defense, ensuring their user remains an unstoppable force on the battlefield.

### **Magitopia Books of Prophecies [200 CP]**

These hallowed tomes contain the history, secrets, and future visions of Magitopia, inscribed by the sages of old. They are more than simple books—they adapt to the reader, revealing knowledge only when the time is right or when a destiny-altering event is near.

The pages within hold forgotten spells, legendary battles, and glimpses into possible futures. Some passages even react to their reader, shifting and rewriting themselves as fate unfolds. Those who can decipher the cryptic texts may foresee great calamities or uncover the lost magic of ancient saints and sorcerers. But beware—the books do not always tell the full truth, as prophecy is ever-changing, and knowledge comes at a cost.

### **Key of Seals [200 CP]**

A mystical key of unparalleled sealing power, this artifact can bind even the most formidable foes, provided the wielder has sufficient magical energy to maintain the seal. Unlike ordinary sealing spells, the Key of Seals doesn't just trap an enemy—it locks them within an ethereal prison, removing them from reality itself.

To use it effectively, one must have strong willpower and deep magical reserves, as maintaining a seal requires constant energy. If the magic supply weakens, the seal begins to crack, allowing whatever lies within to claw its way back to freedom. In the hands of a master magician, however, this key could lock away entire armies, ancient horrors, or even corrupt gods.

### **Celestial Aria Harp [400 CP]**

A sacred instrument woven from the light of the cosmos and the harmonies of creation, the Celestial Aria Harp is more than a musical relic—it is a conduit of divine power. Each note played sends waves of holy magic into the world, capable of healing allies, repelling darkness, or even altering the battlefield itself.

A skilled player can use its melodies to restore vitality, erase curses, or even summon celestial storms that rain golden lightning upon their foes. The harp's strings are attuned to the wielder's soul, meaning that only those of pure heart and unwavering faith can unlock its full potential. However, its greatest power lies in the Aria of Eternity—a song that can momentarily halt time or grant a fleeting glimpse into the divine realms beyond mortal comprehension.

### **Wings of Seraphim [400 CP]**

A gift from the Heavenly Saints themselves, these ethereal wings are not bound by flesh, but by the essence of celestial will. They allow their bearer to soar through the skies with unmatched grace and speed, unhindered by gravity's pull. More than just a means of flight, the Wings of Seraphim provide a shield of divine energy, reducing the impact of even the most devastating attacks.

When fully activated, these wings radiate a blinding holy light, burning away corruption and banishing evil with every flap. In moments of desperation, their wielder can unleash the Judgment Gale, a tempest of celestial energy that smites all in its wake. However, the wings demand a pure and resolute soul, as any hesitation or doubt will cause their power to falter.

### **Magical Train Travelion Express [600 CP]**

The Travelion Express is no ordinary train—it is a colossal magical locomotive, infused with the very essence of dimensional travel and arcane might. Built by the Heavenly Saints, this massive machine glides across the skies, through realms, and even between different planes of existence. Its interior is an expansive space, far larger than it appears on the outside, containing spell-infused compartments, training areas, and even a mystical control center where the conductor can channel their magic to steer it through the unknown.

Beyond mere transport, Travelion Express is also a powerful weapon, capable of transforming into a towering battle machine. In its combat form, it wields the Travelion Staff, a massive conductor's baton that channels lightning-charged magical energy into devastating strikes. The train itself can unleash dimensional rails, trapping enemies within pocket realities or sending them hurtling into the void. Those who control Travelion are not just passengers—they are masters of the arcane railway, able to bend the paths of fate and chart courses through the fabric of reality itself.

### **MagiTopia [600 CP]**

High above the mortal world, beyond the reach of time and space, lies MagiTopia, the divine sanctuary of magic and wonder. It is the holy domain of the Heavenly Saints, a place of pure magical energy, where the sky glows with eternal light and the very air hums with the resonance of celestial spells. This realm is home to ancient tomes, legendary artifacts, and fountains of limitless magic, making it the ultimate sanctuary for those who seek to master the art of sorcery.

As a resident of MagiTopia, you are granted unrestricted access to its sacred halls, where wisdom beyond mortal comprehension awaits. Here, you may train under the guidance of the greatest spellcasters in existence, unlocking secrets that could shape entire worlds. More than just a place of study, MagiTopia is also a stronghold against darkness, standing as a barrier between the forces of good and the abyssal terrors that lurk beyond reality. With MagiTopia as your home, you are forever linked to the cosmic forces of magic, drawing power from its radiant core no matter where you travel.

## **Infershia**

### **Cursed Talisman [100 CP]**

A sinister amulet, pulsating with a malevolent aura, this talisman is forged from the anguish of countless lost souls, their torment eternally bound within. When worn, it amplifies the user's dark magic, allowing spells to flow with greater potency and efficiency, while also granting an eerie ability to sense fear, despair, and hidden weaknesses in others. However, its power comes at a cost—the longer it is worn, the louder the whispers of the trapped souls become, clawing at the user's mind with visions of suffering and madness. If left unchecked, the talisman may twist the wearer's very soul, leading them down an irreversible path of darkness.

### **Infernal Chain [100 CP]**

Forged in the molten pits of Infershia, this hellforged chain carries an overwhelming presence of doom. It is completely under the user's command, extending and retracting at will, able to bind, crush, or even ensnare magical energies with unholy precision. The chain feeds on the strength of those it ensnares, gradually draining their energy and transferring it to the wielder. Each link is etched with dark runes, ensuring that any mortal bound by it suffers agonizing torment. Though a formidable tool, prolonged use may leave a lingering corruption, as the chain demands constant suffering to sustain its cursed power.

### **Demonic War Drums [200 CP]**

Carved from the bones of fallen warriors and stretched with the skin of ancient demons, these war drums echo with a relentless, pulsating cadence of terror. When struck, they unleash waves of battle lust and dread, filling allies with unstoppable fury while paralyzing enemies with fear. The deeper the rhythm, the more intense the effect, capable of reducing lesser foes to cowering husks or driving armies into frenzied rampages. In the hands of a skilled user, the drums can also summon minor demons, their forms woven from the beats of the abyss. However, the more they are played, the more their cursed sound infects the mind, making it difficult to discern friend from foe.

### **Necrotic Grimoire [200 CP]**

Bound in ancient, rotting flesh, the Necrotic Grimoire is a tome of forbidden knowledge, inked in the blood of those who sought its power and perished in its wake. Its pages detail the secrets of necromancy, soul manipulation, and curses capable of withering life itself. With proper mastery, one can command the dead, shape souls into weapons or phantasmal servants, or even unravel a being's lifespan with a mere utterance. However, the book is not a passive tool—it constantly hungers for more souls to strengthen its magic, and should its wielder fail to feed it, it may begin feasting upon their own essence instead.

### **Infernal Forge[400 CP]**

Deep within the blazing chasms of Infershia, where mortal hands dare not toil, lies the Infernal Forge—a miniature, ever-burning forge fueled by cursed embers and the despair of the damned. This forge allows its wielder to melt, shape, and forge dark weapons and armor, using only the most corrupted and forbidden materials. Anything crafted within its hellfire retains an ominous aura, making them particularly potent against light-aligned beings, as if they were anathema to purity itself. However, the forge's power is not limitless—it demands a price for every creation, be it blood, souls, or a fragment of the wielder's own essence. The more powerful the creation, the steeper the cost, ensuring that no weapon of darkness is made without sacrifice.

### **Demon Beast Egg[400 CP]**

Encased in obsidian-black shell, streaked with veins of pulsing crimson, the Demon Beast Egg is a relic from the dark realm of Infershia, holding within it the slumbering essence of an ancient beast. Though inert at first, with proper nurturing, feeding, and exposure to darkness, the egg will hatch into a ferocious demonic creature, bound by instinct and magic to its master's will. Its power is not fixed—it grows alongside its master, evolving into more monstrous and destructive forms, adapting to the wielder's strength and combat style. However, neglecting it or failing to control its hunger for destruction could lead to disastrous consequences, as even the most loyal demonic companion may turn on its master if left starved for power.



### **Altar of the Dark Gods [600 CP]**

Deep within the twisting abyss of Infershia, where shadows slither like living things and whispers of the forgotten echo endlessly, stands the Altar of the Dark Gods. This ominous shrine is a conduit to the ancient and malevolent deities that lurk beyond mortal comprehension, entities of pure malice and chaotic hunger. By offering ritual sacrifices, be it blood, souls, or suffering, you may gain their boons—dark power, forbidden knowledge, or even an audience with these eldritch beings. However, the gods of Infershia are fickle and cruel; they may grant their favor one moment and demand a terrible price the next.

The altar itself is a monolithic slab of obsidian, pulsing with arcane sigils that shift and writhe as if alive. Those who kneel before it can channel dark miracles, amplifying their magic beyond mortal limits. It is also a place of binding and resurrection—a powerful servant can be restored to life if enough dark energy is offered, or a soul can be trapped in eternal torment. But beware—should the gods deem you unworthy or disloyal, the altar may become your prison instead of your tool.

### **Infershia Underworld [600 CP]**

Beneath the fabric of reality, hidden from the light of the living world, lies the Infershia Underworld—a twisted, labyrinthine domain of endless night, jagged obsidian mountains, and rivers of molten despair. It is a realm of conquest and suffering, ruled by dark warlords, spectral monarchs, and monstrous horrors, each vying for dominion over the damned. The very air hums with cursed energy, fueling the dark arts and granting its denizens immense power at the cost of their humanity.

As one who claims a stake in Infershia, you hold a fortified domain within this underworld—whether it be a shadowy citadel, a roaming stronghold, or a forbidden temple of unspeakable rituals. Here, you may command legions of lesser demons, harvest the souls of the fallen, or experiment with forbidden magic in safety. Portals to the mortal world allow you to wage war, spread corruption, or lure prey back to your abyssal lair. However, ruling in Infershia is not without danger—powerful rivals may seek to overthrow you, and the underworld itself is a living nightmare, constantly shifting and reshaping itself, never truly under anyone's full control.

## Companions:

### My Old Team 50

You may import or create companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

### My New Team 100

Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions. You may buy this multiple times.



**Drawbacks:**  
**You are limited to +1000 Cp from drawbacks.**

**Power Rangers Universe [+0 CP]**

Your adventure takes place in the Power Rangers universe, but this time, the Mystic Realm, Magitopia, and Infershia are all a part of it! While you primarily deal with dark sorcerers, magical beasts, and Infershia's forces, you might also encounter other Ranger teams, interdimensional warriors, or alien threats. The Morphing Grid exists here as well, meaning that magic is not the only force in play. Expect unexpected allies, crossovers, and enemies far beyond the likes of Wolzard or the Hades Gods.

**Clumsy [+100 CP]**

You have the worst luck with magic—your spells misfire, potions explode in your face, and wands fly out of your hand at the worst times. Maybe you botch the incantations, maybe your MagiStaff refuses to cooperate, or maybe you just keep tripping over your own cape in the middle of a fight. Either way, you make every mission just a little more difficult by constantly fumbling at critical moments.

**Not Serious [+100 CP]**

Magic is cool and all, but you don't take it seriously. While your fellow Magirangers spend their time honing their spells, refining their combat techniques, and studying ancient texts, you're more likely to goof off, ignore training, or just half-heartedly wave your wand around and hope for the best. As a result, your magical skills are noticeably weaker than your peers, and enemies you should be able to defeat easily often get the upper hand.

**Lost [+100 CP]**

No matter how many mystic maps, magical compasses, or enchanted guiding spells you use, you always seem to end up in the wrong place. Maybe you teleport yourself straight into Infershia's lair instead of Magitopia, or maybe you get lost trying to navigate your own team's secret base. Either way, your lack of direction constantly puts you in trouble, whether it's wandering into a monster's lair or showing up late to every battle.

**Closed Off [+100 CP]**

You struggle to connect with your fellow Magirangers. Maybe you had a bad past experience with a team, or maybe you're just not good at trusting others. Either way, you find it difficult to work as part of a team, and your comrades might see you as cold, distant, or unreliable. The magical bonds that fuel teamwork and combined spells are much harder for you to use, meaning your power suffers until you can learn to open up.

**Infershia Magnet [+200 CP]**

For some mysterious, horrible, and inescapable reason, the forces of Infershia have made you their number one target. Maybe your soul burns brighter than most, or perhaps you unintentionally angered an Infershia warlord. Either way, Infershia monsters and warriors hunt you relentlessly, appearing at least once a week to ruin your day. Even when you're not looking for trouble, trouble finds you—and it's wearing demonic armor.

**Towering Terrors [+200 CP]**

Wherever you go, colossal monsters and titanic threats seem to follow you like a curse. Whether it's giant Infershia demons, towering golems, or uncontrolled Magitopian constructs, you can never escape the presence of massive enemies. Even when fighting on foot, you'll always find yourself in battles where the enemy has an overwhelming size advantage. If you ever enter Infershia's domain, the Hades Gods take special pleasure in making your life miserable.

**Energy Deficient [+200 CP]**

For some reason, your magic reserves are only half that of a normal Magiranger. While your allies cast spells, summon magical creatures, and fight tirelessly, you run out of energy much faster. Even basic spellcasting leaves you winded, and advanced magic takes a huge toll on your stamina. If you want to survive, you'll need to find alternate ways to fight, train harder than anyone else, or find artifacts that can boost your magic.

### **Cursed Past [+200 CP]**

Something in your past haunts you like a living nightmare. Maybe you lost someone you cared about, failed in a crucial moment, or even caused a great tragedy. Whatever it is, it lingers over you like a dark cloud, filling you with guilt, sorrow, or rage. This emotional weight makes it harder for you to harness your magic properly, as spells fueled by emotions are unpredictable when clouded by grief. Can you move forward, or will your past consume you?

### **No Outside Powers [+400 CP]**

All of your previous abilities, supernatural powers, and special enhancements from other worlds are completely sealed. You are restricted to only the skills, magic, and items you acquire in this Magiranger adventure. If you relied on technology, supernatural gifts, or external power sources before, they're gone. Welcome to ground zero—your magical journey starts from scratch.

### **Endless Battles [+400 CP]**

You are never safe. The moment you enter this world, combat is constant. Infershia attacks, rogue sorcerers, and monstrous abominations will never stop coming for you. Even when you try to rest, train, or recover, another threat is already waiting. You will never have a peaceful moment. The only way to survive is to keep fighting, keep improving, and never let your guard down.

### **Betrayal in the Ranks [+400 CP]**

One day, someone you trust completely will betray you—and not the person you'd expect. Whether it's a fellow Magiranger, a mentor, or even a close friend, someone you rely on will turn against you in a way that shakes your trust in everything. You will never know when it will happen or who it will be, but when it does, it will break you—unless you find a way to stop the cycle.

### **Mortal Weakness [+400 CP] (Cannot be taken with "No Outside Powers")**

No matter what magic you learn, what artifacts you find, or what spells you master, you remain physically weaker than those around you. Your body is that of a normal human—fragile, slow, and vulnerable. Even with powerful magical weapons, your lack of raw strength, endurance, and speed means you are easier to injure, tire out faster, and can't match the sheer physical power of Magitopia's champions or Infershia's warriors.

**Infershia's Wrath [+600 CP]**

One of Infershia's most powerful warlords—whether it be N. Ma, Dagon, or another Hades God—has declared you their mortal enemy. Now, you are being hunted by the entire underworld. Infershia's strongest warriors, dark sorcerers, and monstrous demons are all after you, ensuring that no matter where you go, you are never safe. There is no negotiating, no hiding, and no mercy. Your only options are to fight, flee, or perish.

### **Ten Years Later:**

**Go Home:** What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

**Stay Here:** This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus

**Move On:** Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

**Notes:**

1. Welp hope you guys enjoy this jump.