

THE DJIN

The magic of the Djin branches off into three main categories of study: desert terrain and water manipulation, creature summoning and communication, and the creation of illusions. They are the most popular magical order in the desert.

A Djin specializing in illusions is called a Mirage, and would appear to be the most powerful of the Djin. The art of bending sunlight and manipulating the minds of others.

Summoners study the languages, cultural anomalies, and general statistics of a diversity of animals and spirits. They learn to communicate and safely manipulate or acquire the willing assistance of magical beings. Their research begins with small animals like snakes and lizards, progresses into the summoning and domination of sand sharks and other larger animals, and eventually leads to research into the culture of water sprites and other desert spirits.

Desert terrain specialists learn to locate water, intuitively map desert terrain, and manipulate nonorganic physical matter, such as to create pits of quicksand, sandstorms, and to turn sand into animated glass.

a Djin of Al Andalus

rested, sleeping in the sand
dreaming, snug in wind and heat
of a yellow energy bonded to his soul

when he awoke,
he focused only on the yellow energy,
and practiced visualizing the sand as a conduit for the
yellow energy his retention held,
the sun to him.

He visualized the sun colored energy
coating the desert terrain,
he visualized a pattern in the sand's geography
he practiced holding,
in case Al Andalus were ever raided,
he could retrieve the pattern and send into *their* brains
a hologram of empty desert,
when they sought Al Andalus.

He wandered daydreaming of the magical availables
toward erecting the defenses of his homeland.