

~~The mess~~ ~~The life and times of a~~ ~~My magical li~~
Titles are hard, my story so far!

Hannah Cooper's Mage Log - Attempt number 1

Chapter sorting thing:

Project Log - Initial, book starting, catchup thing, I guess?

People

1A - John	Asshole
1B - Sarah	Twin
1C - Alistor	Old me
1D - Storyteller	Psycho #1
1E - Imp Familiar	Felix
1F - AMS	The Viking Pair
1G - Edith	Yoda Wannabe
1H - Fena	Goth wannabe
1I - Gran	The traitor matriarch
1J - Aunt Grace	Trans-wolf Pride
1K - Eris	The limpet
1L - Demon cat	Mau
1M - Pauly	Pistol Pauly
1N - Poseidon	BBQ ruiner
1O - Cutis	Here be dragons!

Lore

2A - Awakening	Stupid mage biology
2B - The 'gift'	Stupid brands
2C - Theodora	Psycho seers
2D - Fae, demons and the void	

Places

3A - Klamath Falls
3B - The Hub - Generally idiots
3C - The Wolf preserve
3D - The John Hunt - USA search map
3E - Hotel Hannah - My realm
3F - Bazaar - It's Bizarre
3G - Magical shopping center - My new territory

Random Graphs

4A - Identity problems, Arista's rosebush
4B - Jones family Tree
4C - Garnier family Tree
4D - Arista's Kids

5A - Honorable but unimportant mentions

Other mages write these stupid things so why shouldn't I, right?

Sarah always said writing in her diary helped her think clearly and I kinda need that at the moment so...

Okay, so... This all kinda started when John (Appendix 1A - under 'Asshole') effectively kidnapped Sarah (Appendix 1B - under 'My Twin') as an excuse to trick me into an unwanted gender change because he was deep in the psycho-zone for various reasons.

It worked, I escaped in the end, but it still worked and the new girl version of me, Alistor (Appendix 1C - under 'Old Me') almost instantly died as a result, triggering a second awakening (Appendix 2A - under 'Stupid mage biology') and starting off the mess my life's become lately.

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After some minor trouble we got back in the USA, Klamath Falls to be precise (Appendix 3A - under 'Home'), where I quickly got marked as 'evil' by the Hub (Appendix 3B - under 'Generally idiots'), got tortured by Storyteller (Appendix 1D - under 'Psycho #1') and eventually dumped into a new life custom-made for my new body, summed up best by my Mum threatening to call the cops on Sarah for kidnapping her "Poor little Ari" (Appendix 4A - under 'Identity problems').

We sorted THAT mess out but, long story short, also found out we have a pretty big extended family and John had decided to move in next door (Appendix 4B - under 'Jones family tree') because he's an asshole like that.

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Between me accidentally gaining an Imp familiar (Appendix 1E - under 'Felix') and meeting the AMS (Appendix 1F - under 'The Viking pair') I visited Edith (Appendix 1G - under 'Yoda wannabe') almost got killed by my friend Fena (Appendix 1H - under 'Goth wannabe') and decided that life sucks in general.

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With a minor detour through 'teenaged' rebellion, we ended up getting to the farm (Appendix 3C - under 'Wolf preserve'), plus one John, minus one degree of sanity.

I accidentally almost killed myself, leading to Gran (Appendix 1G - under 'The traitor matriarch') threatening to lobotomize me after my Aunt Grace (Appendix 1H - under 'Trans-wolf Pride!') threatened to eat me and with some yelling about identity problems everything got sorted in the end.

Until I got caught up meeting new people at least (Appendix 4C - Garnier family tree) leading to me hiding under a nice dark tree of my own with John, watching fireworks while discussing my lost sense of self and his role in it all.

The nice time under that tree didn't last and when John found a 'gift' given to me by storyteller (Appendix 2B - under 'Stupid brands') he ran off like an idiot to confront him alone after putting me to sleep with his hypnotic eyes.

I woke up later, got to the Hub, and walked right into a trap that I still blame John for triggering.

This led to my second imp rescue, my second face off with Storyteller and the loss of his arm in a messy ice-puddle.

Following that gory encounter and another round of passing out by yours truly, I had to go around the continental United States (Appendix 3D - under 'the search map remake') searching for John's stupid injured ass, bumping into Arista's kids (Appendix 4D - under 'That lot') and generally having a bad time until I found him, at which point he proceeded to die, making my day worse until I freaked out and turned him into a surprisingly alive-acting 'zombie' through dumb luck.

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We got out of the hidden enclave he'd died in with three new party members, a new truck and a new awareness that big things were happening thanks to Theodora (Appendix 2C - under 'Psycho seers').

Things kinda calmed down for a bit from there, I opened up the 'Hotel Hannah' (Appendix 3E - under 'My realm') and everything was nice until I started getting bad memories from past lives leading into predictions of the future which have mostly come true so far in rather annoying ways.

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Off we went on another unsanctioned adventure, me, John, a truck and Eris (Appendix 1K - under 'The limpet') heading for the emerald city of Seattle where John's mum, who was magic's closest thing to a brain doctor that we had available at the time, lived.

More visions, more mess, then in a completely non-explicit yet buck-ass naked ritual, his Mum temporarily sealed my seer traits for me before sending us off for a fun day of cat trouble at the Bazaar (Appendix 3F - under 'It's Bizarre') where I gained a pet demon-cat (Appendix 1L - under 'Maw'), a distrust of Wizard Burger and my first experience with cramps/hormone induced, incarnation boosted, depression.

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Getting home in more than a slightly foul mood, I had to stop 'World War Three' from kicking off in our back yard, face an angry Sarah and make plans to check in at the Hub thanks to John's stupid idea about making me a Queen of my own Magical Shopping-Center (Appendix 3G - under 'My territory') which Gran, apparently, agreed with in concept because she started it all by making me the next matriarch of our family, just for laughs I'd assume.

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Aside from John adding stupid things to our conversation to make things harder for me in general, and my accidentally being seduced by a part-demon guy with dreamy eyes (Appendix 5A - under 'Honourable but unimportant mentions') things went smoothly enough, until I tried to leave, at which point I had to fight Maven

(Appendix 2D - under 'Fae hierarchy') for ownership of her realm and my own survival.

Survival achieved in a rather anticlimactic way, I got home to face a second attack from my now bitter Aunt Grace over me stealing her future title of matriarch from under her nose, which was unhelpfully interrupted at the happy-sappy part towards the end where I forgave her, by a trigger-happy Hub sniper team who I almost beat to death in retaliation for their actions despite having already healed her injury instinctively moments after it happened.

When I calmed down and stopped nearly killing everything with my magic, it became apparent that Grace had run off somewhere, leading to Gran explaining that we had a lot more in common than I expected making me feel more than a little guilty for the way I'd treated her before that point.

Family's in general are a pain in the ass and after a short period of recovery (read 'house arrest') I found out just how big a pain they can be when you try to go shopping, let alone adding in a new Hub assigned VIP security team, headed by a guy I've dubbed 'Pauly' (Appendix 1M - under 'Pistol Pauly').

Edith tried to warn me about what was to come when I dropped in for a visit at her shop but we were interrupted repeatedly and before I could get back to see her the horrible mess that was 'Swim day' happened.

It all started with Eris's demand for a swimming trip at the lake which led to an all-out war between me, John, Edith and Poseidon (Appendix 1N - under 'BBQ ruiner').

This war ended when I tried to vaporise Cutis's (Appendix 1O - under 'Here be dragons!') monster sized unmentionables from close range with healing magic, which honestly wasn't as stupid an idea as it sounds in hindsight.

I went beyond my limits and accidentally let Arista (Appendix 4A - under 'Arista's Rosebush'), not to be confused with Ari (Appendix 4A - also under 'Arista's Rosebush'), take control of my body for nefarious deeds.

After a stop off to kill a load of unnamed Native American mafia people and pausing

~~to kill me - to~~

~~so she tried to~~

I almost stopped her but she was saved by my traitor Gran and John's mum at the last second.

She punished me by hurting Sarah and Eris on her way to 'face our destiny'.

Luckily those two survived but I almost didn't.

It turns out that Arista had a donated, cliff-notes copy, of our future world history dumped into her brain by a young angst-ridden version of Edith, back when she was just one person calling herself Ari and through a long chain of stupidity on multiple fronts, a monster (determined to create a magical master-race to save us all from lives of endless torture as magical batteries for the Normals someday apparently) was created.

In a mix of luck, forward planning on Edith's part, arrogance on Arista's part and plotting by the few relatively-sane past-incarnations in my head, under Theodora's questionable lead, I managed to throw arista out into the void (Appendix 2D - under 'fae, demons and the void'), so she could dissipate harmlessly into nothing but raw energy safely at last.

That still left me facing a, literally, potentially earth shattering magical event while in a dead mountain-top surrounded by thousands of fanatical Arista-worshipping mages though.

I didn't have much choice BUT to kill them all, to save the world in a suicide charge of fudged magical maths which happened to not be so suicidal in the end somehow.

From there it's a bit hazy, but I remember John rescuing me, and by the time we got home I needed some space, so I came in here to hide.

Since then I've been working tirelessly to stop all this kinda thing from happening again by—

Oh! Handyman and the 'Knights of Arista' were involved somewhere in there too by the way?
I forgot that part an—

Finished the potion the other day, good potion, balanced potion, a potion to stop the nightmares!

Who knew Arista had her own drug den hidden away in here? Certainly not me, although it's useful and—And—

What was I saying?

Something.. Something..-Someth

