Slayers CYOA (Jumpchain-Compliant!)

Welcome to the world of Slayers! In the beginning, when the world was formed from the essence of the Lord of Nightmares, two great beings and their servants began to fight over it – the Shinzoku, led by Flare Dragon Ceifeed, sought to defeat the Mazoku and their ruler Ruby Eye Shabranigdu. This conflict, known as the Shinma War, ended five thousand years ago and destroyed the center of the Sleeping Dragon supercontinent, leaving behind the present world. Though Ceifeed was slain, he successfully sealed Shabranigdu away and left four parts of himself to watch over the world – Aqualord Ragradia, Firelord, Vrabazard, Airlord Valwin, and Earthlord Rangort.

Later, however, the Mazoku known as Hellmaster Fibrizo sought to revive Shabranigdu and destroy Ragradia! To prevent the other Shinzoku from interfering on behalf of their sister, Fibrizo and his Mazoku erected the great Mazoku Barrier around an area the size of Europe. This barrier has since stood for the last thousand years, preventing Holy Magic from being cast (as it relies on the power of the Shinzoku), but causing the development of White Magic, Black Magic, and Shamanistic Magic. Before she fell, though, Ragradia left her knowledge and memories in a single book – the Clair Bible! Little is known of the world outside the Barrier, besides that magic never truly developed there and the people turned to technology. Now, a thousand and fifteen years after the Koma War, as this second conflict was called, the young sorceress Lina Inverse has set out on a quest of her own, and in just 24 hours will meet Gourry Gabriev, a swordsman. Thus does your journey begin!

To survive the ten years you will spend here, you will require...

+1000 CP to spend on the skills and gear that will carry you through the world!

Section 1: Location

Roll 1d8 to determine your location, or pay 50 CP to choose for yourself.

1 – Sairaag – Known as a city especially versed in the magical arts and once called the City of Ghosts, it is home to a sorcerer's guild and a port on the coast of the Demon Sea. Of interest here is the great tree Flagoon, and Rezo, the Red Priest, has a laboratory near here.

2 – Atlas City – One of the largest cities within the Mazoku Barrier, it is a short distance from Sairaag, and is home to one of the largest sorcerer's guilds on the peninsula. This is the current intended destination of Lina Inverse.

3 – Saillune City – The capital of the Holy Kingdom of Saillune, this city is known for its vast libraries and numerous practicioners of White Magic. In fact, the entire city is laid out like a giant White Magic seal (or hexagram), and thus, White Magic is strengthened here, but other types of magic are weakened. It is currently ruled by King Eldoran Saillune – however, his illness forces him to leave daily matters to his son, Crown Prince Philionel.

4 – Zephilia – This country north of Saillune sits near the northernmost point of the peninsula, and is known for producing many heroes and many delicious grapes.

5 – Kingdom of Dils – This northern country is the home of Gyria City, which has been thoroughly infiltrated by Mazoku. Its military is even headed by one of Shabranigdu's direct subordinates.

6 – Elmekia – This southernmost country within the Mazoku Barrier is the homeland of Gourry Gabriev and is a desert area in which people reside in mud-brick houses. The spells Elmekia Lance and Elmekia Flame were likely invented here by sorcerers at some point in the ancient past.

7 – Femille – A city designed by its founders to produce priestesses of great purity and skill, it is also off-limits to males. Of course, if you had a disguise on hand...

8 – Free Pick – Congratulations! You may now, without paying CP, pick any of the above locations or any town, city, or nation within the Mazoku Barrier!

Section 2: Race

What exactly are you? There's a number of races running about on the lands around the Demon Sea, and even within the Mazoku Barrier, there's quite a bit of diversity.

Human [Free] – It's what most people here are. You do remember how being human works, right?

Beastman [Free] – The other most common race here, beastmen are bipedal, tool-use-capable animals. Common tribes include Wolf, Lizard, Fox, and Cat.

Mermaid [+200 CP] – Welp. You're in for it. Not only are you just a fish (trout? carp? salmon?) with human arms and legs, but you're also considerd a delicacy in some parts. Not even for immortality-granting flesh or anything, you just taste delicious. Oh, also, most humans don't particularly care what happens to you at all. So there's that. This does actually count towards your Drawback limit.

Ryuuzoku [800 CP] - Otherwise known as the Dragon Race. There's a few varieties, but the ones most often seen are Golden Dragons. You're probably one of those. Unlike the wild beasts simply referred to as Dragons for their resemblance to your kind, you can freely assume a human form! In your true Dragon form, you're about 25 meters long, with powerful wings that can carry you through the air at jet airplane speeds and a Laser Breath attack that can annihilate a town with enough shots! Ryuuzoku are also gifted with Holy Magic – which is basically what White Magic wishes it was. It can put some serious hurt on Mazoku, and is also better at purifying and exorcism.You're also likely almost 1000 years old - specifically, you're 900 + 1d10 centuries, 1d8 decades, and 1d8 years. You probably hate Mazoku with a passion no human could ever hope to achieve, as your kind serve the Shinzoku, to whom the Mazoku are bitter enemies for obvious reasons. If you take That's A Secret, you're probably the last survivor of the dragon clan that Xellos wiped out singlehandedly during the Koma War –

whether you were able to hide from him or your parents escaped his gaze long enough to have you, but not long afterwards. Don't worry, it's more fun for him if you stay alive, but this at least explains his interest in you.

Sea of Chaos [No] – You stop that.

Section 3: Background

Roll 1d8+15 for age and keep your current gender, or pay 50 CP to determine both of these for yourself within the possible range.

Drop-In [Free] – You arrive with no new memories... but also no new contacts. Harder to fit in, but your judgement stands unclouded.

Swordsman [50 CP] – With naught but your trusty blade in hand, you make a living as a mercenary, tracking down criminals or escorting merchants.

Priest [100 CP] – Employed at one of the many temples to the Shinzoku throughout the land, you have a sacred duty to protect the knowledge of the past and the happiness of the present.

Adventurer [200 CP] – Where monsters rampage, you're there to slay them! Where treasure glitters, you'll be there to claim it! Where foes stand in your way, victory will be yours! You're a sorcery genius and an expert adventurer, and nobody's gonna deny you that!

Section 4: General Skills

While many folks here are able to cast spells, here are some other skills you may find useful.

Orientation [50 CP] – You're generally pretty good at finding your way from Point A to Point B. You'll have a harder time getting lost, and reading environmental cues as to which way to go is easier.

Sense of Adventure [50 CP] – You find it easier to motivate yourself, whether to get up in the morning or cross the oceans to meet new people! You'll never again find yourself listless or aimless.

What Did You Call Me!? [50 CP] – You get scary when you're offended – your eyes glow red, your teeth sharpen, and your mad smile spooks folks more than any growl will. People tend to think twice before poking fun at your personal oddities.

Uh, Quick, Look That Way! [50 CP] – You've got a knack for pointing out interesting things that... aren't actually there. Good for running away from a situation you don't want to be in.

Benign Trickster [100 CP, discount Drop-In] – You're excellent at setting up harmless pranks, and with enough effort, you can subtly nudge someone to get them where they need to go. Teaching them martial arts by having them do household chores, for instance?

Dragon Cuisine [100 CP, free Drop-In] – You know the secrets of how to prepare the legendary Dragon Cuisine! Though each item on this illustrious menu takes months to prepare, you also know how to capture and butcher a dragon specifically for this purpose! Should you ever find yourself killing a dragon, you need never fear wasting the flesh again!

Lore [100 CP, free Priest] – You're generally knowledgeable about people, places, and things in this world. You can tell a talisman from a wedding ring, a staff from a walking stick, and chances are you've actually HEARD of the Clair Bible. You also know where all the best restaurants are.

Swordsmanship [100 CP, free Swordsman] – You're pretty handy with a blade – you could probably wreck any old bandit you came across, and maybe even go a few rounds with some of the best swordsmen in the land! You won't beat them with this alone, but hey.

Minor Curses [200 CP, discount Drop-In] – You're versed in a rather limited form of Black Magic – mostly able to cast hexes on people by stabbing an article of their clothing with a ritual knife. These hexes are minor annoyances, mostly, and range from causing the victim to lose their sense of balance to causing their presence to offend the opposite sex.

Treasure Sense [200 CP, discount Adventurer] – You have a nose for gold and jewels, but that's not all! You can passively detect any magical items within about a day's walk for you. Unfortunately, this range does not expand if you can run at the speed of sound or something.

Blade Block [200 CP, discount Swordsman] – On its own, this won't make you adept at swordplay, but it will allow you to block thrown weapons and parry weak spells with a normal sword. Stronger swords, of course, could parry stronger spells...

Life Is Wonderful! [200 CP, discount Priest] – If you're happy and you know it, you can say it! You've figured out how to state your feelings perfectly, and as a bonus, your positive emotions are contagious! Heck, you can probably impose them on demons with a good enough speech...

High Bucket Capacity [300 CP, discount Adventurer] – This isn't so much a form of magic as it is the ability to draw on a large portion of your own magic capacity at a time so as to cast single spells. Essentially, even with a large pool, you cannot draw much water with a small bucket. Thus, having a larger bucket means you can use more of it at a time.

Desires Be Gone! [300 CP, discount Priest] – You have an uncanny ability to help people shake off both chemical and supernatural compulsions. With your support, ghosts are exorcised, addictions are cured, and destructive desires are quelled. You'll need a strong will to take on stronger afflictions, though.

HALT! [300 CP, discount Swordsman] – You're great at crowd control – even the rowdiest rioters will start flinching if you brandish your blade! This won't affect anyone specifically out to kill *you*, but being able to restore public order at a moment's notice is distinctly useful. What's even handier is that you can stop carriages or even speeding trains with this, provided someone's actually steering them.

You Mean You Don't Have Shotguns Here? [300 CP, discount Drop-In] – Well, they do in the world beyond the Mazoku Barrier, but that's beside the point. Point is, even when entering an area or world you know nothing about (like maybe this one!), you'll still have a keen sense of what technology they do and don't have. Furthermore, this makes it easy to introduce any technologies that could reasonably be derived from existing devices – crossbows could segway into muskets via sharing a trigger mechanism, and a pump, distillery, and water wheel could carry an industrial revolution – all you need for steam is boiling water, right?

High Pool Capacity [400 CP, discount Adventurer] – This represents the amount of magic power you can spend without injuring yourself. While bucket capacity is normally fixed at birth, you can increase your pool capacity by increasing your body's stamina. However, by purchasing this, you start out with a

much larger pool than normal – an amusement park wave pool as opposed to an inflatable home swimming pool, for instance.

For Justice! [400 CP, discount Priest] – Your willpower is boosted to levels rivaling those of the greatest heroes of the ages – not even the most charismatic of foes could sway you from your cause. Furthermore, should you truly strike in the name of Justice, you will strike with an extra one-fourth of the strength added to your attack.

Thov Art Already Slain [400 CP, discount Swordsman] – With a fading strike, so skillfully placed, you may make a mortal wound on a foe, then delay its appearance long enough to warn this enemy of their impending fate. That said, your weapon has to be capable of wounding said foe for this to work.

Orihalcon Forging [400 CP, discount Drop-In] – Not only do you know the secrets of working with the magic-resistant metal called Orihalcon, but you always seem to find a source of it – enough for a full set of body armor, a longsword, and a kite shield – no matter which world you're in.

Get Along! [400 CP] – Up to eight of your Companions can come with you, receiving a Background and its associated free Skills and Items.

Chimera [400 CP] – Due to sorcerous experimentation, your body is a mixture of two or more creatures! Choose up to three creatures below to add on top of your original race, but recall that for each creature added to you, the effects of each get a bit weaker.

Troll	Trolls are rather straighforward – they're incredibly difficult to kill, being as they can regrow any severed body part besides the head within seconds. You have a lesser measure of this

	regenerative ability – a lost arm might regrow within minutes, and you'll probably survive being shot full of holes with a Flare Arrow. Also, Trolls are entirely physical creatures – so it's entirely possible you were born with troll blood, rather than chimerized, should one of your parents have been one of *those* people.
Brass Demon	These lesser demons are strong, and tough, but not too bright. Like Mazoku, they exist mainly on the Astral Plane, though strong enough physical attacks can destroy them. Unlike a Blow Demon, a Brass Demon is capable of flight – which means that in addition to making you a bit tougher, your having been fused with this creature grants you a rudimentary ability to propel yourself through the air on a pair of wings.
Blow Demon	These lesser demons exist mostly on the Astral Plane, like Mazoku – but they are not Mazoku themselves. Notably, they're too weak, but they *do* have enough pool and bucket capacity to cast some decent spells. Being part Blow Demon will give you a boost in magical power – not on the level of someone with naturally high capacity like Lina Inverse or Gourry Gabriev, but still respectable.
Golem	Golems are made of stone, and thus being hybridized with one brings you extra strength and durability. Where before a steel sword would rend your flesh, you'll find that these swords merely scrape a few shards off of you. However, it's a lot harder to clean yourself when you need a grater to scrub with rather than a rag, and your hair could be used for acupuncture instead of soft bedding.
Lake Dragon	The Lake Dragon is a plesiosaur-like creature known as the best candidate for Dragon Cuisine, and while not possessed of a breath weapon, it is capable of breathing underwater and has intensely poisonous flesh, which must be buried for three months to make sashimi out of! Thanks to your partially Lake Dragon physiology, your flesh and blood are toxic enough to kill most enemies after a single bite, and you can breathe underwater with little hindrance. This sort of chimerization is rare – golems and trolls are much more common subjects, so good luck finding someone to relate to about your condition.

Garm	The Garm is a desert creature, a calf-sized black dog that can breathe gouts of flame. Not only can you breathe fire like this creature now, but you've also got an improved sense of smell and may or may not find yourself with the occasional urge to bury your possessions or chase thrown spheres. This is a rare source for chimera bodies, so good luck finding someone to relate to about your condition.

By Your Side [600 CP, incompatible with Lina Hates You] – Well, I'll be! So you want to take one of the heroes here with you from world to world? That's just fine! Remember, though, you can only pick one! Choose wisely. Also, yes, this includes Naga. No, you can't choose the Lord of Nightmares (but we all agreed that'd be hilarious).

Section 5: Magic Lore

Magic has special workings in this world – specifically, there are three main types of magic. Shamanistic Magic calls upon the power of the spirits and forces of nature to wield the four elements – earth, fire, water, and air – as well as the forces of the Astral Plane. Most spells are Shamanistic Magic, simply due to these spirits being easiest to call upon. Among the most poweful Shamanistic spells is the Ra Tilt, which deals little damage to physical entities, but is supremely effective against lesser Mazoku, who have most of their bodies in the Astral Plane.

White Magic, for its part, is magic that heals, protects, and exorcises, and what few offensive spells it contains only harm such unnatural beings as the undead. Among the most powerful White spells is the magic-dispelling Flow Break, which can remove most enchantments and disrupt summonings.

Then, of course, there is Black Magic, which draws upon the Mazoku and the power that they gain from the negative emotions of mortals. Black Magic is almost exclusively offensive, but also contains summoning spells. The most powerful Black Magic spells call upon one of Shabranigdu's direct subordinates, such as the Chaos Dragon Garv or Dynast Grausherra – or upon Shabranigdu himself, as with the city-leveling Dragon Slave (originally named Dragon Slayer, but corrupted/mispronounced over the years). Interestingly, a spell drawing on a specific Mazoku will stop working if said Mazoku is slain.

With that said, there are, of course, two more types to consider: Holy Magic, which draws upon the power of the Shinzoku, but cannot be used within the Mazoku Barrier, and a special type of magic that draws directly from the Lord of Nightmares herself. The only three spells in the latter category are Boost (an incantation meant to activate a set of magic-amplifying talismans), Ragna Blade, and Giga Slave. Most mages can't even dream of casting these spells, but there is one... and perhaps another.

Now that you know all of that, I should probably start showing you the options! Come on, have a look!

Section 6: Magic Options

You could learn most of this stuff with enough time, but buying these skills will make the process a lot quicker and a lot smoother.

Basic Magic [Free] – You have a grasp of the weakest White and Shamanistic spells, including Lighting (which creates an orb of light) and Flare Arrow (a weak-ish damaging spell).

Elemental Specialty [100 CP, requires Basic Magic] – You can use most of the spells within one of the elemental schools of Shamanistic Magic – so Fire would grant you Fire Ball and Burst Rondo, Water might give Howl Freeze, Earth would bring Dam Brass, and Air would give Ray Wing or Diem Wind. This can be purchased multiple times – up to four.

Astral Specialty [200 CP, requires Basic Magic, discount Drop-In] – You now experience in the branch of Shamanistic Magic that calls upon the Astral Plane to deal damage to mostly-astral foes. Even the Ra Tilt is within your grasp, with Blam Blazer and Astral Vine being relatively easy for you.

White Magic Specialty [200 CP, requires Basic Magic, discount Priest] – You have a notable grasp of White Magic, being able to cast Flow Break or Megido Flare (an undead-destroying and mind-calming wave) by heart. With a few years' more experience, you could even restore lost limbs or eyes to the injured.

Black Magic Specialty [200 CP, requires Basic Magic, discount Adventurer] – You have a notable grasp of Black Magic, including such spells as the shadow-animating Dis Fang, and even the magical whip Balus Rod! However, there are other spells with more obscure incantations...

Imbuing [200 CP, requires Swordsmanship and Basic Magic, discount Swordsman] – You are skilled at channeling your magic through weapons (usually swords), and with this physical component, you can more easily focus on spells that require an extended period of concentration.

Grand Sorcery [400 CP, requires Elemental Specialty, High Pool Capacity, High Bucket Capacity, and Black Magic Specialty, discount Adventurer] – With both Shamanistic Magic and Black Magic at your disposal, you have memorized to heart the greater part of their incantations, including the incantation for the mighty Dragon Slave! Unfortunately, your Dragon Slave isn't at full power yet – you'll need about seven years to get it there with this alone.

Section 6: Items and Gear

Here, you can purchase a number of items that will aid you in your journey!

Cool Cape [Absolutely Free] – This cape improves your image in every way a cape should – flowing in the wind, never detaching unintentionally, and always allowing you to look dramatic by sweeping it to one side. Moreover, it is resistant to wear and tear, and never seems to catch or snag on anything.

Bags of Gold [50 CP] – You've got ten medium-large bags of gold. Seriously, it's all bars and bullion and each bag's the size of a child. Comes with a free wheelbarrow to carry it all in.

Jillas Bombs [50 CP] – A set of ten black-powder hand grenades for your use. You get a refill every week!

Zoamelgustar Pendant [50 CP] – An amulet supposedly dedicated to a dark god named Zoamelgustar. While said dark god does not actually exist, the amulet still somehow protects you from the equivalent of small arms fire once a week, so long as it's worn.

Haunted Jar [50 CP] - This jar contains the ghost of a jar collector from long ago. While he doesn't have much useful to say on a daily basis, he can appraise the worth of artifacts or crafts.

Ancient Treasure [50 CP] – This box contains a book of ancient festival dances, as well as a pair of outfits that look curiously like a leotard-tutu combo for some reason. Wisdom of the ancients, eh?

Costume Box [50 CP] – Featuring costumes of a star, a horse, a jellyfish, a bear, and a centipede, as well as a spandex outfit in the vein of those worn by the mighty heroes called the Peace Men, this little

box is sure to provide you with an appropriate outfit for those days when the universe decides to be silly rather than serious.

Sturdy Sword [100 CP, free Swordsman] – What is up with this sword? It doesn't seem to chip or break, and it's like it never needs to be sharpened... huh.

Hammer of Comedic Injury [100 CP, free Drop-In] – This pink-and-yellow squeaky hammer, while only dealing minor surface wounds in a comedic manner, is capable of doing so to just about ANYTHING. Even concepts. Still can't kill with it, though, and modifying it's a bust.

Hexagram Bangle [100 CP, free Priest] – This bangle, bearing a sigil of White Magic, provides its helpful protection, taking in a small portion of your joy, love, and hope and adding that power to any White Magic you cast. This also works with any “holy” forms of magic you may wield.

Pentagram Bangle [100 CP, free Adventurer] – This bangle, bearing a sigil of Black Magic, provides the power of the Mazoku by taking in a small portion of your anger, sorrow, and fear and adding that power to any Black Magic you cast. This also works with any “demonic” forms of magic you may wield.

Copy Machine [200 CP, discount Priest] – This arcane device allows you to produce Barbie-doll sized homunculi/clones of anyone placed within it. You could probably figure out a way to make larger copies with enough time and the ability to actually read the enclosed instruction manual. Said larger clones even retain all magical ability, if you're successful. Good luck, though, the manual is complete gibberish. Seriously, this thing is no help at all.

Orihalcon Shield [200 CP, discount Drop-In] – This shield, consisting of pure Orihalcon, is only the size of a buckler. However, it is, being composed of that wondrous mineral, highly effective at deflecting spells. This won't save you from a city-flattening explosion, but a Flare Arrow stands little chance of breaking through.

Shifting Scabbard [200 CP, discount Swordsman] – This scabbard modifies itself to fit any man-portable weapon you may sheathe within it. Furthermore, should you place a damaged weapon within it, the weapon will repair itself, taking a month at most.

Explosive Jewelry [200 CP, discount Adventurer] – This set of ten accessories looks highly valuable, but it's all fakes – they explode with the force of a flashbang upon leaving a 15-meter radius of you and replenish every week. Thieves beware!

Goln Nova [400 CP, discount Swordsman] – Known as the Sword of Light, this weapon is especially receptive to magic channeling and is fed by the wielder's willpower – the stronger their will, the stronger the blade. The blade strikes on the Astral Plane as well as the physical, and can even destroy mid-level Mazoku with a single blow. However, the fact that you have this perfect copy of it may draw unwanted attention...

Demon's Blood Talismans [400 CP, discount Adventurer] – These talismans, when activated by the Boost incantation, increase a spellcaster's bucket capacity fivefold, and are made from small fragments of the four Maou – Ruby Eye Shabranigdu, Dark Star Dugradigdu, Chaotic Blue, and Death Fog. Having these perfect copies will likely draw attention from any nearby Mazoku, however.

Clair Bible Manuscript [400 CP, discount Priest] – This book, a copy of the memories of Aqualord

Ragradia, contains all sorts of useful information, most of it on how to defeat Mazoku. However, a few pages are missing – annoyingly, the page that contains the information on the Ragna Blade is among said missing pages.

Jillas Tank [400 CP, discount Drop-In] – This tank, coated in Orihalcon armor, is capable of taking a Dragon Slave without flinching... so long as the armor is airtight. This tank also has a large main gun and a powerful self-destruct, should you wish to prevent the enemy from seizing it for themselves.

Section 6: Drawbacks

You can gain up to +600 CP total from the Drawbacks you take, but you can take additional ones for flavor. Drawbacks override skills, abilities, and perks that would contradict them.

Forgetful [+100 CP] – Wow, you just can't keep your head on straight, can you? Can't even remember spell incantations. Of course, this doesn't prevent you from picking up on important details – you'll just forget to tell the right people at the right time.

Ya Gotta Eat [+100 CP] – Where others may be sated by a loaf of bread, you'd require a gorilla's weight in bread just to feel like you've had a light snack. Your food budget will SKYROCKET in this world, for your appetite is without end.

The Death Of The Abominable Fiend, Anon! [+100 CP] – Within the first five years of your journey, a cheesy play will be put on, with a character intended to be YOU as the villain! Oh, and you'll be drafted into the play in a minor role. *There is no escape, and the play **will** become popular.*

They're Talking About A Girl Named Anon!? [+200 CP] – Apparently, you look pretty good when disguised as a member of the opposite sex. Good enough to draw suitors. Creepy suitors.

Cheapskate [+200 CP] – Not only are you loath to spend money on anything, resorting to mooching off of anyone willing to foot the bill (or scared enough of you that they won't risk turning you down), but you'll do just about anything for a little extra coin! Short of things like reviving a piece of Ruby Eye Shabranigdu or killing your closest friends? You're sold.

That's A Secret! [+200 CP] – Xellos, the Trickster Priest (and secretly a Mazoku), will spend any time

he isn't snooping on Lina Inverse and company... spying on you, playing mind games, trolling, and being a cheeky little git in general. He's mostly harmless, but keep in mind that he can cast a spell nearly equivalent to the Dragon Slave with only his own power. Being a Mazoku, he also feeds on and grows more powerful from your negative emotions – fear, anger, sorrow, all of those nasty feelings. If you want, he can even go with you once you leave! That won't make him any more helpful, though.

Mazoku Allergy [+300 CP] – See, the thing about being fed by negative emotions is that positive ones hurt you. While you can't feed on terror and rage like a Mazoku, you're still sickened and weakened by love, hope, and courage. This is, needless to say, a Bad Thing.

Drop In A Sand Pail [+300 CP] – Your incantations fail. Enchanted items shatter. You cannot cast magic, and no beneficial spell can aid you. Due to this, you will be seen as an abomination to be slain. Expect mercenary attacks on a daily basis. Did I forget to mention that Mazoku can still cast spells against you just fine, as can anyone on the level of a certain red-haired mage...

Cursed [+300 CP] – Somehow or another, whenever someone casts a minor curse, it always manages to find its way to you, too! This might not seem like much at first, but how long will you enjoy taking half again any damage you inflict to another person, or being hated by every member of the opposite sex (even those who came here with you)? Somehow, a new curse finds its way to you every week, even if you get the last one dispelled. Even without that, your luck is just terrible!

Lina Hates You [+600 CP] – Good luck.

Section 7: Ending and Notes

You've done it! You've survived ten years in this world! There's just one choice left...

Go Home – Tired, are we? Well, no problem. You can wake up the moment you left. It'll be like you were dreaming... except you'll have everything you've gotten so far.

Stay Here – You sure this is the place you want to live out your days? That's doable, too! You can keep all of your presents, too.

Move On – Not done yet? Well, good luck, then! You're on to the next world, and you're taking everything with you!

A few things to keep in mind...

1. I know what you're thinking, and no. I do know her, though – we play poker sometimes.
2. Yes, you can learn the Giga Slave and Ragna Blade here, but you're going to have to do it the hard way.
3. Please don't blow up Flagoon. You won't lose if you do, but... it's kind of rude.
4. Good luck, and have fun!