MAGI CYOA VER 1.0

by Wild_Card & JoJo's Bizarre Anon

"So, you appear to be doing well for yourself. How would you like to take part in a legend? I'm sending you to a world of rulers and spirits. Here in this world, kings are chosen by individuals called Magi, 'magicians that shape the world.' These chosen kings, or 'King Candidates,' are lead to places of hardship and challenge called Dungeons, ruled over by djinn. The dungeons claim the lives of the unworthy, yet are also used to forge and shape those that succeed into rulers.

Once claimed, the Djinn will serve the capturer of the dungeon through a Metal Vessel. With mastery, the Dungeon Capturer can access powerful attacks and conjure a suit of armor corresponding with the Djinn, an 'Equip.' Furthermore, those that prove utmost loyalty to the Dungeon Capturer are rewarded by the Djinn, who births a small spirit to be housed in an object precious to the individual. That person becomes a Household Member, and the small spirit a Household Vessel. Most Dungeon Capturers have enough strength for one Djinn, with some getting strong enough for three to five. Sinbad, the current strongest, holds seven and was told to stop quite literally by all seven. Your limit is three, with an exception...

Magic is a term here that you'll find familiar, used to shape a raw energy source called 'Magoi.' Magoi is stemmed from the existence of Rukh, the souls of the dead that take the form of a glowing white butterfly. The Magi, those who choose Kings, are beloved by the Rukh, to the point of the white glow of fate turning black when a Magi falls. This Black Rukh is turned against it's white counterpart, to counteract against Fate.

Right. Hope that covers the majority of it. No, don't worry about the politics of a system like this, or how a King Candidate might go insane. None of that's a big deal, riiiiight?

+1000 CP

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ORIGINS:
Age: Roll 1d8 + 26, or 100 CP to decide between 27 and 34
Gender: Stick with what you have, or roll 100 CP to change.

WANDERER(Drop-In) **(Free)**: You awake in the general area of your starting location.
SLAVE **(100 CP)**: You escaped from a slaver's caravan, battered and skeletal but still alive.
NOBLE **(100 CP)**: Born in luxury, the silver platter has never been far. You were born with tales of the Magi, and hope to one day become a King Candidate.
COMMONER **(100 CP)**: A farmer's child, you lived in a small village who answered to the nearest kingdom. Coming of age results in you leaving home to seek your fortune.
FANALIS **(200 CP)**: Dark red hair & eyes mark you as one of the Fanalis Tribe. Your tribe's titanic strength makes you a natural-born super-soldier, capable of inhuman feats of athleticism and prowess.
SORCERER **(200 CP)**: Born with a connection to the Rukh and a massive pool of Magoi, you can guide the Fates to create natural phenomenon and powerful spells. Where a Fanalis is the incarnation of physical prowess, outranking even the strongest human, you are the same for magicians: An effortless user of magoi.

STARTING LOCALES (roll 1d8, or pay **100 CP** to choose):
REIM: On the Western Continent, the Reim Empire dedicates itself to building it's citizens strength in a world of magic-users and powerful armies. Protected by Scheherazade, one of the Magi, who believes that the common folk are the future.
PARTHEVIA: A strong and influential empire from which Sinbad, the current ruler of Sindria, has hailed from. Currently suffering economic difficulties, and is on a rapid decline.
KOU: Aggressive and powerful, an empire from the Far East that overwhelms other countries with sheer number of forces and Dungeon-Capturers. Seeks to unite the world under the current ruling clan, the Ren family.
SINDRIA: Created by Sinbad, this country is part of - and the leader of - the Seven Seas Alliance. Don't invade, and don't be invaded. Kou's primary antagonist due to standing on equal footing, and thus seeks to undermine the aggressive empire.
BALBADD: Home country of newest King Candidate, Alibaba Saluja. Once a kingdom, now a republic that has become affiliated with Kou to protect it's citizens. Major ocean-trading hub.
QISHAN: A desert city that lies at the crossroads of many caravan routes. Here the main story of Magi starts, but your destination lies elsewhere, as Amon is closed off to you.
MAGNOSTADT: The city of mages, and a place where great conflict will occur. Here, Sorcerers and Magicians are the citizens, while those without the ability to manipulate magoi are drained of any latent magoi. Those who run out are then killed in cold blood, to prevent a build-up of 'worthless humans.'
FREE CHOICE: The Rukh lift you up into the space over the world, and will let you down where you choose.

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GEAR:

Each origin is given some gear that's appropriate for your choice.

25 CP can be used to ensure that each origin has a sack of 1,000 gold coins.

WANDERER: You start out mostly with the gear you've accumulated before, and a small pouch of this world's currency.

SLAVE: Slaves start out wearing rags and manacles that are connected to broken chains. Having recently escaped your slave master, you have a bag of stolen food and a few coins, a rusty dagger, and a lantern.

NOBLE: You come from prestige, which is echoed in your flowing violet robes lined and inlaid with gold. You have hidden pouches full of royal gold, a well-made scimitar (that you may or may not know how to use), and noble-bred mount carrying food, bandages, and other supplies.

COMMONER: You decided to leave your village to seek your fortune, and thus took the essentials. A donkey to carry your supplies, a tent, and a lumberjack's axe.

FANALIS: A suit of light leather armor with metal studs, a rucksack of provisions, and a metallic cestus are what you carry.

SORCERER: A light pair of robes, a magic carpet that can collapse into a turban, and a staff to channel your magics. As well, you come with a Borg: A magical shield that all magicians and sorcerers learn to use automatically.

BENEFITS:

+SWORDSMANSHIP **(100 CP. Free Noble.)**: Taught a royal art of sword-wielding, you can swing a blade with speed and elegance and know a variety of techniques.

+SHREWD BUSINESSMAN **(100 CP. Free Commoner.)**: You count money efficiently and quickly, and know how to haggle down prices.

+ACCEPTED BY NATURE **(100 CP. Free Wanderer)**: Foraging comes twice as easy to you, and animals will not be spooked away by your presence. Predators will not target you over other prey.

+ASSASSIN **(300 CP. Discounted Commoner, free for Fanalis.)**: Killer instinct, lightning speed, and acrobatic ability lend you the skills needed to navigate and effortlessly remove any target you come across.

+GUIDED BY THE RUKH **(300 CP. Discounted Slave.)**: The guiding lights of Fate lead you ever onward towards places of power.

+BORN LEADER **(300 CP. Discounted Noble.)**: You give off an air of authority, and no matter your attitude or social standing people listen to what you have to say and follow it to the letter.

+MAGICAL APTITUTE **(300 CP. Discounted Wanderer, free for Sorcerer.)**: Your ability to wield Magoi is stellar compared to even the Archmages of Magnostadt. You are close to the level of the Four Magi, capable of influencing natural events with the Rukh at your command.

+DEEP RESERVOIR **(600 CP. Discounted Commoner and Sorcerer.)**: Your ability to wield Magoi is not touched, but your pool of it is exponentially increased.

+SPIRITUAL CAPACITY **(600 CP. Discounted Noble.)**: The number of Djinn you can carry is increased by two slots, up to five. Alternatively, Sorcerers can choose another school of magic alongside their first choice.

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+MAGOI MANIPULATION (**600 CP. Discounted Slave and Fanalis.)**: Even if one lacks the ability to cast magic like a Magician or Sorcerer, Magoi dwells within each mortal body. With this, you unlock the ability to manipulate that innate magoi. This allows you to infuse your body with the very power of fate, each strike you deal causing irreparable damage as it was destined to occur. This spell also allows you to unlock Djinn Equip more easily. (Djinn Equip mentioned in clarifications)

+DENYING FATE (**600 CP. Discounted Wanderer.)**: You have begun to fall from the path of destiny, and the 'light.' This lets you use the Black Rukh and deny the cards dealt to you. WARNING: This takes a toll on your White Rukh. - Falling into darkness and depravity is easy, returning is nigh-almost impossible.

+ANCESTRAL FORM **(600 CP. Discounted Fanalis)**: Unlocking the potential hidden within your bloodline, you take on the appearance of one of your ancient ancestors. Ancestral Form lasts as long as you will it, and grants you access to that ancestor's abilities, techniques, and tactics. Forms are as follows: Wanderers take the form of an ancient hero; Slaves the body of an ancient monk; Commoners access the form of a barbarian chieftain; Nobles take the shape of a forgotten king; Sorcerers, one of the ancient Mages of the world's creation; and finally Fanalis, who tap into the blood of the Red Lions, and take the most monstrous of these Ancestral Forms.

+MASTER MAGICIAN **(600 CP. Discounted Sorcerer)**: You have found how to properly cast the spells that manipulate Rukh and Magoi without so much as a word uttered, and the focus to make even the longest ritual take mere minutes. You can catch the energy expended with one spell, and pull it back to weave another with no effort. And best of all, learning any spell, ritual, or enchantment becomes as easy as one practice session.

+DUNGEON CREATOR (**600 CP)**: An ability normally restricted to the Magi or Djinn, you are capable of creating the deadly labyrinths. Outside of Magi, these Dungeons will simply have rewards fitting the world they are summoned in. NOTE: Just because you summon these Dungeons doesn't mean you get to skip the challenges.

+KING CANDIDATE **(600 CP)**: (roll 1d8 for one of four Magi: Scheherazade, Aladdin, Judar, Yudan) Upon entering the world of Magi, one of the four existing ones declared you as a King Candidate. This has inadvertently changed you; You carry the poise and dominating aura of a true ruler, capable of both uplifting one's citizens and putting the fear of Death into those who stand against. Only the Gods and other Kings dare question and resist your authority, and your will is to be carried out by anyone, no matter the cost to themselves. Warning: Take 'Scooped Up Into Politics' without taking points. The drawback does not count towards your 3 Drawback limit.

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COMPANIONS

The message of Magi is loyalty. To king, to country, to comrades. Those you find here will exemplify that: Though they may disagree with what you say, and your personalities may clash, these people will stick by you through thick and thin.

+MAGIC CAMEL **(50 CP):** COME TO CRAZY HASSAN'S USED CAMEL EMPORIUM, WHERE WE SUPPLY THE FINEST IN USED CAMELS! BARELY USED AND WITH HUNDREDS OF MILES LEFT IN THEM, THESE ANIMALS WILL GET YOU THERE AND BACK FOR A THIRD OF THE WATER YOU'D SPEND ON A HORSE! COME TO CRAZY HASSAN'S CAMEL EMPORIUM, LOCATED OFF THE MERCHANT'S BAZAAR IN QISHAN. LOOK FOR THE CRAAAAAAAAAZY CAMEL SIGN! Note: This particular camel has an odd fur-pattern around the eyes that resembles a pair of sunglasses. Has complete and total control in any given situation, and in fact seems quite sassy at times. Even with you. Magically re-appears wherever a quick ride is necessary.

+SLAVE **(50 CP):** Clad with chains, you have a slave whose every duty is to tend to you and yours. If Slave origin, these are comrades whom you helped in escaping, and thus they follow you willingly. Can be purchased multiple times.

+THIEF **(50 CP):** A golden-hearted cutpurse and robber who joins up with you shortly after you start your adventure. Knows the world and it's politics well as (s)he travels to the various cities, seeking new marks. Ridiculously athletic and agile.

+SELLSWORD **(50 CP):** One who normally requires payment for any tasks, a mercenary bound to no land or kingdom. This one seems to have decided that you are following for a different reason. Experienced in combat, equipped with decent chainmail and a good sword-and-shield combination. An extra 50 CP reveals this character as being capable of Magoi Manipulation.

+FANALIS **(100):** One of the red-haired, red-eyed warriors, whose Herculean strength can kill large beasts with one blow and crack their way through a Sorcerer's shield in two punches. This Fanalis in particular views you with the regard one holds for a hero, and while not quick to show emotion, will lay down his/her life for you.

+MAGICIAN **(100):** Born with the ability to wield the magicks of this world, this magician has just finished their schooling at the great city of Magnostadt. Since then, they have struck out into the world to seek their fortune. It seems that part of that fortune entails sticking with you.

Alternatively, one can import a Companion into any of those positions for one time cost, then half of it each consecutive time. Fanalis & Magician drop to 50 CP a-piece. Sellsword and Thief imports would drop to 25. Note: Does not work for Magic Camel or Slave.

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MAGIC & DJINN

Below is a table of 8 elements, which are the primary magic 'schools' of Magi. To cast spells associated with these elements, the magician / sorcerer commands the Rukh at hand to convert either themselves, or aspects of the world, into the corresponding element. From there, it is manipulated into a variety of techniques. The Djinn follow the same logic, allowing those who are not born into Sorcery to do the same.

Speaking of Djinn, I managed to speak with one before their Dungeon was raised. They've agreed to become your first Metal Vessel, if you or a partner is capable of making it through. Berith, Djinn of Oaths of Lies, awaits you at their dungeon. Choose Berith's Elemental School, and prepare for the fight of your life.

Quick Synopsis of Berith's Customization Page

Gender: Male / Female

Clothing (semi-influenced by Elemental School Choice)

General Appearance (Note: All Djinn have blue skin and hair / fur. Also a lot of gold piercings. Especially nipple piercings.)

Focus: Ranged Combat, Melee Combat, Defensive, General Utility.

Elemental School

Choose **One**, whether selecting for Berith or as Sorcerer element. If Sorc. with Spiritual Capacity, choose **two** elements.

WIND: Being a White Magician allows you to control the wind and skies. Wind Magic-Users also benefit from learning Heat Magic.

HEAT: A Red Magician, you convert the Rukh into super-heated air, which ignites to allow for control over flames. Heat Magic-Users benefit from learning Wind Magic.

LIFE: Purple Magicians convert Rukh into healing energy, or create monstrous organisms which are then commanded like familiars. Life Magic-Users benefit from learning Lightning Magic as well.

LIGHTNING: Yellow Magicians order the Rukh to generate electrical charges, or to pull them from living beings or even the sky. Lightning Magic-Users benefit from Life Magic as well.

LIGHT: You are an Orange Magician, commanding the Rukh to manipulate the light spectrum. Through this, one can either control blasts of light capable of incineration, weave intricate illusions, or use of lightwave-based hypnosis. Light Magic-Users benefit well from learning Strength Magic.

STRENGTH: Black Magicians have the Rukh covert their power into pure kinetic force. Despite being capable of spatial manipulation, Strength Magic is invisible to the human eye. As such, it is incredibly difficult to deal with by even sorcerers. Strength Magic-Users benefit from learning Light.

SOUND: You are a Green Magician, capable of the manipulation of sound waves. Like with Strength Magic, Sound is practically invisible and just as deadly. Sound-users benefit from learning to control Water Magic.

WATER: A Blue Magician manipulates water in all three of it's forms: Ice, Liquid, Steam. Arguably the most versatile, as water can be used for defense, combative, and healing purposes. Users of water benefit from learning Sound magic as well.

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Would-be Dungeon Capturers! Know that Berith is the only one you're allowed to customize! Every other djinn you find from there will be according to the rules of the world! (AKA just go ahead and find the Lesser Book of Solomon's demons. See which ones are unused. Come up with a title and an element, boom. Bob's your uncle.)

COMPLICATIONS:
Maximum of 3 complications.

Hunted **(+200 CP)**: Depending on your origin, you are hunted by someone who wants you very much alive but not for the right reasons. Slaves are hunted by their old slavemaster. Nobles hunted for the potential ransom money. Commoners are hunted by tax collectors from their kingdom. Fanalis are hunted by slavers who seek a jackpot. Sorcerers hunted by members of Al Thamen, seeking to recruit them. Wanderers find themselves hunted by a sorcerer who seeks to investigate an 'anomaly.' Which seems to be you.

Difficulty Spike **(+200 CP):** Normally, dungeons are just a particular type of obscenely difficult for the denizens of this world. When you enter one, their difficulty increases hellaciously, matching your strength and power level. Hope your dungeoneering skills are up to task, for this will be quite the challenge.

Clashing Personalities **(+200 CP)**: Berith, and any other Djinn you claim, will require a bit more time to work with before you can unlock their more powerful abilities and Equip-sets. By a bit more time, I mean a lot.

Scooped up into Politics **(+200 CP)**: You wind up becoming involved in the greater political conflict between the Seven-Seas Alliance and Kou, whether as a soldier or as an ally to one or both sides. Be careful, you'll be up against powerful individuals on both sides and will be used to your faction's full advantage.

THIEF! **(+200 CP)**: You have the bad luck of running into the same group of thieves several times in a row, and will always need to reclaim something of yours. They tend to target precious, valuable objects of yours.

Your Lordship **(+600 CP)**: Takes up all 3 Drawback slots. The ten-year tenure is moot at this point. Your task here in this world is simple: You will either take the reins of a country, or found your own from it's foundations. You will be crowned king. And from there, you must successfully lead your country for 50 years. Note: Your subjects must be some degree of living. If you want a country of the undead, be my guest. But no kingdom of one.

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SO IT BEGINS...

You start out in a dwelling that befits your Origin, in the city you chose to start in. This location is within a one-mile radius of the dungeon Berith, which is revealed to have only recently been risen by one of the three noted Magi, Yunan. Everything from eavesdropped conversations to wind gusts will seek to guide you to the dungeon, with the Rukh themselves revealing a path if you took Guided by the Rukh.

And once you make it through, you have a choice...
Stay in this world? Go back home? Or perhaps... Continue onward?

CLARIFICATIONS

Sorcerers / Sorceresses cannot claim Djinn from Dungeons, or obtain Household Vessels. In this case, humanoid (doesn't matter what race) companions can become a Dungeon-Capturer.

If you claim a Dungeon, the Djinn can later create Household Spirits - lesser djinn within artifacts that are created when someone proves strong loyalty to you. These individuals become part of your Household, and can be human and otherwise. ALL companions and partners are capable of being granted Household Vessels, such as Zombies, Pokemon, and others.

Yes, you're limited to three Djinn while adventuring here. Five if you take Spiritual Capacity. Debating on changing it later on. I will be damned if I release multiple Sinbads upon the universe though.

The Djinn are based off of the 72 demons of King Solomon's grimoire. They all share a few characteristics: Blue skin, gold jewelry. Lots of piercings. Lots of nipple-piercings.

After you finish with your tenure in Magi, a cluster of the Rukh decides to follow you wherever else you may go. Anyone who can see spiritual energy is capable of witnessing this cloud of white butterflies that always floats about you. Any Magician companion you choose to take with has the same phenomenon occur.

Why Fanalis is the same price as Sorcerer: They are fucking OP on a physical level. Like, we are talking super soldier, Captain-America levels of physical STRONK (especially the women). Your tribe is pretty much world-renowned for these reasons. Considering that bit of lore, and in-series feats of athleticism and strength, I felt they severely out-classed the base human origins and as such ranked them in that manner. However, I dropped both origin's prices to 200. I feel 300 is more appropriate, but maybe this will be a good mid-ground.