



SAKUNA: OF RICE AND RUIN

Jumpchain by Anon

In the time before time, there were only the Clouds of Beginning. It is said that from those clouds would emerge the Tree of Creation and its avatar, the first Lady Kamuhitsuki, and that Her branches would extend upwards, above the sea of clouds, to

form the Lofty Realm of the gods, while Her roots would extend out below them, creating the Lowly Realm of mortals.

Though separated by the impenetrable clouds which know neither time nor space, the Two Realms are inextricably intertwined: When mortals know peace and prosperity, their offerings bring peace and prosperity to the gods, who in turn shower them with blessings. When mortals know conflict and strife, so too do the gods see themselves plagued by demons, or worse, falling to evil, becoming demons themselves and further visiting disaster on the Two Realms.

The Lowly Realm is not dissimilar to Earth circa the 16th Century, though it's unlikely you'll be spending much time there, for it is a time of strife, and a great evil stirs in Hinoe, the Isle of Demons, which threatens to raze the Lofty Realm in its entirety. For now, though, focus on yourself and take these; you'll be here for a good time, but not for a long time.

1000 CP



ORIGIN:

Pick one; 50% off of perks/items for your origin, 100CP is free.

Pick whatever age and sex you like, I'm not your mom (though age is both nonindicative and superfluous for nonhumans).

Any Origin may be taken as a Drop-In option, with no in-context memories to influence you.

Child of Man – Free:

You are an ordinary Human who has somehow found your way into the Lofty Realm, be it from Yanato itself, Ouka on the mainland, or a far-flung nation such as Nadiht, Dharka, or Ventania. Though an incredibly dangerous place for someone with few if any supernatural skills or abilities, if you remain in the Lofty Realm for your full 10 years here, the massive concentration of spiritual energy there will transform you into a minor god at the end of the Jump; if you end your Chain and remain in this world, you'll become a Noble God after a century or two of attending to your Domain.

Unlike the other Origins, you have a definite lifespan, though this isn't likely to be a concern unless you remain here, stay in the Lowly Realm and/or fail to achieve divinity, *and* haven't already rendered yourself ageless from a previous Jump, since you don't age while in the Lofty Realm.

Lofty Spirit – Free:

You are a spiritual being or minor god, like the Ashigumo or Kappa native to Hinoe, a hengeyoukai, one of the many myriad servants running around the Mihashira Capitol, or a foreign spirit such as an ogre, fairy, or the animating spirit of a golem. While not as lowly and insignificant to the gods of the Mihashira Capitol as the Children of Men, you're still regarded as akin to a peasant by the divine nobility. Like Children of Men, certain Lofty Spirits may potentially become full-bore Noble Gods if they remain in the Lofty Realm and cultivate their Domain-to-be.

Noble God – Variable:

Whether born as one or ascended through toil and sacrifice from the station of a minor god, you are one of the high-ranking kami of the Mihashira Capitol, overseen by the preeminent goddess Kamuhitsuki-no-Mikoto—or perhaps a foreign god from a distant court ruled by one of Kamuhitsuki's chief god siblings, or an angel of the monotheistic far-western god Formos.

For 200 CP, choose a Domain to be a god of (as Kokorowa-hime is an inventor Goddess of Wheels, e.g.): Cultivating and developing the subject matter of your Domain will naturally grow your physical and spiritual power over time. For 400 CP, you are truly privileged with the heritage of two powerful gods and may choose two spheres (as

Sakuna-hime is a Goddess of Harvest and War, e.g.). As an angel, instead of Domains to control, choose Virtues to embody or demographics to preside as the patron of.

Demon – Variable:

You are a spirit who has fallen to evil and corruption, gaining physical and spiritual power at the cost of your sanity. As weaker demons are beholden to the wills of their superiors, being a lesser demon such as a rabbit, pig, badger, or bear (as they stand on two legs and are capable of tool use) is a drawback worth 200CP; others (who don't and aren't) grant you 300 CP. Greater demons, such as a Red Belly or Black Shadow, who are larger and stronger both physically and spiritually, but otherwise similar, grant 100 CP. For no exchange of CP, you may instead be a Demon Lord, like the Camellia Toad or Demon Catfish, who rules over an entire region and its demons, or a Child of Man who has formed a compact with a Demon God, trading service for a share of its power and authority over demons

For 200 CP, you may be a Demon God yourself instead: Though your initial power will pale miserably in comparison to already entrenched Demon Gods such as Omizuchi and Homusubi, you, like Noble Gods, have a Domain (or for 400 CP, two Domains) over some terrible aspect, like how Omizuchi is the Demon God of Floods, or how Homusubi are Demon Gods of Fire and Vengeance. Like Noble Gods, you can increase your power over time, but you do this by instead feasting on the negative emotions of mortals and/or the spiritual corruption of defiled sacred sites (such as blighted roots of the Tree of Creation).

Be aware that lesser demons (and, with substantially more difficulty, greater demons) may be purified, reverting them into ordinary spirit animals, and that Demon Gods may annul contracts with Children of Men who fail or threaten them, stripping them of their power and authority.

Unlike the above Origins, you have no need for food or drink, being sustained entirely by evil spiritual energy.

Spirit Familiar – Variable:

You are an item that has been crafted from Amber to become—or perhaps became through exposure to vast quantities of spiritual energy—a god or demon. Instead of origin discounts, you get floating discounts; 2 free 100 CP options, 2 discounts for 200-400 CP options, and 1 discount for 600 CP options.

A minor spirit familiar, like a tsukumogami or magic item, is intelligent and capable of speech or tele-empathy, but is incapable of transformation, being stuck as either an item or a creature (humanoid or otherwise). You have one magical power but may forfeit it for extra strength or efficacy at your item's purpose. You gain 200 CP.

Mid-level Spirit Familiars, like the work of skilled magicians or the Sword-Cutting Blade, are capable of both verbal and tele-empathic speech; those that do transform can

do so once per day. You have two magical powers, and may trade any number of them for extra power or effectiveness. This is worth 0 CP.

High-level Spirit Familiars, like the Blade of Hoshidama, are capable of both verbal and fully telepathic speech, and may transform at will. You have up to four magical powers, and may sacrifice any number of them for extra strength or efficacy. This is worth 200 CP; for 400 CP, you may have a second item form, which may be comprised of multiple parts (such as a pair of sickles, a bow and arrows, or a deck of cards).

Like Demons, you have no need for food or drink, being sustained entirely by spiritual energy.

LOCATION:

Choose one, but be aware that travel between the Two Realms is virtually impossible:

Lofty Realm:

The Realm of the Gods. By default, this option assumes you take up residence on Hinoe Island alongside Princess Sakuna and the Children of Men that accompany her in her banishment there (or live out in the wilderness or the Mirehaze Fortress, if you're a demon).

Lowly Realm:

The Realm of the Children of Men. By default, this option assumes you live in Yanato (Japan), though you may begin in any country you like; other options (for which there's known lore) include Ouka (China), Nadiht (India), Dharka (Persia/Iran), and Ventania (the Netherlands, a member state of the local equivalent to the Holy Roman Empire). Be warned that this is an age of starvation and conflict, however, and while you likely won't have to contend with demons, you won't be able to ascend to godhood (as a Child of Man), and humans are capable of unique cruelty to their fellow man.

PERKS:

Nobility – Free:

You are born from or recognized as a member of a noble caste, which entitles you to bear impressively long or significant names, surnames, and titles, like how the samurai Tauemon's full name is Katsura Uemon-no-jou Mizuki-no-ason Takamori, or how noble gods in the Mihashira Capitol are referred to as 'Prince' or 'Princess' (only Kamuhitsuki gets to bear the title '-no-Mikoto'). This is functionally useless outside of the culture of your origin and completely irrelevant for demons, but might still impress people who care about such things.



Child of Man:

Talent – 100 CP:

You have uncommon talent in one particular field or area of expertise. If developed, you have the potential to become a true master of your craft; should you ascend to godhood, this will become your Domain. If you're already a god, this need not necessarily be the same as your current Domain(s).

Happiness Is A Full Belly – 200 CP:

No matter how much time passes or how rote and routine things become, you are always able to appreciate the small pleasures in life: You always have some small blessing to be thankful for, your favorite things will never grow old, and a hot meal or bath after a long day's toil will always be just as gratifying as your first, even in the face of eternity.

True Understanding – 400 CP:

While you may not necessarily understand the language or dialect of strange spirits (such as the headless and ethereal semorigami or the inhuman kappa), foreigners (like Myrthe, unless you're a Ventanian), or the verbally incapacitated (like Kaimaru), you also have little need to: Whether through heightened empathy or keen intuition, you can understand the broad-strokes intent of those you converse with and are able to project your own intent in the same way, allowing at least basic communication between yourself and anything capable of language that you encounter.

Magician – 600 CP:

You have the ability, rare among mortals, to gather and shape spiritual energy for a variety of purposes through artifice, alchemy, and ritual. Since spiritual energy is comparatively rare in the Lowly Realm, this usually requires gathering magical reagents or the cooperation of spiritual entities; of the known regions, Dharka has the highest proportion of magicians, being known for golemancy, having an unusually high concentration of spiritual energy, and having a population of fairies living in a notably large magical forest.

In the Lofty Realm, magicians have no such constraints, as the whole Realm is suffused with spiritual energy and Amber serves as a super-concentrated source. While their arcana is viewed as mere party tricks by the gods and high-level demons who control said energy intuitively, the magecraft of the Children of Men is extraordinarily versatile compared to a god's deep but narrow well of power, and even a god could potentially find it useful—given a lifetime of study, experimentation, and spiritual development, it's far from beyond the realm of possibility for a talented magician to achieve immortality and stand on the level of gods and demons.

Post-jump, 'spiritual energy' applies to any analogous energy source, like mana or qi, and any appropriate spiritual/magical/supernatural reagents or creatures can be bent to your use in the course of your magecraft.



Lofty Spirit:

Forager – 100 CP:

As a spirit of the land, you have an instinctive knack for living off of it, knowing intuitively what's edible, where to find usable food and water, and how best to portion and preserve your take.

This Land Is My Land – 200 CP:

If there's one thing that spirits and monsters the world over have in common, it's being intruded upon, whether by humans, demons, or gods. You have a keen eye and exceptional talent for organizing the defense-in-depth of any land you have claim to, quickly picking out the perfect locations and angles for traps, alarms, and ambushes.

Hidden Among Reeds – 400 CP:

Though they bore no hatred for the name prior to their extinction at the hands of demons, the previous Lady Kamuhitsuki christened the Ashigumo tribe 'reed-skulkers' due to their persistent refusal to bow to her rule and pervasive guerilla tactics against

her forces. Like them, you have a penchant for stealth and natural camouflage, able to move unseen and unheard through terrain with which you have close familiarity. With dedicated practice, this talent can become a truly ninja-like means of non-detection, befuddling even the keenest senses of smell, sixth senses like blind- and tremor-senses, and outright magical divination.

Homusubi's Blessing – 600 CP:

You are in reality an undead specter, brought back from the world beyond incidentally by the power of a Homusubi, a Demon God of fire and vengeance (or a similarly powerful god or demon), but spared the horrific madness that implies by the peaceful and/or natural circumstances of your death. You do not sleep and need not eat or drink, but appear perfectly normal and alive even to magical scrutiny and retain full control of your personality and faculties.

At will, you can change into your specter form, shedding your flesh and becoming a skeleton of your current species with glowing red pinpoints of supernatural malice in your eye sockets. While your disguise is shed, you detect as Evil and are vulnerable to blunt weapons and abilities and effects that specifically target the undead, but your natural weapons inflict greater damage to demons and gods, and you become resistant to all other forms of damage, including magic.

If you are resurrected (which you may refuse), this perk is suppressed and ceases to have any effect until you die again. If you *do* die in an appropriate manner (i.e., being slain, not totally disintegrated or deleted from reality) while this perk is suppressed, you may choose to simply resume your undead form instead of expending a 1up.



Demon:

Power of Darkness – 100 CP:

Demons, being born of darkness, are empowered by it. You gain a small but appreciable boost to all of your physical and spiritual abilities at night, in deep, lightless caves, or in places of supernatural or metaphysical darkness.

We Have Reserves – 200 CP:

Minions are fundamentally replaceable, and yours are more replaceable than most. As long as you're in an area where you could conceivably find reinforcements for your followers, you find it easy and inexpensive to do so.

Dire Form – 400 CP:

You gain the ability to transform into a combat form—it's both significantly larger than your base form and physically superior in every way, though maintaining it for long periods of time is somewhat taxing spiritually. If you're a demon or a Child of Man wielding demonic power or heritage, this form will likely take the form of a powerful bestial demon, like a humanoid tiger, bear, or elephant; Lofty Spirits and Noble gods may take other equally terrifying forms, such as an Angel of Formos becoming a *biblically accurate* angel in their Dire Form.

Blight of Corruption – 600 CP:

Fundamentally, a demon is a spirit or god who fell to darkness, being consumed by their negative emotions and base impulses until they were transformed spiritually into something altogether different. You have a knack for the kind of manipulation, emotional abuse, gaslighting, and finessing of evil spiritual energy required to corrupt gods into demons. Normal spirit animals will fall to the taint relatively easily, while gods—especially ones that are powerful, aware of your intentions, or are able to resist—will be major projects, likely taking multiple sessions and weeks of work to convert.



Noble God:

Supernatural Affect – Variable, Cannot be taken by Child of Man:

Though many gods have obviously nonhuman forms that express their unearthly nature, many others prefer a familiar human shape, which can lead to ignorant Children of Men questioning their divinity. For Free, you gain a harmless and useless but visually impressive effect to express your godly (or demonic) power, such as Princess Kokorowa's rotating gear halo or Lady Kamuhitsuki's branching backdrop. For 100 CP, this power can have some functional utility, such as a semorigami's levitation or having three miniature bodies instead of one normally sized one.

Mihashira Citizenship – Free (Noble Gods)/200 CP (Children of Men/Lofty Spirits/Spirit Familiars):

You are a high-ranking noble of the Mihashira Capitol, a servant born and raised there, or have performed (or promised to perform) some kind of critical service for the gods that has caused them to recognize you as worthy of living among them and not merely among Lady Kamuhitsuki's conquered territories. Compared to anything in the Lowly Realm, the Capitol is a mecca of art and culture, and nearly anything from the Lowly Realm can be purchased in addition to a unique variety of divine goods—though instead of gold, the gods trade in Amber.

You may begin the Jump in the Capitol; if you're a Noble God, you can theoretically spend your entire stay here partying it up and/or cultivating your divinity rather than engaging in the plot or doing anything productive, provided you don't piss off the current Lady Kamuhitsuki and get yourself banished or executed—like mortals to gods, the gods of the Capitol pay yearly tribute (during the aptly named Day of Tribute) to the Preeminent Goddess in exchange for her blessings and continued protection.

Outside of this Jump, gods (or the local equivalent) will regard you as a peer or a proportionately valuable asset, though this may or may not be a good thing depending on the gods in question.

Power of the Five Grains – 200 CP:

Rice, Foxtail Millet, Sanwa Millet, Wheat, and Soybeans. The Children of Men revere the five grains for their versatility and irreplaceability as staple crops, but for the spiritually developed, they hold real power, stimulating spiritual organs and boosting physical, spiritual, and magical abilities. It's not only grains either: All foodstuffs contain some element of spiritual power, such as salt's purifying touch, plums' ability to stay poisons, or pure water's elemental opposition to fire. Better yet, well-prepared meals will have the compounded effects of all of their constituent ingredients: The gods of the Mihashira Capitol spoil themselves on gourmet feasts because they perform at peak ability when they eat lavishly.

These effects are temporary, and this perk doesn't force you to eat if you aren't biologically required to, but it won't have any effect unless you actually eat food. As a bonus, you never gain any unwanted weight!

Kamuhitsuki's Favor – 400 CP (Requires Mihashira Citizenship):

You have both the attention and the good graces of the avatar of the Tree of Creation for your role in some particular duty: As long as you see to it adequately, you can petition Kamuhitsuki for any resources you require, tribute her Amber in exchange for her manipulating natural forces (such as the weather) in your favor, and gain access to Orbs of Transformation on an as-needed basis—unfortunately, even she can't ferry you between the Two Realms without the aid of the Floating Bridge of Heaven due to her generationally diminished power. If you're able to maintain this favor until the end of the Jump, you may purchase Kamuhitsuki herself as a Companion for an additional 100 CP (no discount).

Outside of this Jump, powerful supernatural forces and entities will see you as a critically vital asset—and one that should be bribed and appeased, if at all possible, to ensure their happiness and willing cooperation, rather than coerced through threat or force.

Blessings and Offerings – Variable, Cannot be taken by Child of Man:

The Children of Men of the Lowly Realm give up offerings in supplication to the gods, these goods allow the gods to live in luxury and abundance, and this luxury and abundance rains back down from the Lofty Realm in the form of myriad blessings: this is the symbiotic cycle of the Two Realms, at least as it's known in Yanato. As a god known to mortals, shrines may be constructed in your name, and sacrifices relevant to your Domain(s) offered therein are magically transported to you (or a location you own of your choosing).

In return, for 100 CP, these offerings empower you to bestow generic good fortune or cast minor magical boons related to your Domain(s) upon those doing the offering—you can decline to do so in order to save effort or spiritual energy, but stingy gods will rapidly lose worship among mortals and status among their peers.

For 600 CP, offerings establish a supernatural link between yourself and the supplicant, enabling you to sense anything in their immediate vicinity and cast any spell or spell-like ability you possess on anything or anyone in that area until you sever the connection (or a full minute elapses).



ITEMS:

Items that are lost, destroyed, or expended will automatically be replaced after one week, unless otherwise specified.

Farm Tools – Free*:

The essential tools to maintain a rice farm: A hoe for tilling, satchel for holding sprouts to plant, sickle for harvesting, a handheld threshing clamp, and a mortar and pestle for hulling the rice. Can also be used as improvised weapons, or in the hands of a harvest god, actual weapons.

For 50 CP, these can instead be the essential tools of the trade for any one profession of your choice.

A Place To Lay Your Head – Free*:

Everyone needs a place to live, work, eat, and sleep.

For any origin that accompanies Sakuna (thereby excluding Demons): This item takes the form of Lady Toyohana's home, a three-room cottage on a hill in the central valley of Hinoe. Amenities include a storage shed, outhouse, rice paddy fed by a (seemingly inexhaustible) freshwater spring, composting pit, and a small cave constructed and enchanted by Lord Takeribi to serve as a training hall; anything that passes through its doors is shrunk to miniscule size. The spiral path up the hill includes outcroppings that can hold additional structures: Over time, if left to her own devices, Sakuna (with Ashigumo's blueprints and Tauemon's labor) will build a smithing hut for Kinta, a weaving hut for Yui, an animal pen for ducks and a cow, and (with Kokorowa's engineering) a water mill for automatically hulling rice. The whole hill is enchanted to befuddle and misdirect those who don't already know its location, so be careful about who you let in; should the house be destroyed, this enchantment will be broken (but will be restored at the start of each Jump).

Otherwise, Children of Men get a cottage suitable for a middle-class existence in the style of their home culture; Lofty Spirits and Demons get a cave, den, or glade—of natural beauty which holds spiritual power, or of despair and haunting resentful spirits, respectively—; and Noble Gods get a Yanato-styled shrine home in the Mihashira Capitol waiting to be filled with offerings and luxuries (Even if they're a foreign god; it's basically government housing in the form of a small palace).

Any of the above may be imported or attached to your Warehouse, but taking Toyohana's house, hill, and attendant structures with you costs 200 CP.

Rice – 50 CP:

The very soul of Yanato. Takes the form of a yearly (or monthly, if time isn't compressed) shipment (which may be directed to your Warehouse) consisting of a half-

dozen 20-gallon baskets of pure, glistening white rice, or, if you prefer, a satchel full of rice seeds of varying quality.

Amber – 200 CP:

Completely unrelated to the chunks of fossilized tree resin occasionally found in the Lowly Realm, the Amber of the Lofty Realm is a form of crystallized spiritual energy that coalesces into blue-green orbs and magatama stones. Though some gods trade it like currency, it has a variety of uses in empowering items or processes, is the ideal material for magicians to work their arts, and can even be crafted, alongside other magical reagents and materials, into items in order to create Spirit Familiars, as it is no less than the fundamental essence that gods are created from.

This purchase gives you roughly 20,000 Amber in orbs; if you don't want to earn, beg, borrow, or steal more from gods, small quantities can also be collected by slaying demons.

Child of Man:

A Sturdy Blade – 100 CP:

A stout but otherwise ordinary weapon of your choice (doesn't necessarily have to be bladed). You aren't automatically proficient with it, but its grip and balance are suited perfectly to you, even if you change forms, and it can be upgraded through a variety of means if you put forth the effort. This item can be purchased multiple times, but only the first can be taken for free.

Spirit Animal – 200 CP:

The animals of the Lofty Realm seem quite similar to their Lowly counterparts, but aside from their ability to be corrupted into demons, some also have special abilities. Choose one: A cat or a cow has no particular talent beyond the norm for their species, but a flock of ducks can patrol fields to eliminate insect pests and weeds, and a shiba inu has the ability to detect the presence of demons from over a mile away, find safe paths around them, and their bark can ward away the weakest of them. Can be purchased multiple times.

Cultivars – 200 CP:

Some crops are native to Hinoe and entirely edible, but not suitable for widespread cultivation, like its sparse wheat and bitter cucumbers. Others, like corn and potatoes, are virtually unheard of and difficult to obtain due to the lengthy chains of commerce from their origins. Choose three nonmagical plants not native to your starting locale: You gain a supply of seeds for a strain suitable for local soil and climate conditions; these choices can be changed at the start of each future Jump to account for the plants of those worlds. Can be purchased multiple times.

Machines – Variable:

Hard manual labor can be gratifying in its own right, but it's... hard, sweaty, and tiresome. Work smarter rather than harder using mechanical advantage: 200 CP gets you 2 machines that operate on simple mechanical principles like wedges and levers, such as a hand thresher, rice pounder, bellows, and so forth. For 300 CP, they can instead be complex and/or semiautomatic machines that transform mechanical energy, such as the flywheel thresher, windmill- or waterwheel-powered devices, or even the printing press seen in Ventania. Can be purchased multiple times.

Lofty Spirit:

Shuriken – 100 CP:

A gradually replenishing supply of iron throwing spikes used by the Ashigumo clan. Having been imbued with their irascible warrior spirit, they're effective against both gods and demons, though not particularly strong.

Oil Droplet – 200 CP:

Though a cursed tool taken from the corpse of a demon lord that radiates faintly with evil, this sticky yellowish blob is in reality both fairly benign and quite convenient: With an action of will, the droplet can be lit or extinguished, and will levitate alongside the user, continuing to burn as long as it's supplied with clean oil; though fish or vegetable oils will be easier to find, it will happily consume crude oil or petroleum of you somehow get your hands on it.

Though not effective as a weapon, the droplet is a handy source of light, heat, and flame, and will even continue to burn underwater and in oxygen-free environments such as exotic atmospheres or the vacuum of space.

Water Orb – 200 CP:

Throughout the northern valley of Hinoe Island can be found huge flying spheres of water, anywhere from 6-10 feet in diameter, which slow things that pass through them (being dense enough to swim inside) and can be used to cross chasms and alight cliffs. It's unclear whether they're the work of the Demon Catfish or the native Kappa, but you possess a magic tool in the form of a bead that, when thrown into the air and a short prayer recited, will balloon into such a sphere, which will float back and forth in the direction of your choice, up to a range of about 300 feet. This effect lasts indefinitely, but can be ended at any time, causing the bead to fly back to your hand.

Masks – 400 CP:

A complete collection of masks in the visage of various gods and goddesses, which contain fragments of their power and can bestow their boons upon their wearer. (Complete list in Notes)

Spirit Boughs – 600 CP:

Clusters of spiritual energy that have formed into crystals imbued with various magical effects, and that can be slotted into and swapped out of equipment in order to boost the user's abilities and increase their combat flexibility. This purchase includes a complete collection (list in Notes).

Demon:

Bombs – 100 CP:

A self-replenishing satchel full of bright orange, fist-sized explosives, like those wielded by rabbit demons. These have a four-second fuse and detonate with a concussive fireball about 5 meters in diameter—due to being imbued with spiritual energy and elemental fire, they're effective even against supernatural enemies.

Barrier Stones – 200 CP:

Floating orbs of concentrated evil spiritual energy in the form of black stone. You have a supply of six per week, which can be deployed in one of two ways: Individual stones can erect small but impassible disc-shaped barriers of evil magic to bar narrow passageways, or several can be linked together in an area, creating a curtain field that suppresses spiritual power and empowers demons. Will last indefinitely once placed and can be accumulated but are relatively fragile and should be guarded.

Cannon – 200 CP:

Sophisticated firearms, too complex for demons to construct, supplied by an unknown benefactor. Choose one: Five small cannons that fire explosive spheres of cursed iron, or five massive flintlock pistols with the power and kick of siege weapons. Both options come with a squadron of five rabbit demon or minor spirit followers, whose job is to either man the cannons (which they will do mechanically with no regard for friendly fire due to their lacking intelligence) or catch discarded pistols, clean them, reload them, and throw them back to you.

Direhaze Fortress – 400 CP:

An ominous Japanese castle that stands on the western ridge of Hinoe island. Originally constructed by Lord Takeribi to protect the Ashigumo tribe from the former Kamuhitsuki's invasion after he defeated Omizuchi, it never actually saw use, and eventually became a home and headquarters for demons. Includes the surrounding defensive fortifications and earthworks, and dense, obscuring fog that supernaturally conceals the keep, rendering it unassailable by nonmagical means until said defenses have been completely defeated. Can be attached to the Warehouse or imported into future Jumps.

Amegaeshi Shrine – 600 CP:

Possibly the largest concentration of demons on the entirety of Hinoe, secreted away in an innocuous cave. The Shrine is a challenge dungeon comprising a staggering 300 floors; fortunately, while enemies do respawn, there are waypoints every five floors with

which to save one's progress. Contains several valuable treasures, constitutes a renewable source of Amber, meat, and magical materials Post-Jump, and is the only known source for certain powerful reagents, such as Cloud Crystals, fragments of the Clouds of Beginning themselves, each holding the power to conjure an entire island. Can be attached to the Warehouse or imported into future Jumps.

Noble God:

A Tale Of Unrequited Love – 100 CP:

The seminal work of the writer-goddess Oborozuki Koushi, and possibly the longest-running sappy romance manga of all time, this item gifts you a magical bookcase, the only thing in the Lofty Realm capable of holding and sorting all *twelve hundred fucking volumes* of this leviathan of literature. Sakuna loves it to the point that she's memorized every volume from cover to cover, so watch out for spoilers if she learns you have this.

The Art Of Battle – 200 CP:

A series of scrolls penned by the premiere (late) warrior god and Sakuna's father, Lord Takeribi. Contains a wide array of combat techniques using either paired one-handed weapons or a single two-handed weapon like an axe or hammer. Some of the flashier techniques require a superhuman physique or supernatural ability to pull off, but anyone can benefit from the fundamentals.

The Art Of Farming – 200 CP:

A series of scrolls penned by the premiere (late) harvest goddess and Sakuna's mother, Lady Toyohana. Contains everything you'd ever possibly need to know about growing rice, including how to maximize quality or quantity and how various parts of the process can help cultivate the power of a harvest god. The basics are broadly applicable if you're growing something besides rice, and the margins also contain basic techniques for using the Divine Raiment, as she was its previous owner.

Clockwork Puppets – 400 CP:

Roughly human-shaped automata brought to life by Princess Kokorowa's wheels and deployed throughout the Mihashira Capitol as a security force. Though they're soulless shells with only rudimentary intelligence and poor reaction times, their spiritually enhanced construction nonetheless makes them extremely resilient to most forms of attack and their fists effective against supernatural enemies like demons and gods.

Comes in the form of either a squadron of 20 basic constructs, or an elite team of 3 Mechanical Warriors: One armed with a greatsword, one with a ring resembling a thunder god's drums that can shoot homing fireballs, and one with a mirror, one side of which can drain the life energy of enemies within a cone, and the other of which can drain the speed from enemies in area roughly half that size. May be purchased multiple times.

Divine Raiment – 600 CP:

Properly known as the Shawl Which Crosses Between Realms, this length of glowing golden fabric is an Artifact made by a pair of alien goddesses known as The Visitors and responds to the user's will, moving like a whip, extending out to about 10 meters, and latching onto almost anything it hits; it's equally capable of grappling the user to/around enemies or obstacles, pulling or throwing enemies with poor footing, or draining the energy of unbalanced enemies.

Though powerful as a weapon and mobility tool, true mastery allows its user to safely cross dimensional barriers, as its original master, Lady Toyohana, used it to cross the Clouds of Beginning while she was still a human, a function which appears to be entirely unique to it—the only other known ways to cross between the Two Realms are by dying and being reincarnated in the other Realm, or via the ethereal Floating Bridge of Heaven, which only appears briefly, rarely, and randomly.

It's greatest and most terrible function, however, is to form a supernatural barrier that harmlessly absorbs the energy of attacks and reflects them back in the form of bursts of radiant energy. Unlocking this true inner power of the Raiment extracts a horrific cost from its user: Once the battle is won, it devours their soul, unless willing proxies can be found to sacrifice theirs to pay the price instead. Fortunately, this price must only be paid once per user, and as an Artifact, the Raiment is essentially indestructible.



COMPANIONS:

More character information is available in the Notes section.

Import – 50 CP/ea. or 300 for 8:

Bring previous companions with you on your journey. Each gets an Origin and 600 CP to spend on perks and items; the dimensional boundaries of this world are difficult to pierce, and the chief gods keep a close eye on them (and potential threats to their power), so the more you import, the more likely and more quickly you'll attract their attention.

A New Friend – 50 CP/ea.:

The Two Realms are a vast place beyond the bounds of Sakuna's story, and there are a wide variety of potential allies you could find there. Each original character gets an Origin and 600 CP to spend on perks and items.

Children of Men – 50 CP:

The ad hoc family of humans who followed Sakuna across the Floating Bridge of Heaven and were exiled with her to Hinoe: Tauemon, Myrthe, Kinta, Yui, and Kaimaru. You may take any or all of them with you, provided you can convince them to come along.

Ishimaru – 50 CP:

A bandit turned leader of demons who believes that there's no such thing as good or evil, only strength and weakness. Usurped control of his and Tauemon's gang by killing its former leader, Kaimaru's father, and abducted Myrthe, Kinta, and Yui to sell them into slavery, before Tauemon helped them and Kaimaru escape. Wound up on Hinoe after Sakuna drop-kicked him off of the Floating Bridge of Heaven for thinking she was a child.

Ashigumo – 50 CP:

The sole survivor of the demons' genocide of the mustelid Ashigumo clan, spared only because Lord Takeribi assigned him as the custodian of Lady Toyohana's home, which the demons couldn't reach.

Kokorowa – 50 CP:

A Goddess of Wheels and Sakuna's dearest (/only) friend. Born a minor goddess, she's worked her way into the nobility through hard work and determination as an avid inventor but has a great doormat impression due to a crushing lack of self-esteem and a desperate need for recognition and validation.

Sakuna & Tama – 100 CP:

Sakuna is the indolent brat daughter of the warrior god Takeribi and the harvest goddess Toyohana, overfond of drink and reading. Once banished to Hinoe, however,

she'll slowly and painfully learn the value of humility and hard work, becoming a stalwart guardian of the island and her human charges.

Tama is Takeribi's sword, the Blade of Hoshidama, who was snapped in half on Omizuchi's spine when his master mortally wounded the demon god and sent him fleeing into the earth. Reduced to a broken hilt, he's useless for combat in his current state, but a wise old man who served as Sakuna's surrogate father and is honorbound to stay with her to his dying breath and defend her with his life. Attempting to reforge him with new metal will produce a powerful god-slaying blade but kill his soul in the process—but he could be restored to his former glory if his missing blade can be found.



DRAWBACKS:

Gregorian Calendar – Variable:

Time is strangely compressed in the world of Sakuna, with each season comprised of only three days; that's 12 to a year, or 120 to your decade stay, only a third of a conventional Earth year. Or at least, it was, because that's no longer the case now. For +50 CP, you now have to deal with ten regular 365-day years. Dealing with normal time also means that things like growing crops (and thus scaling a harvest god's power) take a hell of a lot longer, and storing and preserving food for the winter becomes a much more significant concern.

Alternatively, for +0 CP, you could stay here for 10 real years' worth of compressed time, which would figure out to... 304 cycles, give or take.

Tales Of Drink And Industry – +100 CP:

You have a problem, and that problem is too much blood in your alcohol system. It's not just a matter of needing a drink, you *physically require* alcohol in order not to suffer debilitating withdrawal symptoms. Fortunately, alcohol isn't too difficult to produce if you know how not to poison yourself with the product, and sake is available to Sakuna as early as the first rice harvest. Non-transforming Spirit Familiars can't drink and therefore can't take this drawback.

Jumper Needs Food Badly – +100 CP

Food is an important part of the world here, and you aren't exempt. Even if you otherwise wouldn't normally need to eat, you need at least one hearty meal a day; if you go hungry, not only are you subject to malnutrition as normal, but your spiritual powers will be suppressed, and you'll lose access to any regenerative powers until you eat. Lesser spirit familiars with only an item form must 'eat' Amber or the blood or spiritual essence of slain enemies, which may imply being used as an improvised weapon for non-weapon items.

What The Fuck Is A Koku? – +100 CP:

Though Amber is ostensibly used as the currency of the gods, they seem to have stuck you, like Sakuna, onto the barter system, and will only accept rice from you as a valid unit of trade. Even if you're a mortal in the Lowly Realm, on the other side of the planet from Yanato, bureaucratic fuckup or malicious maneuvering will ensure that you're required to pay all debts and transactions in rice, which gets really awkward if you aren't a rice farmer or live in a region where rice isn't even grown. Growing or stealing it is your only option, too, since grain stores taken from your Warehouse or conjured magically will be identified by shrewd gods and canny merchants as 'counterfeit goods' and rejected, possibly leading to your arrest depending on the scale of the attempted 'fraud'.

Unless you're a human with demonic powers, you can't take this drawback with the Demon Origin, since lower demons have no concept of trade and nobody wants to deal with higher demons.

Meat's Back Off The Menu, Boys – +100 CP:

Demons' bodies no longer produce viable resources: Their flesh is poisonous, hides tattered and brittle, and pearls crumble to dust. This not only makes certain types of crafting and upgrading very difficult, but also cuts off your primary source of protein if you're living on Hinoe; you'll have to make do with fish, nuts, or povertymax and eat bee larva and grasshoppers.

If you live in the Lowly Realm, and have no drawbacks that'd cause you to be attacked by demons anyway, this drawback isn't worth any CP.

Danger Lurks Beyond The Veil Of Night – +200 CP:

The darkness of night is supposed to empower demons, but it's not acting the way it's supposed to. Rather, it seems that even the weakest demons are being rendered virtually invincible, with even the mightiest weapons wielded by the strongest arms only doing a single point of damage to them. Don't think you can get away from them by holing up in the Mihashira Capitol or fleeing to the Lowly Realm, either, as there'll always be a few of them skulking around your neighborhood, requiring force of arms during the day, such as Kokorowa's security puppets, to keep them at bay.

Needless to say, this'll make it extraordinarily difficult to anything safely at night, much less exploring or acquiring upgrade materials only found at night. Conversely, if you are a demon, the effect is reversed: The darkness provides you with no benefit whatsoever, and you seem to be afflicted with acute night-blindness. Maybe you should just stay in bed?

The Fourth Pest – +200 CP:

Demonic sparrows are the absolute worst. Like feathery zubats or cliff racers, they're persistent and they're goddamn everywhere, constantly harassing you and making everything else you do and fight at least twice as difficult and annoying. They even leak into the Mihashira Capitol and out of the Lofty Realm to attack human settlements and trash their crops, so don't think you'll be safe in the Lowly Realm. Also, everyone's going to get tired of sparrow meat with every meal really quickly.

Roughing It – +300 CP:

It's the 1500s, baby! And that means no running water, plumbing, HVAC, or electricity! Even if you live in the lap of luxury in Mihashira Capitol, the lack of modern amenities and luxuries you might otherwise take for granted serve to amplify every niggle and nuisance of your daily life, building up to a pervasive cloud of gloom and irritation, especially since you lose access to your Warehouse and other extradimensional spaces for the duration of your stay. Magic or buddying up to Princess Kokorowa might ameliorate some of this mundane misery, but it'll take continuous and expensive research for a magician to recreate such things, and Kokorowa can only conceive of preindustrial mechanics—perhaps developing the steam engine if you nudged her in the right direction. Fortunately, you still have hot food, stiff drinks, and a few other means available to you to blow off steam.

If I Had A Nickel... – +300 CP:

You don't fuck up often, but when you do, boy do you fuck up *hard*. Like, 'accidentally blew up Kamuhitsuki's sacred garner on the Day of Tribute' hard. Worse, once you do fuck it up, it becomes much more likely that that exact same type of disaster will repeat itself. Try to stay away from anything expensive or fragile.

Homusubi's Curse – Variable:

You've been marked by a Demon God of Fire and Vengeance. Should you die at any point, you will be transformed by its hatred into a specter, as described in Homusubi's

Blessing; while afflicted, you only have its skeletal form, and are rendered into a mindless berserk state, attacking non-undead friends and foes indiscriminately with whatever weapons and abilities you have access to in this form. Any attempt at resurrection must be paired with an exorcism: Resurrection without exorcism will be resisted by the Homusubi, while exorcism without resurrection will cause you to pass on, your skeletal form crumbling to dust.

This fate can't be waylaid by expending a 1up, though they can still be used to prevent your specter body from being destroyed and can restore you to life if you're exorcised but not resurrected. This drawback is worth +300 CP, but if you already have Homusubi's Blessing, the madness only afflicts you when you shift into your specter form, and you can wrest your mind back under your control and transform back after a couple of days (depending on your willpower); as a result, it's only worth +100 CP.

Cataclysm - Variable:

Omizuchi is a calamity given flesh, responsible for tormenting the Lowly Realm with natural disasters until a sacrifice meant to appease him, a woman named Toyohana, used a magical shawl to escape into the Lofty Realm. Somehow or other, he followed her, raising an army of demons and ransacking the isle of Hinoe in order to find her, until the warrior god Takeribi and the native Ashigumo tribe banded together to strike him down.

Omizuchi did not die, though, tunneling through the earth to escape—instead of fleeing into the sea, like Takeribi suspected, he settled deep underground, convalescing and feeding off of the evil spiritual energy of a corrupted root of the Tree of Creation and the hatred and resentment of the humans in the Lowly Realm, waiting until his power was replenished so he could take revenge on the gods.

Normally, this wouldn't happen for several years after Sakuna's arrival—possibly not even during your 10 years here—and his nearing recovery would be heralded by the island's volcano erupting from his mere movement beneath the earth. Unfortunately for you, it's going to occur the moment the Jump begins, during Sakuna's banishment to the island, well before she's anywhere near the level of strength or discipline needed to defeat him.

Omizuchi of Ruin is a Demon God that takes the form of a three-headed white-and-gold Flood Dragon, spanning over a thousand meters long and coursing with unbridled hatred and barely restrained evil spiritual power. His left head controls Fire, his right Earth, and his primary head Water; his body is monstrously tough, with only god-weapons like the Blade of Hoshidama able to scratch his scales, much less penetrate them; and the souls of those he devours are trapped within him and tormented to extract their power for his use: In truth, his heads of Fire and Earth are grown from the souls of Takeribi and Toyohana, respectively, after Ishimaru helped him ambush and devour them.

Should he escape from his earthly tomb, his first order of business will be annihilating Hinoe Island, before moving on to besiege the Mihashira Capitol: With Lady Kamuhitsuki's power generationally diminished, it would likely take all of the gods there working in unison to defeat him, and even then, they have grim odds of doing so without catastrophic casualties or the destruction of the Tree of Creation, which would tear a hole in the Lofty Realm and allow Omizuchi to start razing the Lowly Realm in earnest, starting with Yanato and Ouka, given that monster spirits and human magicians are too few and far too weak to challenge him. Worse, as long as the age of war, famine, and strife continues in the Lowly Realm, the combined suffering and resentment of the Children of Men will be sufficient to resurrect him after a couple years if he is successfully slain.

Normally, this drawback is worth +500 CP. If you are a demon, however, Omizuchi won't attack you immediately... but he will see you as an expendable asset, pushing you ahead of him as his vanguard and not particularly caring for your safety vis-à-vis collateral damage, only turning on you if you disobey or threaten him. In this case, this drawback is only worth +300 CP.



THE END

Congratulations! All drawbacks afflicting you end at the end of your ten years, and assuming you didn't die (becoming a specter doesn't count as dying, really), you may choose one of the following options:

SETTLE DOWN

Once Omizuchi is defeated and the Lowly Realm recovers from its age of hunger and strife, the world's actually a pretty comfy place to retire, whether you want to explore the Two Realms, hunt down demonic stragglers or new Demon Gods that pop up, kick off the Industrial Revolution a bit early, or unironically just become a rice farmer. Time resumes in all of the worlds you've previously visited, you become a missing person in your home world, and your Chain ends here.

NEXT HARVEST

Pack up and continue on to your next Jump, wherever in the Multiverse that lands you, older, wiser, and better-armed than you were before.

RETURN HOME

Return to your original home world. Time resumes in all of the Jumps you've previously visited, and your Chain ends here. If you die (permanently, not somehow being raised or resurrected by the end of the Jump), you take this option by default.



NOTES/CHANGELOG:

Q&A:

>If I import a Companion as a Spirit Familiar, can their non-weapon form be (one of) their existing (alt-)form(s)?

Sure, unless they're a low-level Familiar; refunding points means it qualifies as a drawback, so they won't be able to shapeshift at all (including between alt-forms) for the duration of the Jump.

>What's an Orb of Transformation?

It only made it in as a footnote, but it's an extremely rare magical reagent in the form of a red crystal, which grows as fruit from the Tree of Creation—also known as an Amal Stone in Dharka, as it's also grown from a (possibly related) tree in the Amal Forest which its fairy population guards viciously, to the point of warring with human magicians. Unlike Amber, which is composed of raw spiritual energy, the Orb is made of crystallized time; the Powder of Transformation, which causes things like fertilizer to instantly ferment, is shaved from it.

CHARACTERS:

Tauemon is a failed samurai and deserter-turned-bandit, which he was also bad at: An unattractive man with a dad bod and no useful physical skills whatsoever, he's redeemed by being a jovial, self-motivated optimist with a willingness to learn, wisdom beyond his years, and an academic obsession with farming. Left to his own devices, he'll remain with Sakuna on Hinoe, growing rice for the Capitol and blossoming into a fine harvest god. He has Happiness Is A Full Belly and a sword which he has no ability to use.

Myrthe is a Ventanian missionary and faithful of Formos who was preaching in Yanato when she was abducted by Ishimaru to be sold into slavery. Though her knowledge of the Yanato language is lacking and she's suffering a bit of religious culture shock, she's a kind soul and a scholar, with skills in cooking, housewifery, teaching, and medicine. Has long blonde hair that you never see because she's super modest and always wears a cowl. Left to her own devices, she'll return to the Lowly Realm and eventually her homeland in order to found a new sect of the Formosian faith integrating her experiences from the Lofty Realm (and presumably using her lingering spiritual powers to avoid being burned at the stake). She has Forager and a Talent (choose one of her skills).

Kinta is a rambunctious village brat from a line of craftsmen, who ran away from his village along with Yui after they were abused by the local temple's monks—before being abducted along with the others to be sold into slavery by Ishimaru. Too young to drink yet but will take to it like a duck to water if you let him. Left to his own devices, he'll return to the Lowly Realm to become a legendary weaponsmith. He has Talent: Blacksmithing.

Yui is actually not a Child of Man, but a crane whose life Kinta saved (unbeknownst to her, completely by accident), and who made a bargain with The Visitors to gain the power to transform into a human, in exchange for not letting anyone know about it (as anyone seeing her true form will break the spell): Consequently, you will forget this fact the moment you enter this Jump. Takes the form of a girl Kinta's age and sticks to him like a limpet, to his chagrin. Left to her own devices, she'll remain in the Lofty Realm after Kinta departs and she realizes he has no feelings for her beyond friendship,

becoming a much sought after maiden goddess of the loom, who tends to remain a maiden due to Sakuna dunking on all of her suitors. She is a Lofty Spirit and has Talent: Weaving, True Understanding, and Hidden Among Reeds.

Kaimaru was the young son of the leader of a gang of bandits, before he was killed in front of him my Ishimaru when he usurped the gang. The trauma of the event appears to have knocked his spirit loose, causing part of his soul to become bound to Omizuchi, and robbing him of most of his ability to speak. He's a kind and clever but foolhardy child whose abilities as an empath allow him to communicate with and befriend animals he meets. After Omizuchi is slain, restoring his voice, and the Floating Bridge of Heaven returns, he'll return to the Lowly Realm, growing up into a fine man and mayor of his village, administrating justly and fairly through his empathic abilities. He has Talent: Animal Handling and True Understanding.

Ishimaru, after confronting the group on the Floating Bridge of Heaven and being kicked into the Clouds of Beginning by Sakuna, wound up on Hinoe sometime in the past and struck a deal with the wounded Omizuchi, becoming his lieutenant and personally leading the extermination of the Ashigumo clan. Desires only to avenge his humiliation and complete his victory by killing Sakuna, Tauemon, and Kaimaru and recapturing the others. If defeated, Omizuchi will strip him of his powers, which will almost certainly lead him to a grim fate at the hands of the specters of the Ashigumo he slaughtered, as he's bullheaded and would rather die fighting than renege on his ideals by accepting peace or surrender. Ishimaru is a Demon with Power of Darkness, Dire Form (White Tiger Demon), A Sturdy Blade (Odachi), Bombs, and Cannon (Hand Cannons).

Ashigumo is still a warrior, even though he doesn't fight much in his role as custodian, along with being a skilled architect and an amateur blacksmith. The extinction of his race has made him aloof and introspective, but he's as level-headed and loyal as you would expect from a professional soldier. Left to his own devices, he'll remain on Hinoe as Sakuna and Tama's servant and take up smithing duties for the household, as Kinta wound up teaching him more than he could ever teach the boy. He's a Lofty Spirit with Shuriken and all of the Perks in his Origin's tree, including, unbeknownst to the others, Homusubi's Blessing.

Kokorowa is kind of Sakuna's trophy friend at first, always dwelling in her shadow. When Sakuna is banished, Kamuhitsuki finally notices her, giving her the task of creating a capitol security force of puppets, and she realizes how much of a gigantic asshole the harvest goddess has been to her; when she starts shipping her rice back to the capitol and steals everyone's attention back, Kokorowa roils with jealousy, allowing the demons' mysterious benefactor (the one who gave them the cannons) to cajole her into joining a poisoning plot. Fortunately, Sakuna saves her from herself after catching wind of the counterfeiting of her rice (by blowing up the divine garner a second time), and she mellows out considerably, as Sakuna's matured enough that they can now call each other true friends. She's set up for a potential sequel, fighting the mysterious

inventor god. Kokorowa is a Noble Goddess (Domain: Wheels) with Talent: Invention (which she's trying to cultivate as a second domain), Supernatural Affect (halo of gears), Mihashira Citizenship, Kamuhitsuki's Favor, Blessings and Offerings (basic), Farm Tools (tinker's tools), and Mechanical Puppets (both).

Sakuna, our spoiled rotten brat-turned plucky heroine, is a Noble Goddess (Domains: War and Harvest) with Forager, Mihashira Citizenship, Power Of Five Grains, Blessings and Offerings (basic), Farm Tools, A Tale Of Unrequited Love (back in her home at the Capitol), and Divine Raiment. If allowed to fully mature over the course of the story, she'll obtain True Understanding, Kamuhitsuki's Favor, and Oil Droplet.

TAMA:

As a high-level Spirit familiar, Tama has Mihashira Residence, and his four abilities as the Blade of Hoshidama are distributed thusly: Levitation, Power, Power, Power. As long as he's broken, he can only turn into a useless hilt, but if restored, he can turn into two weapon forms; canonically, an armor-piercing pair of sickles or hoe. The other half of his blade, lost on the island after it broke off on Omizuchi's spine, has been possessed by and serves as the nucleus of the Homusubi plaguing Hinoe that was attracted there by Ishimaru's extermination of the Ashigumo.

LIST OF MASKS:

An upgraded version of each of these masks can be found deep, deep within the Amegaeshi Shrine after Omizuchi's defeat, or the end of the Jump if you purchased it.

Kitsune Mask: *A mask that depicts the visage of the clairvoyant fox god. Borrowing its power allows you to see that which is hidden.*

Pulses with light when treasure is nearby, from blue, to green, to yellow when you're close. May or may not secretly be cursed.

Whistling Mask: *This mask is modeled after the god of the forge, Hyottoko. Its comical expression belies its power to blow away sin and corruption.*

Increases the drop rate of ores but lowers the drop rate of textile and dye materials. Looks really stupid, but don't tell Hyottoko that.

Tengu Mask: *A mask that depicts a mountain spirit who whips up the wind to disorient travelers. In exchange for your vitality, its power allows you to hurl foes even greater distances.*

A classic red phallic-nose-style tengu mask. Doubles damage from crashing enemies into each other but weakens all of your other attacks.

Crow Mask: *A mask depicting the divine bird spirit of ascetic training. Wearing it may grant you the disciplined strength of one who abandons all desires in pursuit of a righteous path.*

Increases combat skill/XP gain at the cost of less Amber/gold from enemies.

Lucky Mask: *A mask that bestows the succor of the artisan god. Brings good luck to any who wear it.*

Increases your Luck relative to your Amber on hand, to a maximum of x1.15, but may be negative if you're a broke bitch. Unfortunately looks like a fat-faced woman caked in makeup.

Hoary Mask: *A mask of a bearded old man. It is said to be modeled after the elder harvest god. You whippersnapper.*

Halves the effectiveness of poison on you and reduces environmental damage but makes you frailer against enemy attacks.

Girly Mask: *How beautiful! This mask depicts the face of a lovely young girl. It is said that the gods wear this mask to imitate her divine beauty.*

Gives you a 50% chance to completely negate an attack by expending Amber, but, like the Crow Mask, causes enemies to drop less of it. Beauty is in the eye of the beholder.

Soul-Stealing Mask: *A mask depicting a foreign god with the power to steal souls. It has a strange face, does it not?*

An unusually square sidegrade to the Crow Mask; Doubles the damage taken from enemies but increases both experience gain and drops. Does not give you the ability to steal souls, but can be used in a ritual to speak with the recently deceased.

Demon Mask: *A mask that radiates the power of negative demonic energy.*

A classic Hannya mask that doubles the damage you take but causes your attacks to deal significantly more damage in return.

Kamuhitsuki Mask: *A mask said to be modeled after a young Kamuhitsuki, the preeminent goddess of Yanato.*

Simultaneously the strongest and weakest mask, it has no innate power, but has three slots for Spirit Boughs so it can be customized as needed. Eerily kigurumi-like.

LIST OF SPIRIT BOUGHS:

There's 50 of them and I can't be assed to list them here, so check here:

https://sakuna-of-rice-and-ruin.fandom.com/wiki/Category:Spirit_Boughs

CHANGELOG:

VO.1: First Draft.

V1.0: -Clarified land claim status in A Place To Lay Your Head and Amegaeshi Shrine

- Divine Affect spruced up and renamed to Supernatural Affect; no longer Noble God exclusive

- Power of Five Grains price cut from 400 to 200 CP

- Blessings and Offerings rebalanced to double as a capstone perk for Noble Gods; no longer Noble God exclusive

- Added Q&A section

V1.1 -Remembered to add a title/attribution

- Minor grammar fixes

- Added the Rice item

- Clarified Magician's applicability post-Jump

V1.1.1 -Added power profiles for Kokorowa and Sakuna in the Notes section

- Uploaded to drive

