

Warriors Orochi Jump Compliant Version (V0.1)

“China?...Japan?...I don’t even know where we are anymore!”

You certainly came at a bad time stranger. Or perhaps, with all things considered maybe this is just a stroke of luck for us. We could use your help with this little pinch we’ve found ourselves in. First, before we rush to any formalities, let me give you this.

+1000 CP

No need to thank me, I did say I’m going to need your help – and I figure you could use whatever help I could give you too. Ok, let me explain to you what happened, or at least what I think happened. From the reports that we received on the situation so far, temporal rifts opened up all over the world and we were all dragged inside. I presume that you must have been dragged in along with us.

Either way, it doesn’t matter so much where we all came from, but what lies ahead. From the moment we entered this world, there was already an army waiting for us - waiting to take us all captive. Some of us, myself included managed to escape. As far as we can tell, these people were the ones responsible for bringing us all here.

From what we’ve been able to decipher out of the locals, they call this place the Dimensional World – and from what they’ve built and so forth, it looks like they’ve been here a very long time.

Their aims? Well to be honest, I’m not really sure, but I do know that if we want to make it out of here, you’re going to need to stop them. Rest assured, you won’t be going in without any help at all, as I managed to get some supplies and such to help you out.

But before that, we should take a moment to get to know each other, no?

[Making Your Acquaintance]

To be frank with you, if we were anywhere else, I would have made a comment on your appearance, but with all the strange folk I’ve seen come and go, it’s not actually that far-fetched at all. How old would you say you were again?

Age, 15+1d8 / Your Gender and Appearance remain the same.

We should probably get you fitted no? If you don’t want to, that’s fine by me, but I figure you might want some gear before you get sent out there.

We'll offer you one free set of armor (General Medieval Standards).

& a single weapon (Medieval Standard Quality)

Well, now that I know a bit more about you and you're all set up; maybe you can tell me a bit about your skills? What do you think suits you best?

Background	Description
Vagrant / Drop In	Just another wanderer tossed unfortunately into this world? Well, we do have some tips and tricks so you can at least stay on your feet, but I figure other than that, you'll be going in completely fresh.
Soldier of Shu	The folks from the kingdom of Shu follow the banner under their king, Liu Bei. Except Liu Bei has been captured by the forces of Orochi, and no one really has a clue as to where he is. Thankfully, as a soldier of Shu, the reputation of your faction precedes you, and people will generally assume you to be a good natured and honorable person – unless you prove them wrong of course.
Soldier of Wei	The majority of Wei's forces have seemingly fallen in line with the forces of Orochi, and there's no sign of your first king, Cao Cao anywhere in the land. Unless you're up for serving Orochi as well, it's not likely that you're going to find too many allies at first. Hope you're used to fighting alone!
Soldier of Wu	A soldier of Wu is not uncommon in the Dimensional World, but definitely not in a good position either. Unfortunately, the forces of Wu have been greatly scattered with the capture of Sun Jian. Fragments of Wu serve Orochi, while others have fallen in line with the Resistance forces. Unfortunately, with the capture of Sun Jian, more and more of the Wu soldiers seem to be captured every day. It seems like it'll only be a matter of time until you get captured too.
Sengoku Samurai	From the distant island of Japan, you're a samurai hailing from the Sengoku period. Except unlike the rest of the soldiers, you don't have a sworn lord yet. Thankfully, that won't take long to change. There are multiple warlords whose names you'll recognize while wandering the land – and with enough

	accomplishments, your name will be recognized among them too. It shouldn't be too tough to find some allies.
Mystic (500 CP)	That's strange, very peculiar, very peculiar indeed. I wonder if he actually intended to grab you into the vortex, or if you just happened to be very unfortunate? Well, it's definitely fortunate for us, because your divine presence is going to play a big role in the events to come, I'm sure. You have celestial origins, they aren't all powerful, and you're no creator god, but we can see that you do have a minor spark of divinity inside you. The mortals may be able to manipulate magic, but you are weaved in it through and through. The enemy will regret dragging you in here.

Ah! Right, before I forget...we should go over the map and figure out where we're going to deploy you. Might as well go over the lay of the land right?

You've been handed a dice, **1d8 for location**.

Well, you rolled...	...This Location!
1	Cheng Du Castle, the original main camp which was held by the Shu forces – but it's now been abandoned as the majority of the Shu officers have scattered.
2	Odani Castle, the ancestral home of the Azai Clan, and later conquered by the warlord Oda Nobunaga. Far away from enemy territory, you should be relatively safe from attacks here.
3	Luo Yang Castle, originally the center of Wei operations – but now it's been converted into a head of operations for the enemy. There are many enemy patrols here, and it's best to lay low where you can.
4	Osaka Castle, many battles have been exchanged here between resistance and the enemy forces, and even now battles are still being fought. If you find yourself here – maybe you should quickly choose a side to support!
5	Bai Di Castle, while it happens to be in ruins and shambles, Bai Di Castle is a common meeting place for many resistance members, and you may find some unexpected allies here.
6	He Fei Castle, a large congregation of resistance forces can be found here – and this would be a good place to flee to should you find yourself being hunted by the enemy.
7	Sekigahara happens to be a massive battlefield, so if you happen to end up here, make sure you watch your back!
8	Free Pick!

[Perks =PERK00=]

Granted that we're here to help you survive as long as you can – it's for the best that you don't just go around swinging your weapon wildly. While you'll probably get away with it for a little while, it's not an advisable course of action – somebody is eventually going to take advantage of your complete lack of control. But like I said, we're here to help you prepare, so take a look and see what you'd like to learn.

=Vagrant=

[Battlefield Assessment – 100]

A battlefield isn't just the terrain – it's a living landscape made up of your allies, your foes, and the stage which changes by the minute. No one expects you to have a perfectly clear picture of the battle as you're fighting, but fighting blind is no different from a gamble with your life.

Before any battle, you can take a moment to take in the condition of the battlefield – and the longer you take, the more information you can expect to receive on the enemy, your allies and what possible shifts might happen.

[Type Swapping – 200]

Of the many warriors in the Dimensional World, we typically categorize them under four different types, based on their peculiarities. Speed, Power, Technique, and Wonder form the four classifications which we use. With a bit of modification from our end, you'll be able to swap freely, though you'll only exhibit a limited amount of qualities based on each type.

Speed types move faster, and can also jump once more after they've already jumped, regardless of whether there is a surface to jump off of. Power types grow stronger, and guarding against their attacks is significantly harder. Technique types are rather peculiar, as they can "cancel" their attacks and switch into another. Wonder types have an ability to charge up energy as they attack, and can release this in a radial wave that stuns enemies nearby.

You can naturally take this multiple times and have a hybrid type between the four – after all, this is just a minor part of what makes one a warrior. There are far more important things than trivial skills like these.

[Yashiori – 400]

It's only thanks to these Yashiori cannons that we've managed to hold this position for this long, well between that and the spatial field collapsing every now and then. But once you're in the Dimensional World, we won't be able to protect you with them. So it's best that we teach you how to make ones of your own.

In your eyes, these might just look like giant laser cannons, but the Yashiori were granted to us by a Mystic, who claims they can stop even the regeneration of an eight headed hydra. Well, hopefully you'll never have to test that part – but at least you can place two freely, and they even fire without an energy source! Be wary of the fact that these cannons, due to their size, do have a minimum range where the beam cannot strike.

[Mirror of Divinity – 400]

There isn't too much else we can offer to a vagrant like you, but this magic is one of the strongest spells in our repertoire. I say strongest, because of the unique circumstances which we found ourselves in. With all of these demons prowling about, we've found this spell to be extremely useful in a pinch.

It is however, dependent on the presence of a reflective surface like a mirror – so keep that in mind. Within each mirror, you can bind a certain amount of evil spirits, demons, and the sort. While extremely strong demons show an extraordinary level of resistance against this form of binding – any fiend successfully bound will be slowly purified for as long as they remain trapped. Good for those demonic foxes that you'd wish to cleanse.

[True Musou – 600]

With the overwhelming amount of energy present in the Dimensional World, everybody possesses the ability to release their inner potential in an explosive burst of energy called a musou attack. You however, are an abnormality – as a true outsider, your explosive burst is much stronger than what one could expect from a normal wanderer. Not only are you far more resistant to attacks during this explosive burst of energy in comparison to the standard release, you can draw upon so much energy that your bursts last for twice as long as a standard musou attack.

=Shu=

[Notions of Virtue – 100]

As a soldier under the just banner of Shu, it is your moral obligation to spread justice throughout the land, be it with words or with steel. In turn, it's your audiences' job to listen and accept your words and actions as a symbol of justice.

While you're not going to be convincing anyone that genocide is just anytime soon, your ability as both an orator and a negotiator have increased dramatically with all the preaching you do.

[Dikephobia– 200]

People attempt to pervert the idea of justice. They attempt to justify their actions through laws and policies, with blatant disregard for the consequences of their actions. These people who claim the ends justify the means will learn the meaning of regret. All it takes is one well-placed comment – and regardless of what legal or semantic justification they have, you'll have undermined their moral high ground in front of anyone present.

This type of social justice works best in small crowds, as having many diverse opinions makes it hard to get through to everyone – but with a suitable audience, you can seriously undermine relationships by pointing out flaws otherwise ignored. Your own prowess at public speaking and debates has improved – to the point where people are far more willing to listen to anything you have to say without interruption.

[Measure of Propriety – 200]

Amidst the chaos of constant war, people start to forget about what is right and what is wrong. Lost to the constant struggle of keeping their own life and sanity intact, people make decisions accepting that they'll come to regret their choices, should they survive. But in the heat of the moment, you can still instill into others a sense of right and wrong. Learning the ability to look at things objectively regardless of the situation is also helpful too, and is the first part to this.

People will listen to you and so long as your notions are sound, with the justifications sensible, there's no choice that they won't be willing to take back. You can stop a lot of senseless fights with this, so the question really is...will you?

[Empty Fort Strategem – 400]

Your soldiers have lives, and many have families, so at the end of the day, it's far better to win a battle no lives lost. But even better than that would be to win a battle with no soldiers needed at all. And you know what? Master Zhuge Liang did this with a guqin and a handful of janitors.

In reality, he pulled one of the most successful bluffs that the people at the time had ever seen, and that's what you're going to learn. Whenever your army seems to be at a disadvantage, your enemy will start to second guess the situation, and while they may still act it is highly unlikely that they will ever commit in full force. The longer you can maintain the pretense, the more the enemy will be weighed down by doubt, until they can do nothing but retreat or surrender.

Just don't ever let them know you don't actually have an army.

[Stone Soldier Formation – 400]

The strategist Zhuge Liang left behind a lot of things, including wooden oxen, countless strategies, and apparently, magical stone formations. You can only conclude that this man seriously must be a wizard. His magic relies on concepts of mysticism that you can't quite grasp, but the effects are very tangible.

In any building or structure with joined rooms, you can freely shift the entrances to rooms such that they loop upon themselves. Until your poor victim finds the correct sequence to walk through the rooms, they won't escape – unless they were to expend a massive amount of energy to shatter the spell. As it turns out, the more complex the sequence, the more draining this spell happens to be.

[Winds of Propriety – 600]

Even nature yields to the one who stands with justice in their heart and soul. Whenever you undertake feats of great justice, the weather seems to grow more favorable – though you could just be getting ridiculously lucky. The winds tend to pick up as you prepare for a crucial fire attack – the very mountains seem to shift to seal off the escape route of the enemy – even small thunderstorms drop down out of nowhere to stun your foes.

But beware! As helpful as nature can be – it is never entirely subservient to one man alone, and your fortunes can turn in the blink of an eye if you lose sight of your goal. Thankfully, you're substantially more resistant to anything the weather can drop

down on you – but this isn't the same for the army that is following you, so unless you're in the habit of charging in alone, you better keep that focus up!

=Wu=

[Notions of Necessity – 100]

Going about it alone is tough – but it's also the way a tiger learns to survive. Tossed into the wilderness, you've learned that it's not about the circumstances but rather what you make of it. Regardless of what plight befalls you, as long as you make an effort to survive you'll find the necessary minimal supplies to do so.

This dogged perseverance of yours also has a rather unexpected effect on those around you. People aware of your determination seem to be more inclined to help you out should troubles befall you, from the merchants willing to lower their prices to the kindly folk who offer you shelter.

[Tigers of Jiang Dong – 200]

It's odd to see tigers roaming in this land, and yet as odd as it is, what's even stranger is that you're no stranger to these beasts. Whether it's because of your affiliation with Wu, or simply your commanding presence, tigers and other wild animals seem disinclined to disturb you.

Should you be so inclined to try, you could even befriend them – just keep in mind that large carnivores are usually only friendly for as long as they're kept stuffed and content.

[A River Where There Was None – 200]

Wu has a reputation for possessing a nearly unbeatable naval force, after Sun Jian pacified the pirates to the south. Unfortunately, having a navy really doesn't help when your enemies are standing on solid ground. At least, that's the impression they have. When you can't bring your enemies to water though...

It's time to bring the water to them.

You have a knack for identifying how to flood your enemies. Where they expect a fire attack, you'll swamp them with water, and continue to do so until they learn. Even when they feel safe up on a mountain, you'll find a way to use their water supply against them. And well, worse comes to worse, you can always just wreck the

foundations of their bases with water – as water magic you control erodes quicker at the nearby terrain.

[Stratagem of Chains – 400]

Emulating the same genius scheme which won for Wu one of the most important naval battles in its history, you know the importance of the first part is paramount – chaining the enemy together in one large group. You just didn't know it was going to be this easy. The use of chains is figurative of course, but enemies have an unnatural tendency to clump together in tight groups whenever you put this scheme in motion.

Any idiot with half a mind should be able to realize what you're about to drop on them – and yet no one seems very inclined to listen to the few among the enemy who have any clue what's going on. It might not be a foolproof scheme – but it sure is damn close.

[Wave of Fire – 400]

Let the enemy burn. Let the world burn. And as the last of their ashes scatter to the winds, you'll light whatever remains on fire as well. It is not in Wu tradition to stop a fire attack until every last enemy and every last fragment of resistance is reduced to dust. So it's only fitting that your flames only continue to burn.

Your flames naturally increase the flammability of objects nearby – objects which were naturally flammable now combust in spectacular fashion whereas objects which were not flammable will now catch on fire and help your flames spread. While this tendency does have limits – some things are simply too resistant to fire to change, your flames are nevertheless much harder to extinguish.

[The Art of War– 600]

Long before modern Wu came onto the stage, there was Sun Bin of Qi, who detailed his own treatise on war and its intricacies. Rumored to be a descendent of the legendary Sun Wu – the teachings of both of these figures of yore have been spread through modern Wu to bolster its military prowess.

Regardless of whether you were a quick study, there's one lesson that you won't forget from their teachings. The control of information and awareness of the situation is paramount to the survival of you and your army. In some cases, the circumstances

don't permit you to send scouts to every corner of the battlefield, and that lack of information can mean the difference between an ambush and an utter rout.

So long as you remain on the battlefield, the communication between you and your army cannot be interfered with in any way. Your troops will routinely feed information to you – and you can arrange this in such a way to get a graphic display of what is going on across all of the fronts. With all of this information being fed back and forth, your troops can detect hidden ambushes with frightening ease. However – as you're acting as the coordinator for all of your troops, while they don't have to worry about dealing with the mental stress of all that information – you do.

Hopefully your men are well disciplined.

=Wei=

[Notions of Pragmatism – 100]

In this day and age, you and your allies are the exemplars of pragmatism, and it definitely pays to be pragmatic. Your allies won't bat an eyelid if you were to kill your benefactor so long as you explain the necessity behind such an action, and similarly, you shouldn't expect them to ignore an opportunity to take advantage over something as petty as morals.

[Borrow One's Knife, Stab One's Enemy – 200]

No thing as good in the world as winning a fight using somebody else as a weapon. Saves you the effort of having to fight, the pain of possibly getting injured, and at the end of the day, a victory is a victory regardless of how others make it out to be. Words and rumors are your tools of the trade, and people are much more inclined to act on your suggestions, especially if they're inflammatory towards an enemy.

Just be careful – it's one thing to lie and manipulate a person – but it doesn't save you from the possibility of revenge from someone with a wounded ego.

[Rather I Betray the World... – 200]

An enemy of my enemy should be my friend, and if not a friend, then at least a temporary ally. Whether you go through the more formal method of bribing them, or simply try to sweet talk them into working with you, you'll find that your opponents are more open to the idea of temporary alliances – so long as both of you have a mutual enemy in common.

Just be careful that they don't turn against you once your common foe is removed. It's probably best if you stab them in the back before that happens. I'm sure they would do the same to you.

[...Than For the World to Betray Me – 400]

Some days, you're convinced that the world has it against you. But with the level of preparations you have, you don't mind too much. After all, with an agent in every faction, you can keep tabs on all the major players so they can't take advantage of you.

Once you make contact with a new faction, you can plant a sleeper agent among their ranks, to be activated at your leisure. It's probably going to work best if you pick an individual who is overlooked often, or can get at things that other people don't tend to remember.

[Force Multiplication – 400]

When even conscription fails to get you the troops you need – frankly, either your populace has been entirely decimated, or you simply have no authority whatsoever. In any case, your enemy is still present and you might have your hands full trying to find an army to sufficiently counter them.

Well that's why you need to be able to multiply your force at will! Well, that was how we would advertise it anyways. In truth, without a willing sacrifice, you're not going to find this very effective, but by sacrificing an individual temporarily, you can divide them into multiple individuals – each with a fraction of the original's power.

They can eventually reform, but take heed that should any of them die – that portion of power can be lost permanently. You can't make any advances without taking a risk, after all.

[A Hero Amidst Chaos – 600]

It's a questionable time and people do questionable things. But it's also a time of conflict, and from conflict are heroes born. You are the hand by which heroes will be made. Your presence alone infects others with a maddening desire to become a "hero", but with the understanding that in a world of heroes, only the one at the top can truly be the hero of the ages. Watch as all those around you, from all walks of life, fight each other in a bloody contest to become a "hero". There will be some that are strong enough to denounce this – and your companions are otherwise unaffected. But they

will not be able to fight the desire of others who want the recognition and acknowledgment of being the true “hero”.

In the end, when everyone falls or walks away, only the true hero – you – shall remain. The area of this effect is limited to all those who can actually see you in person.

=Sengoku=

[Notions of Warfare – 100]

A leader needs to stand in front of the troops. Their presence needs to boost the troop morale. Their words need to be heard, and their orders followed. Even on the chaos of the battlefield – this is something that does not change. A banner might be effective but you’ve got something better, a large projection of yourself.

It’s as if a large hologram is following you in the air at all times, and troops under its presence seem to commit into every assault with a frenzied vigor. High morale is a given, and as long as you maintain the projection, they’ll remain in their adrenaline charged state. Just be careful that you don’t drain yourself out maintaining the projection.

[Shadow Ops – 300]

Your contract with these ninjas is rather specific – but they’re experts at what they do, so perhaps it only makes sense that they only agree to do tasks related to their expertise. In order to actually get these shadowy folks on the scene however, you need to mark a location.

The ninjas will strike that location within the day – sabotaging everything they can get their hands on. They have a nasty tendency to steal everything they can hold as well, but that usually means the occupants of that location just won’t have any weapons to resist you with. While the occupants could repel the ninjas – under most circumstances the ninjas will infiltrate without a catch.

However, take note that you can only mark a single location at once – or rather, should you mark multiple locations, the ninja band will only hit the last one marked.

[Firing Squad – 300]

This rifleman band has entered into a contract with you, and oddly enough, they always seem to have enough funds to ensure that they're wielding weapons equivalent to the local technological baseline. Their specialty however, is providing cover fire when deployed.

When a location is tagged, the riflemen will move in to secure the location and hold it until either every member falls or the battle is concluded. They dedicate themselves to controlling a position, and while they can recognize friendly forces, they have no qualms of laying down a curtain of fire on enemies.

[Guild of Thieves – 300]

Thankfully, despite being in a contract with you, these thieves don't demand any pay. That's because for any location you mark – they'll take a portion out of the things that they successfully steal away. Out of all the contractual companies, the thieves take the longest to get to work, simply because they usually plan their jobs out meticulously, so you can expect a marked location to be hit sometime within a month.

Given a specific target, they'll prioritize stealing that – but just note that delicacy isn't exactly their strong suit, and this culminates in a nasty tendency to torch and burn a location should resistance prove too strong for them to handle.

[Foreign Reinforcements – 300]

They're missionaries. You're not sure what missionaries are supposed to do – especially here in the Dimensional World, but you've found yourself in a contract with a group of them. You probably don't have a cult or anything for them to preach about, but these wandering priests will go around the world you're in, spreading the word of your presence and raising your reputation with the locals. Only for feats that you've actually achieved of course – since blatant lies would be hard to substantiate.

In the presence of an enemy force however, they demoralize the enemy significantly, and it's not uncommon to see some stock troops defect in the middle of battle with them around.

[Four Edicts of a Tiger – 400]

The Takeda War Standard, "Wind, Forest, Fire, Mountain", dictates a doctrine found in Sun Tzu's Art of War. You can apply these to your minions and summons

alike - however only one can be active at any given time. While it's active, a massive war standard falls next to you - and yes, you can choose what emblem is on it. It's best if you use this while you're actually in Shingen's army of course - I don't know if he would appreciate you carry his banner around otherwise. Though he does seem like a rather jovial man, so I could be wrong.

Wind - To be as fast as the wind. Everything this is applied to moves, acts, and thinks faster than normal. It also gives them a small wind barrier which lets them block out attacks to a small extent.

Forest - To be as silent as the forest. Everything this is applied to carries no sound - whether it is their spellcasting, the consequences of their spellcasting, or just movement. No sound seems to be emitted from them at all. Standing still, they seem to slowly blend in with their environment.

Fire - To be as destructive as fire. Everything this is applied to has the destructive effects of their skills and abilities amplified. Furthermore, a passive corrosion seems to linger for a short period of time afterwards, gnawing at the remains.

Mountain - To be as unyielding as a mountain. Everything this is applied to has their defenses improved by significant amounts. Most notably however, they can freeze in place and become temporarily immovable for a short period of time. They don't act during this state, but also cannot be acted upon.

[With Swords and Spears – 400]

If Takeda is the dragon, then Uesugi is the dragon. Bestowing the blessing of Bishamonten upon your minions and summons alike, all of the affected gain two temporary arms with which to hold a spear in one hand, and a pagoda in the other.

The arms move independently, with the pagoda firing a short distance laser beam, and the spear automatically moving to block attacks. You'll find however, that this might become more trouble than not for some summons, even if it does scale to a proper size. Their proficiency with all martial weapons increases greatly.

[Tenka Fubu – 600]

When conflict is inevitable, then conquest must be undertaken by the force of one's own hand. Yet when everyone else has the same resolve, then the victor is decided by whoever can act most swiftly, and with the most resources at hand. United by a single goal, your armies would rally themselves around you - but there's still only

one of you. For a very limited period of time, you can bestow upon five of your allies your physical appearance - a minor boon. But the world will recognize them as you, and treat them as if they were you.

So long as you and your new "doppelgangers" share the same appearance, you are all mentally linked to each other. With but a thought you can recall every single one to your side.

=Mystic (500 CP/No discounts, twice the cost for any other background)=

[Deific Qualities – 0 – Mystic Only]

Deities and mystics are quickly recognizable by the distinct aura that surrounds them, though not everybody possesses the ability to see that aura. While you can freely control who can see your aura, certainly there will be plenty of times when you would be much better off with nobody seeing it. The nature of your aura is generally up to you to control both in terms of coloration as well as size.

Certain races are generally bolstered by the presence of your aura, and in the opposite fashion, some races are naturally weakened in its presence. While this is something you choose, with a single race bolstered and a single race weakened, it generally seems to do with the nature of your mystic qualities. A fox mystic would probably bolster fellow fox races while possibly weakening humans.

[The Aspect – 0 – Mystic Only]

Mystics and deities alike have always taken on profiles, drawing upon the various elements of nature around them. Some would say that these profiles were assigned to them by their worshippers, or perhaps they were chosen by these divine individuals themselves. Regardless, as a mystic of minor presence, you too have an aspect, representing a single element of nature.

Your ability to manipulate this element is probably the most fundamental skill you possess as a mystic. Everything from conversion to manifestation operates with this single element in mind. In its simplest form, you'll be able to produce small quantities of this element at no significant detriment to your spirit.

Though it takes time to develop this skill, it will improve bit by bit with further usage, from mere generation to conversion of one element into your core element, and then finally manifesting your core element into the environment around you. Both the intensity and range of your powers will slowly grow. Though it should not bear

repeating, as with most things related to mystics, growth is slow given how long your lifespans tend to be. There's simply no reason to move things in a hurry.

[Deity's Weapon – 100 – Mystic Only]

Naturally, your aura is not your only tool, and neither is it just for show. By imbuing a portion of your aura into a tool, you can turn it into a weapon capable of eating through physical and magical barriers alike. Naturally, as you're infusing a portion of your mystic nature into the tool, with time it will grow to possess magical qualities as well.

With a sufficient amount of time passing, you could very well find yourself bearing a mystic weapon, one that has naturally absorbed enough mystic force to rival the greatest of magical weapons. With enough time, all that energy would be enough to make it a weapon of yore. Just don't expect it to happen anytime soon.

[Eternal Flame Wheels – 100]

When your own elemental powers don't cut it, you can always borrow an artifact from another mystic. This pair of wheels, lent to you by the third Lotus Prince, Nezha, burn with a flame which will never extinguish, so long as both wheels are within vicinity of one another. One wheel acts as a conduit for wind magic to provide oxygen, whereas the other acts as a conduit to provide the flame.

As Nezha demonstrates for you, wearing these wheels grants you the capability to perform all sorts of fancy tricks with the flames, such as erecting fire walls, or leaving long trails of fire. But as Nezha himself states, the most amusing power of the wheels is their capability to bestow upon the wearer the power of flight.

[Manipulation into Ruin – 100]

Just as mere mortals like to watch plays and puppet shows, you find a fond appreciation for theatrics, especially when mortals are the puppets on strings, dancing about in your hand. Silent whispers, auditory hallucinations, and bewildering scents are all just part of your routine in leading these little critters in circles.

But illusions that persist for long enough become no different from reality, and the longer you maintain your hold on your prey, the harder it becomes for them to determine if it is all just a dream. That just makes shattering the illusion all the more satisfying.

[Form Concealment – 100]

Being a mortal is obviously nowhere close to being a mystic, but sometimes you just need to blend in with all of the lesser beings. With this, whenever you're in need of a convenient masquerade, it'll be as easy and taking cover for a moment before blending in with the masses.

Your real form may be a fox demon, a nymph, or even something entirely alien, but regardless of your physical presence, bystanders always seem to see something different. This image that you've implanted into their minds seems to permeate through bigger crowds much faster. There may be some individuals who can pierce your illusion, but they will be rare – and often individuals who you could not fool with simple tricks anyways.

Of course, if you simply want to blend in with the crowd and disappear, that is an entire valid option as well. As long as you don't do anything outrageous, your veil won't fall apart.

[Devil's Brew – 200]

Nezha may have been willing to lend you his flame wheels, but the Shuten Doji has something far more appealing for you, something out of his personal stash. Well, not quite from his personal stash, but close enough; as Shuten Doji teaches you the art of brewing his own special rice wine.

Some people may find the wine of a Yokai to be cursed, but whether it is a curse is something for you to decide for yourself. When you drink it, your body will grow at an accelerated rate, to one and a half times of your current size. Naturally, your body growth has also led to a proportional growth in your other faculties, be they physical or magical. But as a result, your aura naturally inspires fear in most living beings, and those who claim to be "holy" will naturally scorn you. Such is the life of a yokai after all.

You could brew this for others as well – but do well to remember that not everybody may find this wine to be a boon. Forcing it upon others will have no pleasant ending, as those who are weak of heart may well turn wild themselves.

[The Fisherman – 200]

While Master Taigong Wang has no gifts for you, he does offer you some advice. Infinite patience is a key to infinite virtue. You're pretty certain you don't have an

infinite amount of anything, but watching him fish, you feel like you're starting to get an inkling of what he's trying to get at.

Master Taigong Wang's patience indeed seems endless. He's been fishing for centuries now, apparently waiting for the right fish to come along. As you watch him, you feel like your patience is also growing by leaps and bounds – just from fending off boredom alone. Eventually you'll enter a zen like state, where nothing but the still water surface registers in your mind.

As your mind goes truly blank, Taigong Wang speaks to break you out of your reverie. "To reach that peace means you have already found your center. You're ready." You're not sure what you're ready for, but you realized in your practice sparring matches with others that "finding your center" has really helped you concentrate and perceive things much better than before. You can practically identify critical weaknesses of the enemy on sight, and even predicting their next move is not out of the question given sufficient focus.

Of course, you've also developed enough patience to probably adopt a minor profile in fishing. It's when the fish come to you even without bait that you realize you did learn something from the old Master after all.

[Extension – 200]

Paying the Monkey King a visit, you can't help but notice that his magical staff can freely grow and shrink according to the King's whims. Similarly, not only does his staff grow and shrink, it seems that even its weight can shift in order to accommodate the wielder. While the Monkey King certainly won't part with his staff, he doesn't mind letting you study it – all while he keeps you in close scrutiny.

The enchantment is something you can mimic, though rather than enchanting an item with it permanently, you can only maintain the enchantment for a temporary period as long as you keep hold of it. However, while it remains in your possession, the affected weapon will act just like the Monkey King's staff. Just make sure you don't stretch it too long, or it could very well become too unwieldy even with the weight adjustment.

[Harvest – 400]

Regardless of your aspect, with the help of the legendary Shennong, you've imbued your body with a growth agent. Unlike what that implies however, you aren't the one that is growing. Rather, your presence greatly enhances the growth of things

related to your aspect. Shennong demonstrates this to you by enhancing a tree nearby, as it grows again to twice its size – even though you were certain that it was already fully grown. However, things that have been affected are rendered immune.

It seems that the as the nature of this ability is akin to banking energy, you don't have far too many other limitations. The only limitation appears to be the fact that this can only affect living objects.

As Shennong explains, this was necessary in order to even jump start life in the very beginning. Since then, he's had to use it once or twice when a calamity struck, but he also likes to play around with random plants every now and then. But, as Shennong explains – this is all just so you have something you can harvest in the end. With a thought, you can extract all of the life energy from the blessed creatures so you recover. So long as you don't drain everything, they will not perish.

Should you have no aspect – the element affected by this defaults to humans.

[Mystic Presence – 400]

The mortals have their champions; heroes who make their mark in history whether it is through intellect or strength. You don't need such claims to fame to make your presence known. Rather than storing energy in your creations, you can expend your energy in waves which radiate away from you.

Most Mystics can naturally affect the environment. However, you can affect individuals with your aspect. Allies that are caught in the wave of energy are temporarily imbued with your aspect, and should you have no aspect then they are temporarily physically empowered.

As the waves radiating away from you stack on your allies, you will feel a bit of a drain on your energy, but on the other hand, with more stacks your allies can begin to manifest your aspect in all of their actions, spells, and even their body. When multiple Mystics use this in conjunction your aspects will merge together in a very strange hybrid fashion.

=General=

[Musou Attack – 0]

With all of the excess energy in this world due to the portals opening and closing, the warriors in this world have demonstrated the capacity to release explosive bursts of energy in attacks called Musou attacks.

When such an explosive burst of energy is released, for a very brief period the warrior becomes invincible as the energy manifests itself into a physical form. Based on what weapons the warrior possesses and how they fight, the Musou attack tends to take up a different form – but regardless of what form it undergoes, it only lasts for a very brief period of ten seconds.

[Whistle! – 100]

You’ve probably heard of people who could call out to their pets with pet names and such, but we’ll have you know that calling out to your steed with pet names probably won’t always work. There is a way to whistle out to it however, in such a fashion that your steed will always respond regardless of where they are. Just don’t expect them to appear beside you immediately if they happen to be continents away. Within a short range, it is possible for your whistling to teleport your steed towards you, but that seems to only work if your steed is within eyeshot.

[Beguiling Glances – 200]

In a world where most problems seem to be solved by the strength of your steel, it’s good to keep in mind that fighting doesn’t have to be the only solution. After all, if they’re too enamored with you to fight, then why bother raising your weapon? It doesn’t take much preparation, with just a little bit of effort and understanding of your talking, you too can make your targets lower their guard; perhaps even lose their mind completely. The trick lies in simplicity.

There’s no point in grandiose or overly elaborate advances when a soft smile or a hidden wink can serve your purposes with far greater efficiency. Something that makes your target feel like it was meant for them alone holds much greater sway. With time, you may be able to toy with entire crowds with your fingers alone, so that’s something to look forward to.

[Lu Bu Among Men – 200]

But there does come a time when subtle manipulation no longer does the trick and perhaps then, it's time for your enemies to realize their wrongdoing. When even then you still don't care to take up arms, then you'll probably have to draw on that dominating reputation of yours.

What's that? You don't know how to fight? No matter – no one ever said you had to do any fighting. Rumors establish reputation, and for some reason, the rumors about you have been exaggerated and spread far and wide. Ordinary folk balk at your mere appearance, as they seem to perceive a towering juggernaut regardless of your actual appearance. While it won't affect everyone just as manipulation can't, at least you won't have to fight as many people as normal.

[Of Noble Heritage – 200]

For some reason, people seem to be inclined to believe that you are a member of the noble Yuan family. You probably aren't, but that hasn't dissuaded them from setting up a trust fund in your name. They seem to be under the impression that their money will be going to a great cause, though whether you'll prove them right has yet to be seen.

Needless to say however, money won't be an issue wherever you go. Certainly, the rate at which this fund grows slows down in places where prestige matters less – but it'll still grow regardless. You also seem to carry yourself with a social grace befitting a noble, regardless of how appropriate that may be on the battlefield.

[Weapon Synthesis – 200]

Out there in the Dimensional World, you might not be able to find a blacksmith, in which case, it would probably be good to learn the skill yourself. Forging a spear or a sword? Well anybody can learn that from any blacksmith, here we're going to teach you how to perform weapon synthesis. Yes, it's not blacksmithing as you would expect.

So, that weapon of yours. It looks completely serviceable, right? Battle worthy probably, probably killed off great swathes of foot soldiers? There's no need to sharpen it, but what about its inherent qualities? You know that magic enchantment on it? Or that spell it seems to cast every once in a while?

Our form of blacksmithing works on those innate properties and spells instead. We don't strengthen the exterior; we strengthen what's inside, and bring the potential

of that weapon up even higher. That low level ice spell your sword casts? Yeah, let's work at it until it casts a stream of frost. It's going to take a while, but anything worth doing is going to take time. Better live with that fact.

[Collapsing Society – 200]

Decadence, debauchery, degeneracy, all just names for the rope by which you'll make them hang themselves. Do you enjoy seeing them wallow in their blind indulgence? Does watching those around you lose control of their inhibitions fill you with a twisted sense of satisfaction?

If so, then perhaps you should learn a bit of this. After all, Master Dong Zhuo is a wonderful teacher when it comes to leading others into destructive reveries. Before long, your presence alone will be enough to inspire others to follow their every whim without any concept of self-control. Naturally, you'll learn to control this – because you don't want everybody to go overboard.

Right?

[Musou Burst – 200]

You're probably already aware of the Musou technique where a fighter will release a massive burst of energy while unleashing a flurry of attacks. But while this affords a bit of flexibility as the user becomes nigh invincible for that short duration, there's ultimately still a rather hard limitation in terms of how powerful it can get.

Still, that's a problem which can be solved if you had more than one person releasing such a burst of energy at once. By learning this skill, whenever an ally close by releases a similarly massive burst of offensive energy, you can chain onto them and follow suit with a major attack of your own. This does drain more energy than normal, as you might expect.

[Companions =COMP00=]

You weren't thinking of going at it all alone were you? I mean...I won't judge you for it, but shouldn't your chances of succeeding only go up if you were to go with some companions? Take a moment and see if you want some allies to come along with you.

Personal Bodyguard Retinue 50 CP

Well, your companions will be coming along with you I expect? I'll put them through the same process as you, for a price of course. We don't really have enough resources to offer your companions a full package, so they'll only get 400 CP to spend with. They'll of course, obtain a free weapon and armor. You'll have to pay 50 CP per companion, unless you would rather go for 8 at once, for 300 CP.

Should that still not be enough? Well we can deploy an extra 8 if you're feeling insecure, for 500 CP, but the extra 8 won't get any CP.

Historical Influences 200 CP

With an extra bit of effort, it should be possible for me to pinpoint a specific individual from the historic Chinese or Japanese timelines. You can pick any officer from either the Three Kingdoms Era, or the Sengoku Era and have them be your companion for 200 CP. They'll get 400 CP to spend – and if they naturally have a faction, a bonus in that faction. For those officers unaligned, they can choose a background – save for mystic.

Mystical Influences 300 CP

It'll take quite a bit more effort to process this, but I could probably pinpoint an individual of mystic origins. Of course, this means that you'll have to pay more, but in return, your new companion will have the Mystic origin for free and 400 CP to spend with. Not sure who is who? Well, I think I made a **note** on that somewhere...

[Items =ITEM00=]

Ah, looking for some supplies to help you in your quest? I can help with that. We intercepted quite a number of shipments once we managed to fortify this position. Take a look and see what you might find useful.

Infinite Meat Buns 50 CP

It's a rack of meat buns, seasoned however you'd prefer. It can scale to serve up to 9 people. The rack reappears, full, once per day if you've finished it. You have to realize something though – just because it says that it's made of meat doesn't necessarily mean it's the meat that you're thinking of. While it certainly isn't anything disgusting, you have to keep in mind that in different places...different things are considered edible meats.

Infinite Sake Gourd 50 CP

It's a gourd filled with rice wine that refills when you empty it, up to eight times a day. That's enough to satisfy even an eight headed serpent! Take care not to kill yourself with alcohol poisoning though. We mean it, when one of the soldiers took a cup of this stuff he ended up staying in the infirmary for a good three days.

Simple Horse Saddle 100 CP

This plain saddle looks worn and flimsy, but placed over a wild horse; it'll tame the horse right away. Unfortunately, this can be resisted by the more peculiar equine breeds, so that wild unicorn over there might still buck you off. And look here, last time a soldier tried this, he still tried to mount the horse from the back and it still kicked his ribs out. So please, at least know how to ride a horse properly if you're going to be taming it.

Incendiaries 100 CP

It's a box of ancient fireworks which will replenish once a week. Fired off like a missile, it produces a sound a firecracker would make – all the way until it hits a target and explodes in blazing fireworks fashion. Fun for all ages!

Ok, that was in jest. You should not be letting toddlers handle these. Some idiot thought he could bring one home to show his kid, and we nearly had nothing left to

salvage from his house. I swear, with soldiers like these, the enemy will have pretty slim pickings.

Battle Standard 100 CP (Free for Drop In)

The battle standard looks old and ragged until you plant it into the ground, where it immediately renews itself. It acts as a rallying beacon for all of your allies nearby – but it can also draw enemies towards you. Hey, there are two sides to everything, right? The symbol of the standard is something that shifts to your preference.

Prayer Beads 100 CP (Free for Mystic)

Monks use these prayer beads to put the spirits of the dead at ease. You, however, can use these beads to talk with the dead. You'll find however, that many of the dead can only hold on to a single lingering sentiment, and may not make very interesting conversation companions. Of course, once in a while you might find a very talkative spirit – enough to make you wonder if you should have brought earplugs.

In any case, you may be happy to note that these beads can be used to repel demons instead.

Flintlock Rifle 100 CP

An old, if powerful rifle that fires on energy rather than bullets. However – for all of its strength, it fires extremely slowly, and slower still should you charge the shot with more of your energy. Attempts to overcharge this rifle have proven successful. Unfortunately, they have also proven that this rifle is extremely energy hungry, and can leave its wielder rather exhausted.

Spirit Armor Plating 200 CP

This armor plating, when attached to a piece of armor, will allow a person to perform a musou attack just like the various warriors of the Dimensional World. It also boosts the durability of armor somewhat, but that appears to just be a side effect of the energies it gathers during a fight. Yes, as you may have suspected, the energy gathered seems to be from all of the fallen which you have laid low during your rampage.

So feel free to go crazy.

Seven Branched Sword 200 CP

In legends of old, the seven branched sword was a weapon tying the countries of China, Korea, and Japan together. But regardless of how a weapon could tie countries together, its nature as a weapon also means it brings an end. Those slashed by this weapon will suffer in terms of their ability to regenerate, as it slows dramatically.

Discord and prejudice have always ran rampant whenever language barriers came into place, so you really have to wonder – why did they even pick a sword to be the object that ties three countries together? At least it's still pretty sharp, despite its peculiar shape.

Hua Tuo's Treatise on Medicine 200 CP

Hua Tuo was an ancient doctor, who was also known for being the first man to use anesthesia in his country. We figure that surgeries must have hurt before that. His use of acupuncture techniques and herbal medicine was extensive, and this set of volumes is enough to teach an initiate the necessary skills to develop an understanding in these fields.

Look, you're not going to become a miracle doctor overnight. Things don't happen when you snap your fingers. But at least if you memorize the first page you'll get a good idea of pressure points and what they do. Please don't try to burst people's heads with that – it doesn't work that way. With time you'll probably become more proficient at the healing craft. Better get to studying.

Shining Saddle 200 CP

Word is this saddle is used to tame more esoteric animals, such as wolves, bears, tigers, and the sort. Mind you, the last person who tried to use this was eaten by the bear before he could place the saddle on, but you should be fine. Be careful when getting off that you don't take the saddle off though.

Slowly tames the animal while the saddle is worn – and the saddle will adjust its shape to the animal. When the animal is eventually completely tame and subservient to you, you could probably attempt to take the saddle off. Naturally, being nice to your chosen steed is always helpful as well, but there's only so much playing around you can do with a bear before it accidentally slaps your arm off.

Thunder War Drum 200 CP

Unlike some of the other items, this war drum looks brand new. When you beat on it, a nice deep boom sounds out and echoes in the landscape. Wait...that wasn't from the drum...Thunder rumbles, and a blade of lightning pierces an enemy around you. It seems that every time you strike this drum, a lightning bolts falls.

Yes, you can have multiple people playing this drum at once. Please take it off our hands, one of the soldiers tried to make a band with this, and we had to put out quite a number of fires because he became rather passionate. There's something about the sound from this drum that seems to stir up a fire in people.

A Weapon of Renown 300 CP (Half Price for Sengoku)

What's that? That weapon box? Oh we have plenty of these things; they contain weapons forged in a likeliness of those which are held by the heroes of this age. Don't be surprised to see that they wield extremely unorthodox weapons – everything from paintbrushes to yoyos. Our simulacrum are one of a kind – if you hold them, you'll get some of their powers too!

Stone Soldier Scroll 300 CP (Half Price for Shu)

This is the legendary formation of the ancient strategist, Zhuge Liang. Well actually here, he's still alive and presumably well even though we really don't know where he is. This ancient formation consists of nine chambers, connected together in a square grid. The weird statues inside each of these chambers always seem to shift the way they're facing – in that they will always face you no matter where you come in from.

Enemies who walk inside will be trapped, unless they go through the chambers in a very specific sequence, designated by you. Just don't go around trying to mark the rooms inside, which will probably just give the whole thing away. Nice place to leave your children and forget about them though – we actually had soldiers that did that.

Red Hare 300 CP

To be frank with you, we don't know if this is the real Red Hare, or if this is a descendent. Honestly? There are so many horses called the Red Hare in the Dimensional World already that we kind of lost track of which was which. Yet regardless, there is no doubt that this horse is the fastest you'll find in the land – and perhaps others too.

Maybe this legendary speed is something that could be bred down. Strangely enough, the horses bred as a result of breeding with this stallion all turn out in some shade of red, from deep crimson to light rouge. Maybe the name does have some significance after all?

Elephant 300 CP

Oh boy, this elephant has taken quite a liking to you. It might be slow in comparison to Red Hare, but its mighty stomps can lay entire squadrons flat. It does get a bit attached to you however, so be careful as it tends to charge towards you (in a playful manner, seriously!) whenever it sees you.

Maybe if you trained it enough, eventually it could fly? No, don't go around trying to push it off a cliff. That would be very unproductive, and it would also probably feel rather betrayed.

Sun Tzu's Art of War 300 CP (Half Price for Wu)

In the period of Spring and Autumn, Sun Tzu rose to fame as a strategist of renown. His many lessons and theories are documented here, compiled in a single collection of volumes. With diligent study of this, even a novice can become an adept at strategy.

But if this was just a set of books, you could just find it from a bookstore.

Hidden in the thirteen chapters of this compilation is a single spell, used to bring forth Sun Tzu's Encirclement Formation. This conjures enough spectral soldiers to completely lock in an enemy within a formation not too different from the eight trigrams formation. The soldiers are spectral until one approaches close enough for them to attack.

Imperial Seal 300 CP (Half Price for Wei)

This seal of a dragon glows radiantly in the dark with a shining gold gleam. With it, one could command crowds to become armies and soldiers to become heroes. Those exposed to this seal seem greatly emboldened, even fearless regardless of adversity. They also become compliant to you, provided they were not antagonistic to begin with.

We've seen people misuse this throughout history. Ok, we read about it, but that's pretty much the same thing. Don't go around abusing this – because even an Emperor only has so much influence before people stop recognizing his authority.

[Drawbacks =WARN00=]

Well, there is a word of caution even after all of that which you should take heed of. This world is greatly unstable, and reality seems to be shifting every now and then. If you're ready to face these challenges...well I'll try my best to help you out with some compensation. Drawbacks are capped at 600 CP.

Historical Deviations 0 CP

Hrm...you could have sworn that Liu Bei was a man when they told you about him. It seems that in the temporal kidnapping process, Orochi managed to grab different variations of the historical figures. Gender shifted individuals...even mechanical versions of the same people...expect to see them all.

Thankfully, Orochi's abduction process wasn't a completely successful one, and so those who he abducts into the dimensional world have their powers adjusted to fit – you won't be seeing people suddenly become demon god tyrants. That won't stop them from having *really* flashy techniques, each and every one of them.

Just because they're here doesn't mean they're your friends – and it is impossible to recruit them through the companion option.

Morale Abyss +100 CP

Why is it that nobody seems to have any motivation at all? In every fight where you aren't fighting alone, you're fighting to save your allies from the crippling effects of depression. If they aren't crippled by moral trauma, they're busy reflecting on their own lives in horror. Come on people! There's a war to be fought!

Outnumbered & Outmaneuvered +100 CP

Used to having an advantage? Not anymore. You'll always be outnumbered in any battle you fight, and your enemies all now possess minor magic. That soldier that you called a "mook" earlier? He knows how to conjure thunderstorms. I wouldn't underestimate them if I were you.

Lu...Who? +100 CP

You only wish that people didn't refer to one another by pet names or monikers, because you have no clue who these strangers are. Did they introduce themselves at

all? You don't remember. Unfortunately, it doesn't seem to just be you – everybody has problems remembering the identity of people even if they met recently.

Outplayed +200 CP

Just...how are they moving that fast? All of the enemies seem to always be one step ahead of you, and their plans seem to unfold to perfection. Every single action of yours seems to be broadcasted to the world. Could it be...spies? Perhaps, but if you try to read anyone's minds here, you're only going to see a black void. There's something sinister at work here...

Communication Breakdown +200 CP

Immediately upon entering you're going to realize something – nobody in this world seems to speak the same language. They can't communicate with each other, and you can't seem to communicate with them. Worse thing is, everybody acts as though they know the plan – except nobody made a plan.

Expect to see a lot of random movements from entire squads, charges when you should be retreating, retreats just as you've finally managed to ring everyone together. And please, just as a warning, don't try to use telepathy – have you ever tried to think in a different language?

STOP PURSUING THEM! +200 CP

Lu Bu, and Honda Tadakatsu. You really wish people would stop telling you to pursue these two men. For one thing, you aren't pursuing them. They just seem to appear wherever you are, and make a destructive beeline towards you. There's no reasoning with these people, and your best hope is that nobody happens to be standing in the way when this happens.

Sure, you could probably fight them. Except...they'll keep coming back, even from the dead. Or not quite dead – it seems like they're being ripped out from different spaces, and each time, the forces of Orochi are making them a little stronger.

History Remembers the Winners +300 CP

In the Dimensional World's historical archives, tales are only woven for those whose legacy has survived the test of battle. The losers and the fallen in this world lie forgotten, cleansed from the minds of the living. The moment anyone dies, you will forget them from your memory. Were it so simple, perhaps this could be acceptable.

But nothing just “vanishes” so easily. The spirits of the dead don’t linger, they empower all those around them. As the death count racks up, everyone else grows stronger – except you and your companions, because none of you belong here.

Take care that you do not underestimate your enemies, for they know your weaknesses, and will exploit them with whatever means they can. Once empowered, they also have no concept of fatigue. Certainly, they are driven to win, and keep winning. I wouldn’t let you companions die either, as that might prove...fatal.

No Rest for the Living +300 CP

War is the only constant in the Dimensional World, and if you haven’t already understood that – you will now. For the remainder of your time here, you’re going to be facing an endless stream of enemies, regardless of location and time. They won’t listen to reason, and they won’t cease for anything. Just an endless stream.

At first you might think this is fine. You might even last a couple hundred hours of continuous fighting without nourishment or rest, but eventually you’re going to realize something.

You are, as a matter of fact, utterly alone in this world. As time passes, even your companions will vanish inside the time vortexes that open up to spew out even more enemies, and slowly, your enemies will gain your strengths, your strategies, and finally your mind. There’s no rest for the living, and no rest for the weary. At least if you fall in battle...you’ll have all the time to rest that you could ever want.

[Scenario =SCEN00=]

Ah...that portal. It's probably best if you don't go through there. It appeared one day, and everybody who has gone inside...well...they've never come out. We don't know quite where it goes – but if you go through it, I don't think you'll end up in the same world...maybe not even the same time.

Be forewarned, if you take this scenario sequence, your start time and location will change dramatically.

Scenario 1.1

=Ravages of Time, Season of the Sun=

[Must be taken before Scenario 1.3 - Child of Heaven]

[Can be taken before or after Scenario 1.2 - Empire of the Lion.]

[If taken after 1.2, refer to the end of 1.2 as to what carries over.]

"1534", A Meeting with Barbarians

The portal spits you out like an unappetizing meal, tossing you and your companions roughly onto a grassy hill overlooking a port town. This is the town of Umigawa, where you'll be staying for the next decade or so – and not entirely by choice. Umigawa is the last safe bastion in the world – as far as you can tell anyways, and with hostile armies prowling about, it's probably the safest place for you to be as well.

The portals which move you through time and space don't appear regularly, and they don't last long enough for you to even study them. For the time being, residing in Umigawa seems a rather secure prospect – but the small port town is not without its own problems. For one thing, the town's population is far smaller than what the infrastructure would handle. While there is an abundance of water, food is at rather low levels, and without some form of trade, supplies will eventually run out.

With the small amount of residents, there are only three groups of people who have banded together over a common trade. You can choose to dedicate your support to one group or divide your attention. Without some effort on your part however, don't expect any of these groups to grow...and by extension, don't expect Umigawa to grow. The peace surrounding Umigawa right now is but a temporary one – and before long, the port city will fall, unless you act to develop it. The three groups are as follows:

The Fishermen

A majority group due to the coastal nature of Umigawa, this group is crucial to providing the people with food – but as of late dissent has grown numerous among the inhabitants regarding the monotony of fish and seaweed for food. With just a few roughly crafted fishing boats, they don't have much in terms of tools, but their expertise is unmatched.

Over time, this group will grow from being the primary source of food into the primary source of trade and transportation as the threats of the land make themselves clear to the people. Thankfully, the seas still seem to be calm.

With your help they could expand their fleet much more quickly – and in time, maybe they'll even be able to make a proper boat of substantial size. Who knows what lies out there in the ocean? Maybe you'll discover another safe harbor? Or maybe you'll find that there are bigger monsters out at sea...

The Artisans

A minor group of trades' workers currently dedicated to furnishing the town and erecting defenses. Among this group there's a large mix of talents – but with the small number of members, that's really not saying much. All the basics needed for simple construction are there – just don't expect an architectural genius to be part of the group.

When they finish with the defenses, they'll work to reinforce the infrastructure of the town and address some of the issues left behind when the entire town was sucked up by the Dimensional Vortex. At least, they'll try – but that's assuming they have enough supplies for that.

With your help though, they could probably expand the city's boundaries much quicker than any other group – good in case lots of pilgrims and refugees flock to Umigawa. Just take care not to grow *too* quickly. Drawing the attention of folks nearby isn't necessarily a good thing.

The Brewers

A popular, but small group of individuals who fancy themselves as “beer mechanics”, it is unfortunate that they've only been able to successfully make rice wine – though the others don't seem to mind.

But making wine isn't their actual aim, just a rather accidental byproduct of discovering a massive stash of rice in a storehouse that got dragged along inside the vortex. They've

been working at growing rice, though the farming process has been slow as nobody in the group has any clue regarding agriculture.

With your help, they should be able to get a pretty good crop – though the amount of rice they have currently will be enough to last them for roughly a year or so...provided the number of inhabitants doesn't increase dramatically anytime soon.

But besides you and your companions, there's another stranger in town who has dropped in. Kasumi, forcibly extracted from her own world, finds herself arriving at Umigawa pretty much at the exact same time as you and your company did. Perhaps due to a difference in experience, she seems much more disconcerted with the whole state of events.

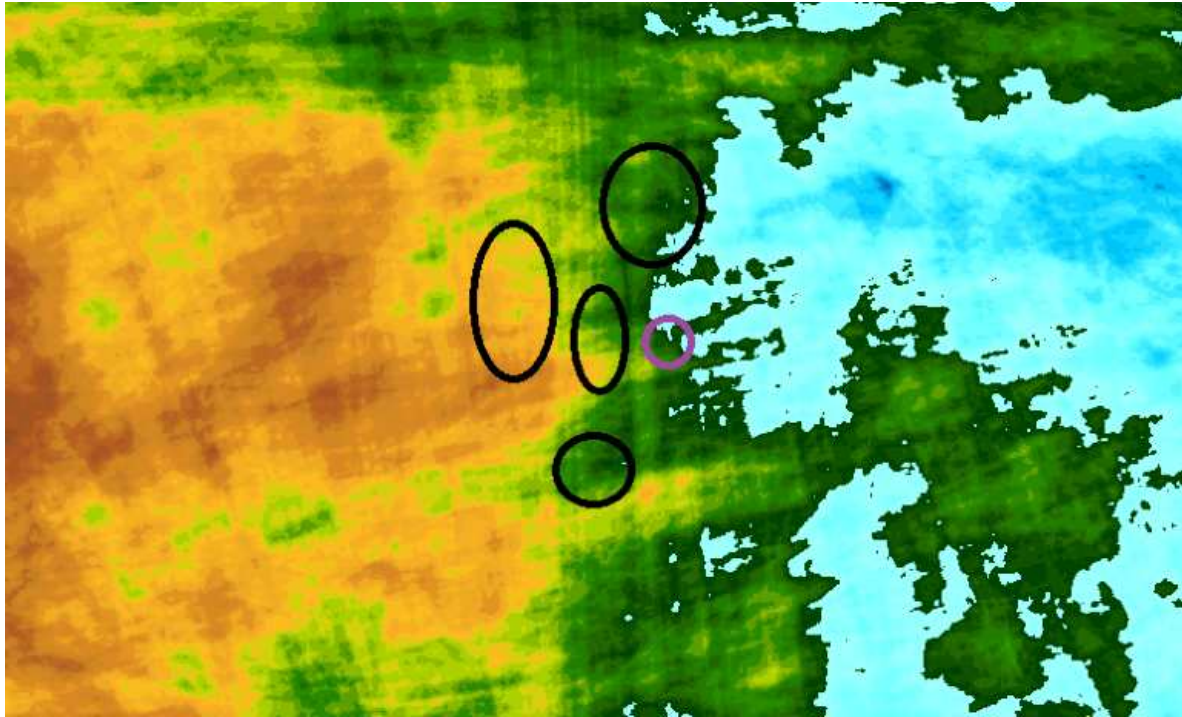
She is though, very keen on sticking around you, and almost as if the two of you had met before – perhaps in her mind a familiar face is better than nothing. She's gotten a notion into her head that if you wait at Umigawa long enough, the portal that spit all of you out should reappear. She's hopeful that given how many portals form - eventually there has to be one that lasts long enough for you to go through.

But as the first year passes, she'll slowly come to realize that the prospects of leaving are not that bright after all. If you take the time to get to know her, Kasumi will quickly warm up to you, though outside of your daily conversations she remains a very reclusive individual. From what you can make out, there's something from her past that greatly troubles her. But you've got other issues to face besides those involving Kasumi's personal life, and these problems are on a much bigger scale as well.

Part of the problem lies in your neighbors about you. By now, even if you have not explored into the region nearby, they'll have made contact with you – and you'll probably recognize and remember them. Along with you, the dimensional vortexes dragged factions in randomly from your past adventures – and regardless of your prior history with them, they aren't on good terms with you.

There's no rhyme or reason as to how these factions were chosen, but they were drawn into this world pretty much intact, and have adapted well to the land. With the ocean to your back, and these four factions surrounding you...well, you'll have your hands full when they start harassing you.

The situation worsens as the years go by – and soon enough, word of a full blown war will drift around. Hope you’ve fortified the city well, in case the war moves your way.



①Umigawa (Purple) & Neighbours (Grey) - Initial Arrangement

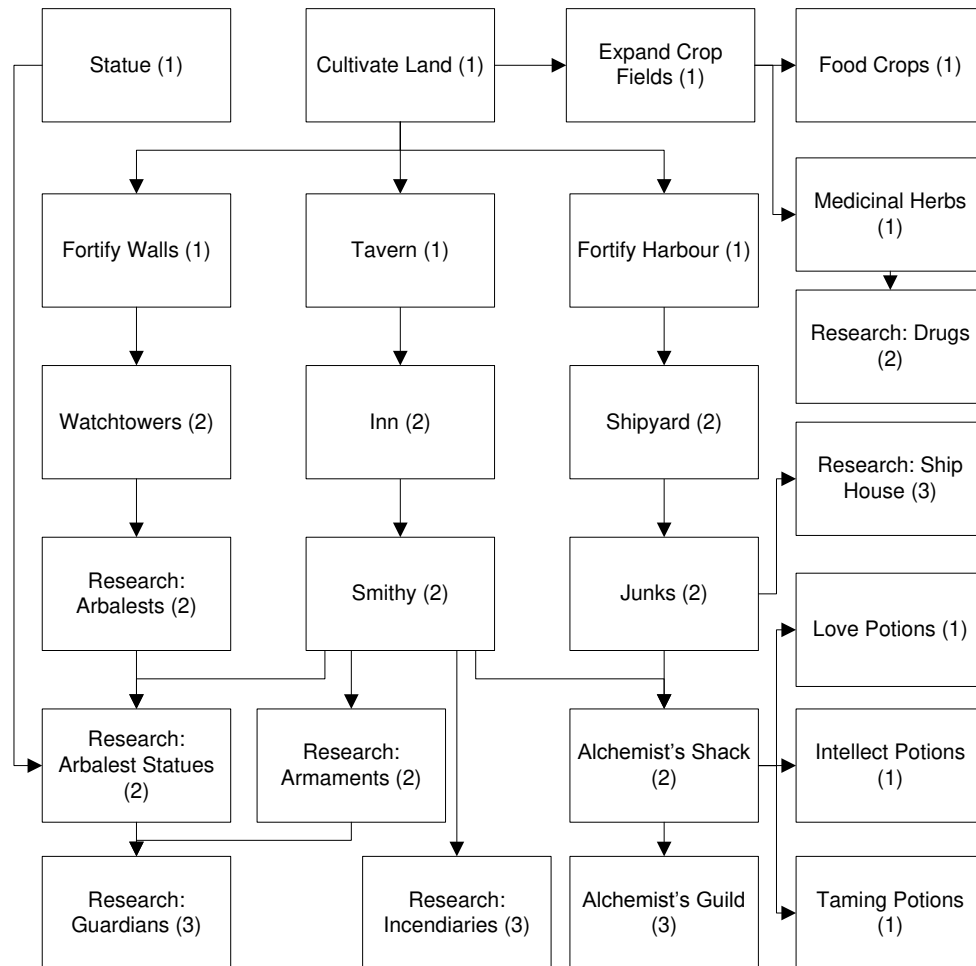
"1600", A Clash between Barbarians

It's been five years since you first arrived. Hopefully by now, you've sort of settled in to your new home. Umigawa will have grown sizably regardless of your influence, though if you pitched in, the fruits of your efforts will be very apparent. There's also your part in the defense of the city from the stray raiding parties – enough to make the citizens to recognize you as a de facto defender of the city. Trade has long since started to flow in, either primarily through the group you're backing or just little assortments of everything if you backed nobody at all.

One day, one of the villagers approaches you – well, in deference to your efforts they've decided to follow your vision for the city of Umigawa. There are **25** people at your disposal, all from various trades, but you don't have too much time, so don't think you can just put it off until later! After all, who knows when your neighbors will feel it is a

good time to launch another attack? It's up to you whether to assign multiple workers on a single project to expedite it or launch several simultaneous projects.

Just have some common sense; twenty five walls won't matter much if you end up starving behind them. One of the villagers hands you a book of their proposals. Seems like they've got it planned out – at least in what order they need things done. Some tasks do require more resources dedicated to it than others.



Project	Workers Needed	Consequences
Statue	1	Have the workers erect a statue – not necessarily a statue of you, but just something that everybody can look at and feel a little bit of satisfaction and pride. Good for morale, but pretty useless otherwise.
Cultivate Land	1	Have the workers work at cultivating more land nearby, to ensure that you won't run out of room to

		support the growing population. Of course, you need to actually do something with this land to make use of it.
Expand Crop Fields	1	Turn your cultivated land for food production purposes. You could dedicate this to other types of plants as well – as you see fit.
Food Crops	1	Dedicating the cultivated land specifically for one type of crop, you'll find that with this, one type of food seems to be produced at twice the normal rate – without much detriment to the soil.
Medicinal Herbs	1	Dedicating the cultivated land instead for the use of medicinal herbs, you'll find that these herbs seem to spring up in much larger amounts than normal, and the cycle between harvests shortens.
Drug Research	2	If you've already started growing herbs, it only makes sense that you can start developing drugs. Drugs – the miracle that not only improves the health of your people, but also handy in case you need to poison a foe. In process of developing this, your own alchemical skills improve to some degree.
Fortify Walls	1	You have walls – but they could use some fortification to ensure that Umigawa doesn't collapse to the first siege engine that plants itself outside your walls. You'll also get more space with this to ensure that you can make modifications to the walls.
Watchtowers	2	Have workers set up watchtowers outside of the city, extending your surveillance range and allowing you to catch foreign intruders before they get too close. Best to have some sort of signal system developed between the towers. Training the citizens for defensive duties is easier as well.
Research: Arbalests	2	Have workers tackle the problem of developing arbalests. These seem to work best when mounted onto a static platform, but you'll find that restricts their flexibility somewhat. In the process of researching this, you'll come across a breakthrough to extend the range of your own ranged weapons by a small bit permanently.
Research: Arbalest Statues	2	By having your workers mount the arbalests on mobile statues instead of fixed platforms, you've managed to fix the mobility issue somewhat, but they still need to be manned – which puts a bit of a damper on things when you don't have enough

		people to man them. Still, being able to move and shoot is nice, and your accuracy with ranged weapons while moving increases by a little.
Research: Guardians	3	Your workers will utilize all of the technology they've developed so far into mobile automatons, which can be equipped with melee weapons or tuned to use arbalests and cannons instead. With sufficient practice using these, you can control machines from remote with greater ease.
Tavern	1	One of the most popular buildings on the list to be built, people visit the tavern for obvious reasons, and it's a good place to hear local rumours. Kasumi will set up shop here if she doesn't find a place she likes.
Inn	2	Accommodations for foreigners will help to attract people from other cities, and perhaps help smooth out the rough diplomatic relationships that you might still have with your neighbours.
Smithy	2	The smithy allows your workers to have a place for metalworking, and crafting in general. You'll start to see blacksmiths and other tradesmen frequent the town more as well.
Research: Armaments	2	With the Smithy available, your workers can work to improve the quality of weapons that you have. Your own equipment is also improved slightly in a single parameter each.
Research: Incendiaries	3	There's nothing quite like working with fire. The metal smiths already use fire quite proficiently, but with some research you've found new ways to use it against your enemies. Your ability to manipulate fire improves somewhat.
Fortify Harbour	1	You never know if the enemy will plan an attack from the sea. By fortifying the harbour, you can ensure that in case of an attack, you can always escape by boat.
Shipyard	2	If you're going to have a harbour, you're going to want ships, and while assembling rafts can be done anywhere – if you're going to build a ship you need a shipyard. Your general vessel design skills have improved though, from the time you spent here.
Junks	2	These ships are actually very sea worthy – and given the lay of the land, you should be able to explore quite a ways away with them, but when you first start building these, the townsfolk will use them to

		start making secondary settlements, before turning them for fishing purposes. Junks will form the basis of many naval expeditions.
Alchemist's Shack	2	Making temporary modifications, the workers have put together a place where the aspiring alchemists can come and make their potions without accidentally destroying the town. You'll start to see more trade come in with herbal supplies and such.
Alchemist's Guild	3	Giving the alchemists a proper place to work will greatly increase their productivity. As a result, your own ability to produce potions also increases – mostly because they coerced you into practicing. More alchemists will come to Umigawa from all over the land.
Research: Ship House	3	Instead of just living on land, some of the denizens of Umigawa will take to the waters. The ship houses solve a lot of defense concerns so long as the water ways are under control. Kasumi will prefer a ship house, and once work is complete, will probably take one for her own use. In a pinch, the ship houses can act as evacuation ships.
Love Potions	1	Allows you to produce love potions – which, as the name suggests, are used to bewilder friends and foes alike. Though the initial success is low – should you have some drugs, raising the potency shouldn't be an issue.
Intellect Potions	1	Potions which will temporarily provide a major boost to the individual who drinks it in terms of his intellectual prowess as well as his mental capacity. Be careful that people don't get addicted to these!
Taming Potions	1	Potions which can be used to tame wild beasts for domestication. Could be useful for animals nearby.

Meanwhile, Kasumi has proven how tenacious she can be. In the past five years, she has not given up hope once. Granted, if you've been keeping a close connection with her, she confide to you that she has no clue what she might do if she can't make it home. If you've discussed her world with her, she even hints that perhaps it might be better if she could escape from the problems waiting for her back in her original realm...

Already a proficient spy from her own world, she's worked up many connections here in the Dimensional World, enough that she has even kept some of your neighbors at bay

with the depth of her knowledge. However, her contacts have left her with some disturbing news rather recently.

A fierce battle has broken out between two of your neighbors, and their battleground threatens to infringe on some of your trade routes. If they're threatening your trade routes now, it'll only be a matter of time before they threaten Umigawa. Kasumi is not too keen on heading to the battlefield. But with the situation as it is, scouting ahead now would be a more preferable choice than to deal with the victorious army when they come knocking on your door step.

You shouldn't need to bring a large group of people – and the large majority of the townsfolk will remain behind to ensure that Umigawa isn't suddenly overtaken in a surprise attack. Kasumi will come with you, seeing as she has the relevant intelligence on the battle – including where the battlefield actually is.

Though with several days travel, you'll realize exactly where the battlefield is as well. For one thing, the smoke is something that you can't ignore. By the time you arrive on the scene, it seems that the majority of the battle has already been fought, though you have no clear idea which side was the victor in the end. If you're going to get anything out of this trip, it's time to start scouting about and see what information you can gather.

There's a problem however. The battlefield is massive with your group taken into account, and though the field is thoroughly devastated you don't know if either side will come back for another round. Without a good sense of the battlefield, you'll probably want to stick together as a single group in case you need to make a quick retreat. After all, there's no point in fighting a battle when you should just be a spectating party.

With the battlefield as large as it is, you should decide on a direction – will you head to the East, or towards the West? There's no telling what you'll find, though the corpses scattered about might give you a clue as to who the participating parties are. Just keep in mind that your neighbors involved in this chaotic battle are aware of who you are – though their soldiers may not be. At the end of the day, less exposure means less risk.

The Eastern Path

From the looks of it, the forces on the Eastern front had deployed a large amount of siege weaponry – namely, flaming trebuchets. The remains of these war engines lay strewn about the battlefield, and judging from the carts of rocks lying about – the Eastern forces were only successful in firing off a couple volleys before something took care of the trebuchet line.

But if you need proper information, you're going to need to find somebody that actually witnessed the battle first hand. Except the people you've come across who are still alive are all in a state of shell shock. Somebody happened which was traumatic enough to render them all speechless. Kasumi has no clue what it is either, but whatever it was – it left huge tracts of land upturned. You might have thought they were trench lines before – but the unnatural grooves on the ground don't look like any sort of trench line you've seen.

Not too far away, you can see a fort intact and with any luck, there'll be more information to be had there. As you approach, the amount of corpses only grows, and it soon becomes evident that this fort has seen an extreme amount of combat. Still, since there are no sounds of fighting, it's probably safe to venture inside.

The first thing you'll notice is the woman sitting on top of a mountain of corpses in the center of the fort. The second thing you'll probably notice is that she's not in uniform like the rest of the soldiers – her armor looks more like some sort of perverse show garment.

Not that you would comment on that right away – not with that giant bloodstained hammer of hers in her hands.

Though as you approach, you get the impression that she's dead – or close to death's door. Her body seems to struggle to lift itself, and she's evidently relying on the hammer to keep herself standing. You're going to have to act fast, and while she's not going to have the strength to put up any further resistance, hopefully you have something or somebody who can stabilize her condition. Otherwise, it's likely that your best chance at figuring out what happened here will slip away.

Regardless of what happens, the sudden earthquake that strikes is probably a good sign that you should bail out – and you're probably going to have to carry the woman out with you. Standing about in a natural disaster is probably not the best idea – so it'll be best if you make your way back to Umigawa now.

The Western Path

The vast amount of craters and ruined buildings are enough to tell you that the Eastern forces brought some serious siege weaponry to the battle field. But despite that, it's rather obvious that the siege weaponry alone could not have possibly sowed this much destruction in the Western forces. For one thing, there's an eerie purple fire that is still burning away at the fallen corpses. As Kasumi confirms, there is some evil magic at work here – and she cautions you to stay wary and stay close.

The more you see, the more you feel that there was a third party which intervened in the battle. There are far too many different types of corpses for merely two armies, and even Kasumi is puzzled by all of the weird charms she finds scattered about. She seems to recognize them, but she's hesitant to say anything about it.

It seems at least one of the camps is still standing, by the looks of the magical field surrounding it. The field seems to be keeping the flames out, but if you look carefully, gaps are starting to form in the barrier. Kasumi opens up a hole in the barrier to allow you through – clearly confident that whoever this barrier is protecting will be of help to you.

Well, the lone priestess remaining probably would have been of help, except for the fact that she's just barely clinging to life, supported by the pair of ropes tying her to a nearby pole. You're not sure what could have driven her to such desperate means, but judging from their clothes, the other priests and priestesses had tried the same thing before they expired. Maybe this was some sort of ritual to keep the barrier up?

Kasumi races over to free the priestess from her bindings, and hopefully, you have some way to stabilize her condition – because she's not likely to make it back to Umigawa alive if you don't. Regardless of whether you treat her or not, there isn't much time for you to try and get information out of her now – as a sudden earthquake knocks everyone off balance. From the sheer length of this earthquake, you know it's probably time to get off the battlefield and make your way back to Umigawa.

Umigawa

The trip back to Umigawa is thankfully uneventful. The aftershocks of the battle however, have yet to subside. As word of the battle spreads – so do too rumors that a massive army is now roaming the land, and the people of Umigawa are rightfully apprehensive. Construction of your projects will thankfully have finished, and perhaps now is as good of a time as any to bunker down and fortify your position.

In the event where you found survivors on the battlefield, any who made it out alive will see it fit to join you – but they have rather disconcerting news. The rumors aren't too far from the truth – as the two armies clashed, a mysterious third party took over the battlefield and sent it into bedlam. The survivors remember a massive serpent, a horde of grey skinned creatures, and a demon wielding a massive scythe. Beyond that, they can't recall much.

If she survived, the woman with the large hammer introduces herself as Rachel, a demon hunter who found herself rudely extracted from her own world – much like you and

Kasumi. From the tone of her voice, it seems that Rachel knows Kasumi and perhaps vice versa, though the two of them don't care to elaborate.

Rachel's thankful for your intervention – but she's also distinctively aware that a large threat looms on the horizon for everybody in this land. She advises that you prepare for it – and she's willing to help, both by standing by your side, as well as showing the villagers how to try and reproduce firearms. You probably won't be able to produce magical rifles like hers right away – but they're more portable than the ballistae at least!

If on the other hand you saved the priestess from the Western army, Kasumi introduces her as Momiji, a Dragon Priestess who has served the Hayabusa ninja clan. Kasumi, a ninja herself, is very familiar with Momiji, and her presence gives the ninja some hope that she might be able to return home one day.

That's at least until Momiji actually comes to and explains what she understands of the situation. The person responsible for ripping you out of time and space is likely to be the only one who has the capability to send you back exactly where you came from – unless an even higher power were to intervene. Kasumi is distraught, but Momiji is a bit more optimistic about the situation. As long as all of you stick together, you shouldn't have problems surviving this predicament.

That's her opinion, and she's certainly willing to contribute to the cause. From her experience as a Dragon Priestess, Momiji has a good level of expertise on creating magic charms and protective seals – things you've seen first-hand on the battlefield. She'll even offer to teach the residents how to make these charms – which should come in handy if you were ever to come under attack.

At this point, it seems like a certainty that you're going to face down this massive army that devastated two of your neighbors. Now would be a good time to start making your preparations. Perhaps you could even consider diplomatic negotiations with the ones nearby – after all, you still don't quite know just who this army is, and the more friends you have the better.

"1854", Sojourn

The world is slowly starting to change – and you can see it in the way Umigawa is growing. The city has expanded out – and should you not have accounted for your neighbors, now would probably be a good time since they're likely to have expanded up to your doorstep. Did you think they were going to sit idly by?

But presuming you haven't wiped them out or entered an alliance with them, your neighbors will start sending you envoys – messengers that are definitely not bearing good news. The strange troops that you found on the battlefield some time ago, your neighbors have caught sight of them again – and this time, they're not coming with swords and shields. Even if none of your neighbors remain, your own scouts and Kasumi have also caught wind of this prowling menace. They have even found a name: *Orochi*.

Your companions suspect that this Orochi is probably the one responsible for dragging all of you here with the vortexes. Granted that he's started adopting some of your visible technology into his army already, you can surmise that he dragged you here for that specific purpose. Have you served the end of your purpose? Well, unless you hear it from him face to face, you won't know – and nobody has seen him in person so far.

What you do know for certain is that the vortexes have been growing much more frequent, but the time they linger for has been growing shorter and shorter – to the point where even Kasumi has given up hope at trying to enter one. She's not too happy about it either – but two more acquaintances of hers have shown up, yet both of them seem to be focused on something else besides Kasumi's wellbeing.

Maybe you should check up on her? Her intention in this world has been to find a way out all along...but perhaps you could give her a different one, now that all hope seems to be lost? If your relationship with Kasumi is sufficiently close, you could probably persuade her to stay and fight by your side. But otherwise...she may very well leave one day – to search for a final destiny.

There is still the matter of the two newcomers however.

Ryu Hayabusa, a master ninja clan leader, and a fervent supporter of going out to fight the demon threat. It seems that he's seen Orochi's army first hand, and his mind is dead set on killing every last one of them. Judging from the way he acts, he seems to be a good natured and mentally sound man, but the fervor he has for killing demons sets a chilling contrast to his personality otherwise.

He doesn't seem to hold a very high opinion of you, and also doesn't care too much about Kasumi, though the two are cordial around one another. Be careful not to get on his bad side however, because this ninja is tenacious enough to chase you down to the ends of the land if his wrath is invoked.

Ayane is another ninja clan leader, and a fervent supporter of apparently whatever Ryu chooses to support. She's not too concerned about whether they stay in Umigawa and

evidently does not get along well with Kasumi. You get the feeling that you should not leave Ayane in the same room as Kasumi for too long – lest things take a bloody turn.

Still, both of these ninja are satisfied with Umigawa enough to stay here for a short time while they plan their next moves. The town doesn't mind having more warriors around to protect them – especially in the face of recent news.

Umigawa...

Umigawa is indeed growing – but that doesn't speak much of the substantial growth which has already taken place since your construction projects began. The choices you made have consequences – and those consequences have come to pass. You might as well take a step back and take in what has transpired with the passage of time.

Depending on whom you supported...

Faction Supported	Result
Fishermen	The Fishermen have settled in well, and their expeditions to the islands nearby have brought back much needed resources. External settlements have been set up in the islands nearby, giving the civilians a safe haven away from any attack. With a steady network of ships and good hauls in fishing, you haven't had any concerns regarding food for the people. That being said, the fishermen have finished a small naval fleet, just in case the enemy decides to attack by sea one day.
Artisans	The Artisans were once a largely varied group, but now they've grown into a massive group of experts, each with their own shops over the cities. Thankfully, with so many craftsmen available, you've seen a large amount of trade and production with the villages and towns nearby. With the surplus material they've gathered, the Artisans have reinforced the town to the extent that they're certain it can withstand a prolonged siege. You don't know if this is just prideful boasting, but the fact that they have tripled the walls you initially put up is quite a feat.
Brewers	The Brewers have become very well known within the region for their rice wine, but more so for the rice that they've been growing. Forced to cultivate without the most ideal conditions, the Brewers have managed to develop a strain of rice that can grow even in relatively dry conditions. The amount of trade that has gone in and out of the city is by far the most that you've seen since your arrival, and more and more

people flock to your city every day, bringing in new trades and new skills.

And depending on what you built...

Structure Built	Result
Ship Houses	Having developed the ship houses, the people of Umigawa have slowly begun migrating onto these ships, and over time, more and more people will slowly migrate onto these ships. While for the majority of the time they happen to be docked to the harbor – in the event that any attack occurs, you can expect the civilians to immediately set off in ship houses. With enough time, facilities are even built on top of these ship houses such that parts of Umigawa function exclusively on the network of ships alone.
Alchemist's Guild	The Alchemist's Guild has expanded to the extent that they now control a large part of the resource trade in the local region. Though you're not quite clear on the exact methods they're using, you're very aware that there's a much more manipulative side to the Alchemist's Guild – one that controls the towns nearby with their unique expertise. Kasumi is well aware of their activities, but ensures you that she'll keep them under control and under wraps.
Guardians	With further development into the technology behind the Guardians, Umigawa now has a full army of them, almost as large as the population itself. The fact that they're automatons means that less civilians need to be drafted into the army, and with the further development into the technology, these guardians have extremely sophisticated armaments – more so than the standard troops would have.
Incendiaries	In the process of refining the incendiaries that you already have, the workers have produced so much that you have enough to lay down minefields all around your territory. Not that you necessarily should – but they are a good deterrence factor. More importantly however, the entire aim of their research was so that they could develop an explosion resistant primer, and they've managed to coat your walls with that.
Drugs	On one hand, the research put into this has reduced combat related fatalities by a substantial amount, and reduced the amount of time people spend in the infirmary. On the other hand, Kasumi reports that some of her associates have set up a drug trafficking ring – one that she's keeping under control for now.

Terminus Eins

Seven years from the first day you arrived here with Kasumi in tow, the peculiar spatial vortexes vanish without a trace. In the coming days, a strange sensation of tension seems to befall the city of Umigawa – as if you’re experiencing the calm before the storm. There’s a strange dissonance in the atmosphere – even though the weather is tranquil and pleasant, the people can’t help but feel that it won’t last.

They’re right.

The first wave comes without warning, a steady stream of grey skinned soldiers that advance on Umigawa from the South. You can’t explain how such a large army could have come so close undetected – until you see the serpents that burst out from the ground.

Massive serpents that act as both troop carrier and siege engine are spearheading the assault against Umigawa – and they aren’t up for negotiation.

Thankfully, the terrain around Umigawa seems to be unstable, perhaps because the entire town had been extracted from another world – but the serpents won’t burrow directly under the city...for now. Assuming you’ve managed to rally Kasumi somewhat, she’ll take control of the scouting efforts so you can focus on more important matters.

Within a few days she’ll have all the bad news you could ever want. The army of Orochi is intent on “cleaning up” now that they’ve taken what technology they wanted from you.

You’ve probably seen that in the weapons and armor that the grey skinned troops are using. Anything you may have used up until now – as well as the technology from your neighbors – is fair game for adaptation.

The first wave that they’ve sent so far consists of simple ground troops – along with the rather extreme form of troop transport they have. But there is no end to this wave – and from the way they don’t bother to set up camp, it’s rather obvious that they’ve only been sent to weaken Umigawa down – or soften you up for something else. These are literal suicide troops – sent to chip away at your walls.

Endure through them, and the waves will only escalate in intensity. The attacks that started from the South start to come from the West – and hopefully you’ve made some allies, because otherwise you’re either going to find yourself with dead neighbors...or your neighbors will join the fight against you.

This second wave is not simpler than the first. The use of your technology against you was one thing – but with this second wave, the Orochi army will field troops that have adapted

the magic you've demonstrated in the past seven years as well. Orochi seems to be fixated on the idea of stealing everything he can from you.

The first wave attempted to strike at you from underground – the second wave aims to strike from the sky. Hopefully you've evacuated the civilians to somewhere safe by now; because Umigawa may well not stay hospitable for very long if you haven't fortified it properly. If you manage to down this second wave quickly – the assault will cease for a short time, enough to give you some time to assess the situation. Your companions have different takes on how to proceed next.

Ryu and Ayane are of the mind that if you want these attacks to cease – you need to take the fight to the enemy. Kasumi doesn't necessarily agree – but ultimately she'll defer to your judgment. Ryu and Ayane will leave should you choose to stay and weather the assault at Umigawa. The fact that the attacks have temporarily ceased is a good indicator that the invading army isn't actually endless – but it's also probably a good time to muster a counterattack.

Act of Aggression

Should you choose to attack; the townsfolk will implore you to at least leave some defenders so that Orochi's army does not simply sweep in from another direction, bringing a massacre along with them. Whether you choose to leave the people of Umigawa to their fates is up to you. After all, you don't even know if you'll even return here again.

How disposable are their lives to you?

Kasumi's scouting efforts ahead have yielded some results. The Orochi forces have pulled back to a lake far to the south where they have set up a forward base of sorts. The abrupt stop to the vortexes was apparently tied to whatever is occurring at this forward base because the space around the base is heavily distorted and troops are pouring out through this distortion like a plague of locusts.

The task is straightforward – you just need to fight your way through a veritable sea of enemies in order to get within reach of the base. If you want to give your companions a chance at ever going back home – well, you'll want to bring them along with you all the way, alive and in one piece preferably. Even if the vortex turns out to be unusable, once you take this base you'll likely have cut off the enemy's front line completely.

Orochi's forces grow in intensity the closer you get to the fort. The portal will spew out everything from the troops which you've already seen to mythical beasts from Asian

legends, transformed into monstrosities. But at the very back, acting as the guardian for the core is presumably one of Orochi's generals.

This bizarre man has two sets of wings and two sets of arms; even if it wasn't for the extra appendages you could have already guessed that he's probably a demon. From the ecstatic expression on his face, it seems like he's very eager to fight you – well, he proves as much as he immediately rushes to engage you. The four blades that he wields will corrode whatever it hits, a fact that becomes evident should he land a blow on something unprotected. As befitting the position of defending the portal, this demon is substantially stronger than the army you've fought thus far – and may well be a match for you and your companions after having to go through an entire army.

Withstanding the Storm

Should you instead opt to stay and defend Umigawa, the period of calm will last for a little while as the Orochi forces prepare for their advance. But it won't be long until another wave is sent forward, this one even bigger than the last. This gargantuan force isn't here to simply test your resolve, as you'll soon realize that there is some sort of distortion moving towards Umigawa.

Many of Kasumi's scouts will fall attempting to get you some information on what this distortion is. However, the survivors confirm that this is indeed a massive spatial vortex, and one stable enough that you could enter into it and perhaps return home. There's no certainty in the latter portion of this claim, but this is the closest you've come to returning home, so certainly there's no harm in trying.

At a glance, it seems easy enough – except this distortion is surrounded by a force that has learned from all of the mistakes made by the previous forces. Evidently, a frontal assault was never one that was going to work. From the massive earthquakes that are coming your way, you probably have a good idea what is coming in your general direction.

Hopefully you have a way to pound those serpents out of the ground before they uproot Umigawa. Should you have any defenses that can prevent the serpent troop carriers from digging beneath the town, troops will pour out at your gates instead – and the battle for Umigawa begins in earnest. Otherwise, you can expect them to flood the city from the inside. Hopefully the civilians have already evacuated.

If you've survived all the waves up until now, so long as you can endure past the initial assault, certainly this wave can be put under control as well. Controllable, but no less troublesome – from their utter disregard over the legions that have already died, it seems that these soldiers either have no free will or are intending to win through attrition.

Eventually the numbers pouring out will start to thin, though perhaps that's because the corpses of the dead snakes are blocking other snakes from surfacing. Regardless, as you continue to fight and push the enemy forces back – the distortion will continue to creep towards you, until you can see a four armed beast dragging it along with some strange chains. The sight of the portal coming closer doesn't relieve you – not when troops are pouring out of it.

The beast will react should you attempt to charge at the portal – and even if you don't, it'll only be a matter of time where the beast will drag the portal into Umigawa. There's no doubt that the best case scenario is to stop the beast before they do so. Certainly it'll mean killing the beast, but the beast isn't going to give you much of an alternative either.

The playing field does change with the death of the beast however, as the dimensional vortex starts to destabilize. If you're going to have a chance of going home – now is the time to make your move. Say any final goodbyes you have, because you may not have the chance for that once you leap into the vortex.

It's time to take a leap of faith...

The Vortex

Leaping into the vortex puts an end to things. It may or may not be the ending that you wanted, but you're no longer in the same realm which has trapped you for so long. You appear to be right back where you started, though your companions old and new stand beside you – and the familiar voice of the old man shouts out from behind you.

Even without him telling you, you've already noticed the two portals which have stabilized in front of you. One of them feels familiar, and the old man explains that it leads back to the dimensional world. The other one feels like a bottomless pit, and the old man explains that it is your way out – perhaps what you've been searching for all along.

The final choice is yours.

[Should you choose to return to the Dimensional World, you may proceed with either scenario 1.2 or 1.3. Your companions are present, and the town of Umigawa exists. If you choose to let your new companions go, they may return to their own worlds if they so wish. The Orochi forces appear to have receded...for now.]

[Should you choose to leave, your time here ends as normal, and you may choose whether for your companions to dive into the void, so that they may find their own way back home. Your choices remain the same.]

IF 1.2

=Ravages of Time, Empire of the Lion=

[Must be taken before Child of Heaven]

[Can be taken before or after Season of the Sun]

[Passives such as certain buildings, allies, and items will carry over. Locations continue to correspond on the general map.]

"Spring", Foundation of a Kingdom

Another portal, another time, and unfortunately, another place. You're not sure exactly where you've ended up – but thankfully you're not at any immediate risk. You and your companions and you have ended up in a small castle, even as a small group of soldiers are starting to head your way.

Thankfully, the soldiers don't seem very apprehensive at the sight of you and your companions. It's almost as if having strangers drop out of a portal isn't a strange occurrence for them. One man stands out from among the soldiers approaching you – and judging by his clean appearance, and the respectful distance the other soldiers give him, this is the commander of the forces.

He introduces himself as Nemea Langaster Dyneskal, the keeper of the citadel in which you've landed. The citadel apparently is not his either – but since his own arrival he has taken up the duty of protecting it and in turn, the people of the citadel recognize his authority. Apparently not a man to judge others by appearances alone, he welcomes you to join him and at least reside in the castle for a little while. Based on the maps nearby, it doesn't seem like there are many settlements nearby – and word on the road is that an army of belligerent monsters is prowling about, looking to kill travelers.

Raiding parties have even been daring enough to assault the citadel, though its location on top of a mountain makes it slightly easier to defend and so far the barbarians have been unsuccessful.

Nemea won't hold it against you if you wish to try your luck in the wilderness – but should you be inclined to stay, he does have some matters that he would like your help with in order to fortify the citadel and make it more appealing to travelers. Safety in numbers is something he acknowledges, and right now, the citadel is quite lacking for

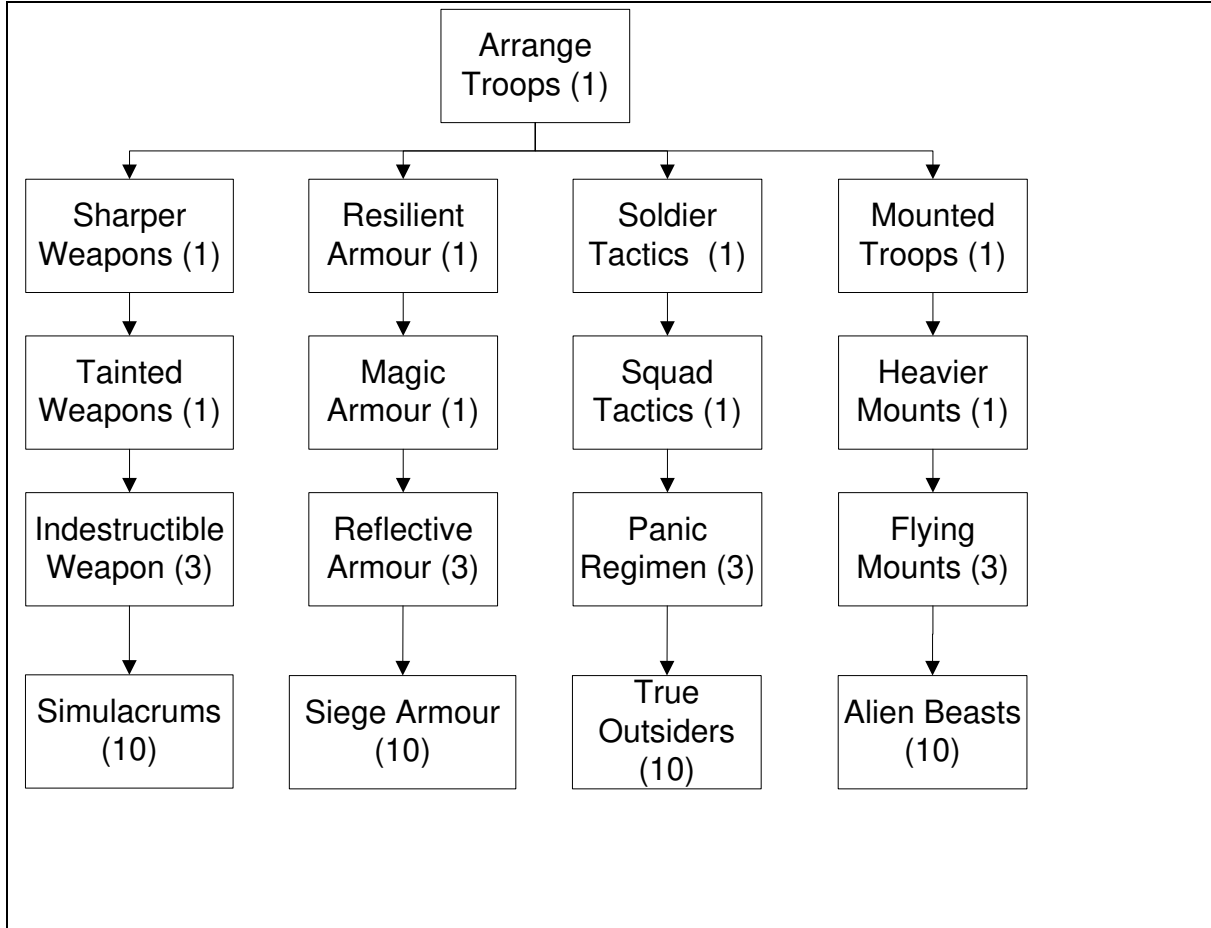
numbers. At the same time however, that has kept food concerns to a minimum. Nemea isn't so concerned about food – at the moment it's a matter of both time and manpower that he feels is critical.

The crew at the castle has a good routine down in terms of setting up defenses – so in the meanwhile, he needs you to act as an active deterrence from the enemies prowling out in the wilderness. But if that's going to happen, you're going to need your own force to field – because frankly, based on Nemea's intelligence reports, the enemy practically has you surrounded.

Nemea might need your help, but he's not going to leave you to fend for yourself. He's collected a vast amount of trinkets, accessories, and equipment – and he's even willing to offer you some manpower for you to make your own task squad – basically enough for you to set off on your own and go about removing any threats to the fortress.

You could take resources he offers you and run, but that would be a terrible thing to do.

Nemea offers you a wealth of resources to choose from, but you won't be able to take them all. From the fortress' resources, you'll have to limit yourself to a value of **25 units**, with the rest to be used by the fortress itself. Thankfully, instead of having you dig around to see what might benefit this unit of yours; Nemea has tried to organize things so that you can easily figure out what options are available to help you as you go about organizing your little unit.

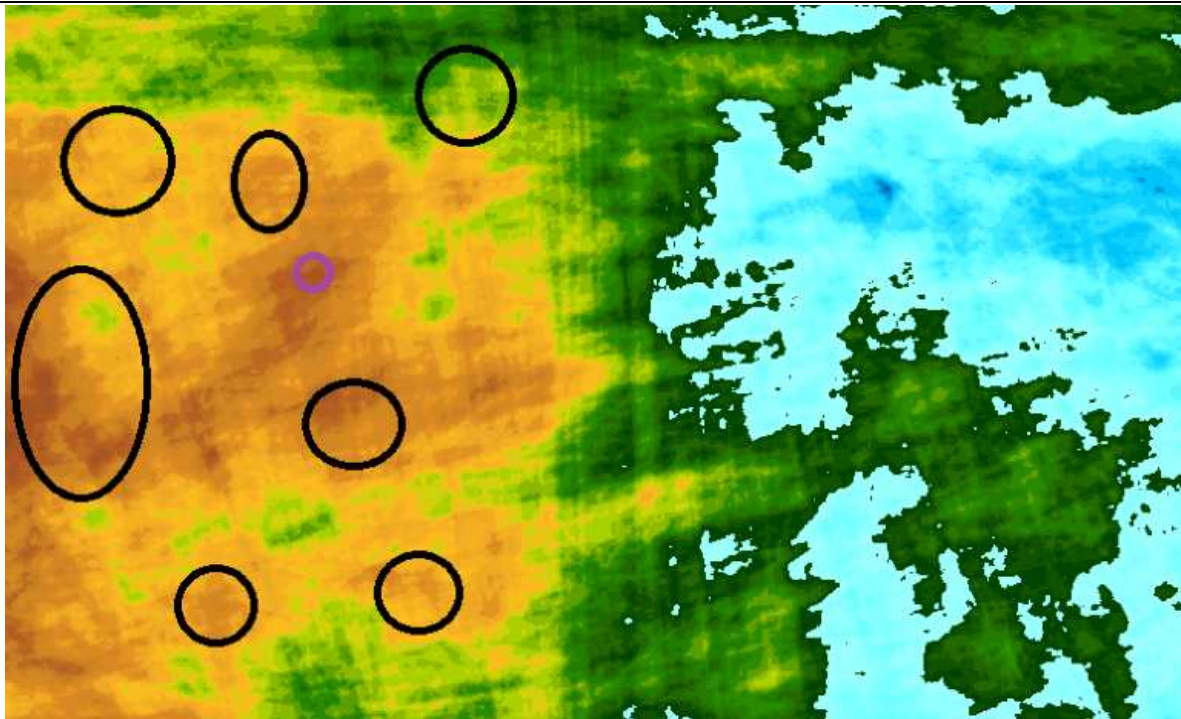


Enhancement	Resources Needed	Consequences
Arrange Troops	1	Well, before you go ahead and make any improvements, you need to form a unit first! Besides you and your companions, each time you take this option, your unit grows by 2 people. You start with 4 people in your unit...so better start recruiting!
Sharper Weapons	1	If you're going to be fending off the enemy forces that have been harassing the fortress, you're going to need to keep a good set of weapons handy. It'll be even better if you regularly sharpen them. Each time you take this option, the strength of each member of your unit grows a little stronger – but the increase is evenly divided over every member of your unit, including you and your companions.
Resilient Armour	1	Every venture into the wilderness should be done with the appropriate equipment, or else you'll probably find yourself digging graves for your squad members along the way. Armour is there to make sure your troops can withstand more, and each time you take this, every member of your

		troop increases in defensive prowess by a little bit.
Soldier Tactics	1	If your squad is going to collapse under the first attack, you're not going to last very long. By training them in tactics, at least they'll know the appropriate responses in bad situations. Not necessarily every situation, but a good portion. Your troops can fend for themselves a bit better the more you take this.
Mounted Troops	1	It's a good idea to bring along mounts, considering a trek through mountains and plains may well leave your troops fatigued when they finally encounter the enemy. On top of giving your troops a normal mount such as a horse or an elephant, your unit's skill in handling animals increases each time you take this.
Tainted Weapons	1	In the enemy army, there are probably going to be foes that will resist your weapons effortlessly. In preparation for such a case, maybe you should take the time to prepare a little something special for them? For each time you take this, one of your weapons (for each person in your unit) gains a very weak elemental charge. When it expended, the charge will take some time before it refills. The effect stacks, but you'd need probably about five charges to make the elemental effect as strong as normal crafting would make it, and ten charges to make it permanent. Alternatively, you can take a different element for each charge.
Magic Armour	1	Similarly, the enemy isn't going to come at you with just spears and swords forever. The armour of your unit may withstand physical blows well, but magic can easily tear it apart. Similar to how the weapons of your unit were collectively enhanced, their armour can also be enhanced. For each point of resource you dedicate to this, their resistance towards one type of magic goes up slightly. You're going to need to make quite an investment to have a very substantial resistance.
Squad Tactics	1	Since your troops are meant to fight in a unit, it's only normal that they need some training on how to fight in unison with one another. Your unit as a whole operates better together for each time you take this option. A good thing too, considering you're likely to be outnumbered most of the time.
Heavier Mounts	1	Riding on a mount can add another point of vulnerability to your unit, even if all of your men are well equipped. For each time that you take this option, all of your mounts become a bit more durable and can handle carrying more armour.

Indestructible Weapon	3	Have you ever noticed how weapons in the Dimensional World don't seem to break? You're not sure if it is due to the world or if it is a special form of blacksmithing, but Nemea does know a way to enchant your weapons so that they won't break in battle. This applies to one of your current weapons for each member of the troop. Each time you take this option it applies to another weapon.
Reflective Armour	3	Afraid of pesky mages decimating your troops? Want to try out strange techniques of bouncing magic off of your troops? Well, Nemea doesn't recommend for you to do the latter, but with this, a portion of the magic that hits you will be fired back at the enemy – assuming you survived the spell first.
Panic Regimen	3	More appropriate named a "Do Not Panic" regimen; your troops will join the ranks of those enemy troops who you label as insane for rushing headlong at you without any care for harm or death. Certainly at the very least, they'll develop a massive resistance towards any type of mental effect or just plain old fear in a fight. Just don't tell them to pursue Lu Bu though.
Flying Mounts	3	No sense in limiting yourself to mounts that run along the ground when you can find mounts that can fly. Nemea has found some winged horses, likely dragged into the world by the same force that dragged you in as well.
Simulacrums	10	If you already have a weapon of your own, perhaps it's best to have your troops wield the same thing? This duplication magic isn't foolproof, but it'll mimic the shape and a portion of your chosen weapon's abilities – enough to create a very weak facsimile for each of your troops. Nothing that's going to shatter the continent, but enough to wipe out squads if your original weapon was sufficiently strong. Unfortunately, the more esoteric abilities and non-combat related abilities won't be copied.
Siege Armour	10	Nemea warns you that you're going to be facing hordes and legions of foes, in which case you should look into this as a potential solution. What better armour is there than a suit that will protect the wearer completely? Almost a machine rather than a suit, the siege armour demolishes walls and crowds with ease – but it does happen to be rather slow! It benefits from any defensive options you've already taken, and naturally, you can upgrade it as well, but that'll take time and resources that you may not have.

True Outsiders 10	Should you find the locals not satisfactory to your standards, Nemea does have an alternative solution – a vortex generating device stolen from the enemy forces. From your past experiences, should you use that information, you can bring in some reinforcements from a previous world. Effectively replacing your current troops with a different sapient species from elsewhere, Nemea warns you that while having a familiar face may be reassuring; these newcomers won't fare very well under the distortion world's environment. They may retain natural abilities, but the power of these abilities will match the other soldiers in the dimensional world rather than the world they originated from. You'll find that even guns and magic don't seem to be as effective as they would be normally – and it leads you to wonder, just how dramatic is the shift from a world of origin to the dimensional world?
Alien Beasts 10	With the same device that he showed you when you asked him about alternative soldiers, you could potentially find some new mounts for your troops as well. Granted, the distortion effect is going to affect your mounts as well, weakening them substantially as they struggle to adapt to the environment, but they'll still retain their natural abilities to some extent. While you gain a mount for every soldier present, the device can only target creatures that are abundant in worlds you have prior knowledge of. Essentially you have to act as its primary anchor.
Before you proceed with your next move, Nemea does have a warning for you. Lives are precious, and he's seen plenty men die on the battlefield. In no way should you presume that these soldiers are immortal – and as the squad leader, you should look after the others. Your companions will retain their own abilities naturally. You may also want to look into drafting other people should you stumble across any villages or end up capturing some enemies. After all, you can't stay effective as a small unit forever, right? With that said and done, Nemea does have some information to share with you about the enemies in vicinity.	



②Initial Langaster Castle (Purple) & Orochi Force Deployment (Black)

As you can see from the map above, Nemea has scouted out the area quite extensively and warns you that you should definitely focus on the enemies closest to the fortress. He's heard that there might be other settlements near the coastline, but he would prefer that you focus on securing this location first.

His intelligence reports also have another note appended to them – the enemy forces are being led by three generals, and if you're going to work to make the fortress safer, you should prioritize taking them out. Some of these enemy generals seem to follow a certain patrol pattern, and Nemea warns you that he's seen some of them with beings not of this world – some of your former enemies may well walk amidst them.

You certainly don't need to hunt them down, but it will make travelling far easier.

The Vixen, Tamamo no Mae

The only one of the enemy generals that doesn't seem to move, Nemea warns you that this temptress is known for her abilities to shape shift and will likely choose not to face you head on. Still, should you be so inclined to hunt her down, a surefire way to draw her attention would be to take her fortresses down one by one.

Of the three generals, Tamamo's army by far the largest and camped quite a ways to your West as well. If you're looking to take her out first, be wary that both of the other generals are camped far closer and may well attack the fortress in your absence.

As Nemea says, Tamamo is a trickster, and looks for ways to undermine your unit by turning them against one another. Her magic is potent, but it works best when her target is alone, and so long as your group remains tight knit, she won't have too many opportunities to try anything nasty. However, if you allow her to observe you for too long, she's very likely to start conjuring doppelgangers of everyone in your unit to assault you.

As a shape shifter, Tamamo can fight competently in either her human form or her fox form, but you'll find that in the latter she relies extensively on a wide array of magic spells as well as strong physical attacks with her nine tails. If she can take her out before she gets serious and transforms, you'll probably have an easier time.

With her defeat, soon the other two generals will begin to make their move. You should head back to Nemea's fortress as well, before they make a full assault. As Tamamo falls however, she'll leave behind a strange stone, filled with mystic energy. Perhaps you'll want to take it along with you?

Cyclops Ninja, Dodomeki

Tamamo may be crafty, and Gyuuki may be strong, but Dodomeki is certainly the one most suited to be a commander. Having set up his fortress to the south, he'll constantly be moving between his fortress, his supply base, and the forward camp not too far away from Nemea's fortress.

Out of the three, he seems to be content with making small guerilla assaults, and should you patrol the nearby region you may capture quite a number of his scouts. It seems that despite his geographical position, Dodomeki keeps the rest of the enemy forces up to date in terms of intelligence and surveillance. Taking Dodomeki out quickly may well leave the enemy blind.

However, taking Dodomeki's head will prove to be rather troublesome, as he will actively avoid a fight – and should you attempt to attack his bases, you'll find that he's quite willing to sabotage those in order to get at you. It might be a bitter pill to swallow, but you'll have to plow through these bases in order to get at the commander.

Dodomeki is hardly one for a fight up front, but he's a competent physical fighter if there is a need for it, and he moves at an alarming speed that might blind the untrained eye. As

a commander however, he'll rely largely on his troops to distract you while he goes in for the kill. Make sure that you have your allies to watch your back, and vice versa.

Once Dodomeki falls, communication between the three generals will be cut short as expected. However, the loss of communication will also prompt them to action, and you should be wary of increased attacks in the time to come.

The Boar Beast, Gyuuki

From his camps in the North, this beast has been launching the vast majority of attacks that Nemea has had to fend off thus far. His front lines extend dangerously close to Nemea's fortress, and Nemea would be extremely grateful if you took this rampaging monster out first.

Whereas Tamamo relies on guile and Dodomeki on strategy, Gyuuki relies on nothing but sheer numbers. A good fight is all that it takes to draw this demon out, and it will not stop until it falls dead. That being said, it's had enough battle experience that no weapon or magic will likely surprise it for long, and its tenacity is without equal. The first time it happens it might surprise you, but this beast won't stay dead.

Before you can put down this rampaging boar, you're going to need to isolate it and reduce its forces down so that it cannot draw on their power. The sheer size of his army will make this a rather arduous task, and you can expect more reinforcements to flood in from the other camps from the moment you start the battle.

Still, defeating the boar is a relatively simple task compared to the other two generals, and you'll find that once his army collapses, the other two generals will be quite a bit more cautious with their movements.

Regardless of whether the generals are dead, with the passing of several years, Nemea will warn you of a new threat that's coming into the region...

"Summer", A Matter of Priorities

Enemy reinforcements are swarming from the north and while you may have taken efforts into securing the nearby region, this sudden arrival is poised to undo your work. Nemea surmises that it is very likely the reinforcements were bound to arrive considering your fortress has yet to fall, but agrees that he would much prefer if they could just leave you alone.

However, Nemea has a bit more for you this time than just the intelligence report. Actually, it's another task, but Nemea's scouts have reported a pair of travelers wandering

through the Dimensional World not so far away from the fortress, and Nemea would like you to go and see if they need help.

You figure if Nemea is interested in them, they must be somewhat special. Nemea warns you that they're not likely to stay in one spot, and with the enemy reinforcements pressing down on you, you may want to hurry up. Sitting around isn't going to help you find them any faster, so you should probably get a move on.

Guardian Maiden, Sophitia Alexandra

A holy warrior from another world, finding this woman won't be very difficult, considering how prominently she stands out from the rest with her golden hair alone. You may have initial communication issues, but she'll pick up on your tongue quickly, and getting her to join you won't be so much of a problem if you explain your relation to Nemea and the fortress.

This warrior can definitely hold her own in a battle, but a plethora of personal troubles plague her outside of a fight. Dragged into this world, she wants to try and find a way back – or as she puts it, she absolutely needs to find a way back. Her own family's fate in her original world is unknown, and at times, she fears that they may well have forgotten her. With the passage of time, who knows what can happen?

Sophitia will gladly join you, understanding that strength lies in numbers. However, you should expect to become her personal psychiatrist as well. It won't happen suddenly, but this woman is looking for someone to confide in, and from the moment she joins you – you're about the most appealing person available.

If you listen carefully to her story, you'll notice that many details are contradictory to one another. For one thing, she speaks of a child that she was forced to protect by fighting off honest and virtuous warriors, but at other times she'll mention that all she did was attempt to destroy a sentient blade – with no mention of fighting off any warriors.

The more you speak with her, the more you'll start to realize that her story is just a single comment away from falling apart at the seams. From what you can tell – Sophitia is actually dead or perhaps just a lingering spirit that took hold of a stray body. She's certainly not a zombie – but she's no longer a part of whatever world she came from.

As you travel and fight alongside her, you're going to be faced with a dilemma.

It's likely that this woman will never be able to return to her own realm – at least not as a living person. But do you help her accept it now? Or will you choose to let her face reality

when the time comes? Maybe it would be easier if you were to decide based on what you would want for yourself.

Guardian Knight, Sterkenburg Cranach

A knight from Arland is how this young man will introduce himself. That's after he tries to swing his sword at you, almost instinctively starting a fight from the moment he meets you. Thankfully, he's just as quick to stop fighting as he is to start a fight, and so long as you clearly explain what you're doing here he's likely to lend you his sword.

Though...if you happen to be nobility, or mention that Nemea is a lord, you'll see a rather peculiar side to Sterkenburg. The man is looking for somebody to serve – every fiber of his body, every piece of his soul, yearns to find somebody that he can swear fealty to. That person might even be you, but with a man this rigid, you may find that having his service may become quite a nuisance – at least until he gets used to your way of doing things.

Sterkenburg is a very direct individual, if you haven't already realized, and will recommend that you advance on the enemy straight away. His suggestions are even more forward should you not be the master he's chosen to serve. If your ideals align with his, chances are you might get along rather well – but if they don't...you can expect him to be rather abrasive.

Sterkenburg isn't one to openly talk about his past, but it's good to know why your companion is stuck here in the Dimensional World, and if you care to investigate you'll learn a little about the world of Arland which he hails from. It seems that at the time he was sucked out of his world, Arland was undergoing a period of substantial social change.

From the way he describes it, it's evident that Sterkenburg isn't exactly a fan.

Sterkenburg doesn't seem to be a fan of change in general, and his tendency to approach every problem solely with the perspective of a knight means more often than not he'll take a fight as the first and best solution. For both his sake and yours, you should probably try to coax him into looking at things as more than just nails to swing at with a hammer.

More than just his way of doing things, Sterkenburg has a mindset that is severely narrow even in matters for day to day life. Getting him to change that will probably require many small steps, until he stops actively resisting change. Otherwise it won't be long until his accustomed routines start to get on your nerves – especially when he reminds you that there's a timetable to follow.

If you succeed, it won't be as hard to convince this knight that you can't just stick around and fight off the enemy waves forever – because that's exactly what he's intending on doing. Maybe convincing him to come back to see Nemea would help?

Regardless of who you sought out, whether it was one, both or none of them, there's still the matter of dealing with the enemy reinforcements. Leave them alone for too long, and they'll set up to reinforce the fortresses that you had previously taken. You may not have had the manpower to garrison the fortresses, which would make them easy pickings for this new force.

How you choose to deal with this new enemy force is up to you, but the reinforcements won't stop flooding in until you can break their hold. If you can successfully drive them off on each front, the reinforcements will back off for now – which may well be the first time you've seen one of their armies actually retreat.

It won't be long however, before Nemea sends for you once again. It turns out there's one critical problem with being stuck in a fortress on top of a mountain. The fortress being immobile as it is means that everyone in it is basically waiting to be encircled.

That is exactly what's happening – as an army coming from the South has been spotted headed in your direction.

"Fall", A Crusade For What Cause?

The messenger already told you the bad news, but it looks to be worse than what was relayed to you. Nemea has more accurate figures, but it is safe to say that none of what you've fought up until now could be considered an army.

At least, not if what is marching down on you is what Nemea refers to as an army. It very easily dwarfs all of the forces you've encountered so far, and that's including the reinforcements who came in support of the northern front. Hopefully you took out enough to render them ineffectual, because if you didn't, it is likely that they'll start attacking you now in conjunction with the force marching towards you. A pincer attack, as it were.

Nemea's scouts do additionally report that this army is a bit special compared to what you've fought so far. From what the scouts can tell, the two commanders of this army are both human, and both of them are relatively hesitant in terms of actually leading this army of bizarre creatures – perhaps the reason why they have not overwhelmed you yet.

Maybe you could stop this before it becomes an all-out war?

The problem at hand – should you choose to fight it out – it isn't likely that you'll see an end to the battle until the army assaulting you has exhausted its numbers. On top of that, it certainly won't be so simple to convince these commanders to defect. For one thing, you have no clue why they joined in the first place.

If you're looking to sway these two, you're going to need to get some information on them first, and that's going to involve engaging them in battle. However...if you kept a certain magical stone you found off of a fox demon, it'll speak out to you now – and offer you an alternate solution. One that will keep you away from having to cleave through hundreds of stock troops in order to attract their attention.

All you need to do is to free her. By now you've probably realized from the voice alone that this is Tamamo calling out to you – and it might serve you better should you not heed her call. The choice of whether you hear her out is up to you.

The Kyuubi's Proposal (Optional)

Tamamo's proposal seems very benign, but if you've dealt with her before you'll know that all of her proposals are always benign to start with. Quite simply, she can get you the information you want if the scouts that told you about the commanders will tell her the same details. From the stone, she can freely create a copy of each commander provided she has enough information on their physical features.

It won't give you what you need in order to glean information from them, but you can use them to sow discord within the enemy ranks – and from that point expose the enemy army, hopefully along with the commanders. She's willing to do all of this, so long as you're willing to do her a small favor.

Namely, she wants you to release her from the stone.

You should really think twice before you do this. After all, what guarantee is there that she won't turn on you immediately after you release her? Should you feel comfortable with what she's proposing, she could potentially make this upcoming battle far simpler. However, that wouldn't change the fact that you are dealing with a known manipulator.

The choice is for you to make, and refusal her offer will mean that you will have to proceed ahead with finding a way to deal with this army yourself. Should you accept her offer however, Tamamo seems rather bemused that you're willing to even give her the time of day, and gives you a piece of advice.

Her kind follows those who can prove themselves to be the strongest, and no one else but.
So you should consider – do you fit the bill?

With her help, sowing discord among the enemy forces is an effortless task. You suspect that she could even manipulate all of the enemy forces by herself. She doesn't seem too keen on that idea however, and you should keep in mind that her cooperation with you is very subjective to her opinion of you.

With skillful use of her doppelgangers, you could even gather some information on the enemy commanders. Regardless of how you do it, there are some details that you can determine without too much effort.

Maiden of War

This young woman is Joan of Arc, hailing from a distant land called France. Granted, that seems to be how she's introduced herself to the troops, and moreover it seems that she's leading this army largely because she's been entirely misled to believe that they are fighting against the oppressive rule of a tyrant in the heavens.

You just happen to be an obstacle in the way.

Still, Joan is human, and upon seeing her forces engage with humans, she'll feel rather disquieted. Before a fight, she would have much rather laid out terms for parley and perhaps figure out a peaceful resolution. However, her partner in command Achilles will have none of that and has led the troops on an all-out assault.

Of the two, Joan is easier to convince, but harder to reach. She's always surrounded by troops and it's very apparent that she's even formed a personal guard, the positions filled by a group of Orochi soldiers that literally adore this young human woman. There's something off about this scene, but it's there.

Joan doesn't want to see either of the armies perish. Should you have any intention to resolve things peacefully or put an end to the battle, she'll gladly lend you her aid, and with it – a large group of the Orochi forces that are strictly loyal to her too. This young girl might be a novice at fighting – and really, she's fighting with a flag pole – but her charisma is so great that common soldiers will hesitate to fight her, if they don't join her outright.

The Soldier

He's definitely not a warrior from this time or place, but Achilles fits in rather well with the enemy forces. For one thing, he's very eager to get into a war, and right now you're the

biggest enemy in sight. Consumed with the idea of a glorious war and obsessed with the thrill of a fight, Achilles isn't somebody who considers diplomacy as an option.

That being said, he's very eager to fight with you, and communication between warriors tends to be with steel and blood. Of the pair he's far easier to draw out from the enemy ranks, but finds the prospect of fighting his own clones very appealing – so if you enlisted Tamamo's aid, you should be wary that Achilles will actively hunt down his clones and slay them.

Achilles does possess a peculiarity – in that his body is far more durable than any normal human. Physical blows will bounce off of him effortlessly, and he can plow on through magic with utter disregard. It takes a lot to make this man fall, and you'll have to concentrate your firepower if you want to stop his rampage.

Best him in combat, and Achilles will be more than happy to fall under your banner, provided you'll continue to feed him with more and more fights. Fighting is his meaning of life, and he's not about to change just because he lost once. With his defection however, the enemy troops will suddenly lose their aggressive edge.

Regardless of whether you kill or convert the commanders, the moment the enemy loses these two key figures, they'll begin to crumble – even more so should you have enlisted the help of Tamamo. From there on out, should you slay enough of the enemy charging at you, the enemy forces will break apart completely.

They're not breaking only because of a rout. A massive black sphere is fired on the fortress and from there a dimensional vortex erupts. Instantly some of the soldiers in the fortress are drawn inside. Judging by the expression on Nemea's face, he's come to terms with the fact that the fortress can no longer be held – not if a miniature black hole is eating it up.

You're aware that this is a dimensional vortex...the same thing that spat you out. If you were to jump in now, you may well come across the opportunity to go home and for your companions as well. Decide quickly, before it draws you in against your will.

The Vortex

This feels like it has happened before...

Leaping into the vortex puts an end to things. It may or may not be the ending that you wanted, but you're no longer in the same realm which has trapped you for so long. You appear to be right back where you started, though your companions old and new stand beside you – and the familiar voice of the old man shouts out from behind you.

Even without him telling you, you've already noticed the two portals which have stabilized in front of you. One of them feels familiar, and the old man explains that it leads back to the dimensional world. The other one feels like a bottomless pit, and the old man explains that it is your way out – perhaps what you've been searching for all along.

The final choice is yours.

[Should you choose to return to the Dimensional World, you may proceed with either scenario 1.1 or 1.3. Your companions are present, and Nemea's fortress exists. If you choose to let your new companions go, they may return to their own worlds if they so wish. The Orochi forces appear to have receded...for now. This naturally assumes that 1.1 has not been done. You may not repeat 1.1 if it is already complete.]

[Should you choose to leave, your time here ends as normal, and you may choose whether for your companions to dive into the void, so that they may find their own way back home. Your choices remain the same.]

IF 1.3

=Ravages of Time, Child of Heaven=

[Can only be taken after either Empire of the Lion or Season of the Sun is finished]

"Winter"

The Old Man assures you that it's the dimensional world – but nothing around you looks familiar at all. Around you are neither the seaside view of Umigawa, nor the stony comforts of Nemea's fortress. No familiar scenery and no friends save for your companions, but at least there are no enemies to harass you either. The Old Man has faded away as you expected, but in his place is an Asian man. He smiles as he approaches your group, and though you can't feel any sort of killing intent from him, there's something in his gaze that makes you feel as if he's been watching you for some time.

"Verily, you lot have proven yourself to be quite resilient. I'm glad you look the part as well. Having an intimidating appearance may well help you in your task ahead. Certainly, your foes won't hold back in terms of flamboyant appearances."

"That's right...I know the reason why you're here. Rather, I'm the reason why you're here. See, I arranged for you to return to the Dimensional World so that you can fight against

the being that has been abducting people and creatures from other worlds – that’s right, he was the one who dragged you and your companions into this world.”

“Now, you might not have much reason to believe me, but I hardly have reason to lie to you. Should Orochi be defeated, all of us here will be free from this wretched cycle: a mutually beneficial outcome and a prospect that I’m sure will interest your companions, if it does not interest you.

The man doesn’t seem to be lying, though there’s the possibility that he isn’t telling the entire truth of course. But at this point, you don’t really have anything to lose by going along with him for a while either. At this point, you could certainly refuse his offer, but the man does have a warning for you.

For better or for worse, you’re stuck in the Dimensional World until you see to the death of Orochi. In the event that you refuse the man’s aid, you’re going to have to find your own way through the oncoming storm. You, your companions and this stranger are “the only elements of resistance left”, and Orochi is rather eager to bring you in line along with everyone else’s he has subjugated.

Considering Orochi happens to be a God, it’s not likely that he’ll listen to some traveller that he has abducted from another space.

You probably never asked for this – but it’s time for the last battle; the battle to decide your fate in the Dimensional World.

Warring States

When you accept his proposal, the man will introduce himself as Chen Mou – the last of a sect called the Eight Enigmas. He doesn’t seem keen on explaining what his sect is about, but does tell you that all of the other members are dead. For all intents and purposes the sect may as well be defunct. But that’s far from the issue at hand.

This section of the Dimensional World is vastly different from where you were prior, and Orochi’s armies already roam the land, scouring the ruins for you and Chen Mou. How you choose to make your stand will certainly decide how difficult things can become, but Chen Mou – having studied Orochi’s army extensively – has yet another proposal for you to consider. Orochi’s army hinges on the generals who drive it and you could effectively cut down their army just by going after the proverbial heads.

As he has gone about abducting and subjugating people, Orochi has turned the captive heroes and champions into his generals. You’ll find that the massive army arrayed against

you is led by all the notable individuals of the Sengoku era and the Three Kingdoms era – save for any that you’ve made into your companions.

Thankfully, they might have been subjugated, but these officers still have language and cultural barriers dividing them. Though they’re still likely to appear together with their allies, you’re not going to have to fight all of them at once, and the various factions won’t be working in any perceivable harmony or synchronicity. Orochi – as Chen Mou explains – would rather burn you down by attrition, and certainly you’ve seen his attempts to do that already.

Chen Mou isn’t just here to give you advice of course; he’s also wanted by Orochi for very specific reasons. As talented of a strategist as he is, Chen Mou’s own physical prowess is far less than you, your companions, and even the enemy officers you’ll be facing – instead he relies on his magic...capable of breaking the mental hold that Orochi exerts on his captives. In order for you to do the same, you would need to possess some form of magic that can manipulate deeply into the mind of others.

Orochi wants him – simply because Chen Mou can turn the enemy officers that you capture into new allies. While the initial battles may be difficult, should you start capturing every notable individual you meet, person by person, the tide will slowly turn in your favor.

Orochi however, doesn’t seem too perturbed by this. Besides the armies already prowling the barren wasteland, he seems to be content to watch your progress – not even bothering to make a personal appearance on the battlefield. It leads Chen Mou to think that it is very likely that Orochi has another army waiting in the wings...

But why is he just testing you like this if that’s the case?

Demi-Gods and Semi-Devils

A constant wave of battle and conflict – enough to make one’s soul weary, and you have to wonder, is the prospect of escape at the end of all of this actually worth this drudgery that you have to go through? Orochi doesn’t play a single card, not until every single officer arrayed against you has either been converted or killed.

By now Chen Mou has clued in on Orochi’s game. It’s a series of tests, not unlike how a child might want an ant crawl up a hill and put obstacles in the way. This upcoming obstacle proves to be bigger than the last, even though it is certainly smaller in absolute figures. Orochi’s next choice in playing piece is the Mystics, which he arrays against you alone with no army.

Your first test was against a massive army with limited coordination and plenty of internal conflicts. Your second test now is against a tight knit group of mystical beings who will prioritize killing you over anything else. Your group of companions versus this group of mystics – but thankfully, if you can successfully subdue them without killing them outright, Chen Mou can still work his magic on them.

Orochi isn't about to let the same thing slide twice however – and as Chen Mou starts his work, Orochi will direct his assassins to move against the helpless man. The other mystics will continue their attempts to execute you, but Chen Mou will also need the help of your companions to defend him. Thankfully, you did convert some of the officers from the first army, didn't you?

The tides will turn – or rather, they have to turn, as the only alternative seems to be your death at the hands of the Mystics. Orochi isn't as content to just sit back and allow you to clean up the field this time – instead as more of the Mystics fall, his army will start pouring out, and that is when it becomes clear why they came without the army in the first place.

As the first waves of grey skinned soldiers flood onto the field, the Mystics will suddenly demonstrate a massive behavioral change. It would seem that Orochi's control over them was not perfect – the sight of the Snake God's forces is enough to drive them berserk. At this time, trying to restrain and subdue them will prove to be far more difficult, but at the same time, it'll not only be easier for Chen Mou to work his magic, but they'll also be too busy going berserk to concentrate on killing you.

Now you just need to survive until all the Mystics have been laid low.

Stairway to Heaven

Despite what has probably been the longest consecutive battle you've fought to date, subduing the Mystics still isn't enough to end it. No words of congratulation, no moment of tranquility, there is no reprieve as Orochi's true army makes their appearance. Perhaps their leader is at the forefront...

Chen Mou denies this however – though with the appearance of Orochi's generals, he's now very aware of where the Snake God is watching you from. He surmises that Orochi must have been watching you from the Heavenly Realm all along, and while Chen Mou can open a doorway for you – he's going to need you to buy him some time.

Chen Mou needs to be kept out of harm as he creates the portal, and while the Orochi forces won't target him specifically, there are so many of them that some will likely break through the lines to harass him.

Five enemy generals, four of which you may recognize – but their leader, a lithe demonic woman, is somebody you haven't seen before. Chen Mou however, is no stranger to this woman that he refers to as Da Ji. The Grand Commander of Orochi's forces, she serves as the heart of the army as well as its coordinator. So long as she remains alive, the entire army will move like puppets on strings dancing to her tune. A master mage, illusionist, and manipulator, she has no problems with transforming every single soldier to bear her visage if that's what it takes to defeat you.

As long as Da Ji remains alive, should any of the generals die, she'll distribute their powers to the other generals under her thrall. Without a doubt, Da Ji is the core of this army and will need to fall if you're looking to deal a crippling blow.

If you're going to take out the head, you're going to need to make sure one shot is all it takes. Da Ji will not suffer from any crippling hubris her fellow generals may have exhibited in the past, and is willing to do whatever it takes in order to bring you down.

Thankfully, that means she isn't concentrated on Chen Mou.

You'll recognize the other generals from your other ventures in the dimensional world, but they aren't the same individuals, just bearing a similar form. By now you should be no stranger to massive armies being arrayed against you. Hopefully, you still have a bit of fight left in you – because this looks to be the penultimate clash.

Should you hold on long enough or defeat the majority of the Orochi forces arrayed against you, Chen Mou's ritual will eventually complete and the doorway to the Heavenly Realm will open up. He urges you to hurry onwards, before Orochi can swarm you with more forces, but this is where your paths will split. In order to sustain the portal, Chen Mou will have to serve as its anchor – and an anchor has no life.

If you venture to the Heavenly Realm, Chen Mou will sacrifice his life to hold the portal against the enemy. But if you don't venture into the Heavenly Realm, Orochi will never come to you, and without killing Orochi you can't go home.

Say your goodbyes quickly and take everyone willing to come, because Chen Mou's life force won't hold on for much longer.

The Snake

With Chen Mou's sacrifice still fresh in memory, you'll have to keep pressing onwards, making full use of the opportunity that he paid for with his life. Once you're inside the Heavenly Realm, you'll finally catch a break – the first one you've gotten since the battle began. It seems like Orochi had sent everything against you in that last attack.

His captives freed, his generals dispatched, and his army left behind in the Dimensional World, Orochi doesn't have many more cards to play, and that's very apparent when you see the massive horned demon standing in front of you with a war scythe in hand. The demon's face wears no expression as he levels his scythe at your party.

"At last, you've climbed all the way here. I've been waiting for this moment, for a worthy challenger to appear. How many worlds have I scoured, and how many candidates have fallen in the process...I hope you will prove a worthy challenge. No words. Face me."

From his assured way of speaking, and the sense of expectation coming from him, you have a good feeling that this demon standing in front of you is Orochi. If you rescued any of the captured officers or Mystics, they'll confirm his identity for you. He won't remain standing in front of you for long – so hopefully you're quick enough to dodge the first swing of his scythe!

Up until now, you've fought people bound against their will, mystic beings bound against their will, and a wide array of creatures possessing all forms of magic – but Orochi stands above them all with brute force alone. To be precise, this Snake Demon has conquered the Dimensional World and Heavenly Realm on nothing but brute force and physical resilience alone. He seems to be looking for a challenge – and you're going to have to give him one if you want to survive past today.

His body has grown resilient to the point where he can freely shrug off the vast majority of blows – and you're likely to destroy the environment before you can wound him with such attacks. Worse yet, his body will regularly adapt to magic that he's been struck with, meaning you'll have to alternate between different forms of magic to keep him on his toes. Thankfully, he won't grow any stronger as he gets wounded – in fact he slows down a little depending on his injuries.

Use everything at your disposal to take him down, because you're not going to get a second chance. The way back is sealed, and by now, you've stepped too far in blood to turn back.

You could yield, you could fall, but it should be Orochi who falls here today if you are to honor Chen Mou's memory. The fight doesn't cease until Orochi falls to the ground. At last, there's an end in sight to this war.

At least, that's what you wanted to think. Orochi's voice fills your mind as his body grows cold. "Perhaps...you'll be the one to free me after all this time."

Nothing good ever happens when a Snake God whispers in your mind.

Flight of the Phoenix

A serpent bursts out from Orochi's dead body. One head, then another, and another, until you find yourself staring at a monster; if you're familiar with folklore you'll recognize that this is a hydra in front of you. A formidable beast that will not fall unless all of its heads are killed at once or its regeneration powers neutered.

Considering that this hydra is about as tall as a skyscraper, you can safely presume that rendering its regeneration powers useless will not be an easy task. With such a gargantuan enemy, this will be the final test of your skills as a leader and a warrior here in the Dimensional World. You can't imagine something else appearing from the hydra's dead body anyways.

Should any of the Mystics or Officers be present, they'll comment that when they fought against the hydra in the past – they had the use of siege weaponry in the form of giant cannons. If you could spare the manpower, perhaps you can find these giant cannons elsewhere in the Heavenly Realm? Just from what you can see, you know there's at least one in the distance. Somebody will have to hold the mythical serpent back during that time however.

Little by little, head by head, the hydra will start to fall – but it isn't until only one head remains that the hydra will suddenly begin to regenerate. Even the power of the Yashio'ori cannons isn't enough to put them down permanently. But just as the battle seems to be starting anew, a fiery phoenix blazes through the skies, incinerating the heads before they can fully regenerate.

Inside the phoenix's form appears to be a man, but you don't have time to consider that right now. Put down the serpent's last head – and put an end to Orochi once and for all. When the last head falls – so too will the phoenix, landing for his first and last time. Chen Mou stands before you, even as his body starts to disintegrate away. As you headed up to Orochi, Chen Mou close to seal the Dimensional World once and for all, condensing his power into the fiery form you see before you.

He gave up the last of his strength to see an end to mission – and now it is done. A Dimensional Vortex has opened up close by, and Chen Mou tells you that this is the one you take to move on. As his life expires for the last time, Chen Mou whispers his thanks and moves on.

You may take a moment to pay your respects, but it's time to move on.

[On completion of Scenario 1.3, certain elements of the Dimensional World will attach themselves to you depending on your actions. Umigawa and your expansions to it will follow you to each world in a suitable fashion if you completed 1.1. The survivors from the squad that you assembled in 1.2 will become a single companion – though each individual member is weaker than a normal companion, for their strength lies in solidarity after all.

The companions that you made along the way, discounting anybody captured in 1.3, will leave their fates for you to decide. Will they go home, or follow along with you in search of a new home?

In the event that you choose to stay in the Dimensional World, you'll find that with Orochi's death, the scenery of the world has changed, and it is once again a verdant paradise free of the Snake God's influence.

All that would be left for you to do is to populate it.]

[A Serpent Vanquished?]

You're back! Just in time too, seems like the Dimensional World spat you out – maybe it realized its mistake? Did you manage to slay Orochi? Did you manage to bring peace to the Dimensional World? Well...no matter, it's time for you to make your final choice.

1) Returning to Origins – Time to go home already? Well, I understand, you probably haven't been back for a while. You'll return home with everything intact. This ends your journey though.

2) Once More, into the Rift – Ah! You're going to go back in? Well, maybe this world holds something that attracts you that much? I won't pry...the rift will open for you – one last time.

3) No Looking Back – There's no time left! You've got plenty more places to go, so get going!

Notes

1) Who are all these people?! Who is where?! Well then look down below.

Shu	Wei	Wu	Other	Jin	Mystics
Bao Sanniang	Cai Wen Ji	Da Qiao	Diao Chan	Sima Yi	Abe no Seimei
Guan Ping	Cao Cao	Ding Feng	Dong Zhuo	Deng Ai	Himiko
Guan Suo	Cao Pi	Gan Ning	Meng Huo	Guo Huai	Kaguya
Guan Yu	Cao Ren	Huang Gai	Yuan Shao	Sima Shi	Ne Zha
Huang Zhong	Dian Wei	Lian Shi	Zhang Jiao	Sima Zhao	Sanzou Houshi
Jiang Wei	Guo Jia	Ling Tong	Zhu Rong	Wang Yuan Ji	Shennong
Liu Bei	Jia Kui	Lu Meng		Xiahou Ba	Shuten Douji
Liu Chan	Pang De	Lu Xun		Zhong Hui	Sun Wukong
Ma Chao	Wang Yi	Sun Ce		Zhuge Dan	Susanoo
Ma Dai	Xiahou Dun	Sun Jian			Taigong Wang
Pang Tong	Xiahou Yuan	Sun Quan			Zuo Ci
Wei Yan	Xu Huang	Sun Shang Xiang			
Xing Cai	Xu Zhu	Taishi Xi			
Yue Ying	Zhang He	Xiao Qiao			
Zhang Fei	Zhang Liao	Zhou Tai			
Zhao Yun	Zhen Ji	Zhou Yu			
Zhuge Liang					

You're now wondering, where are the Sengoku folks? Keep looking!

Sengoku 1	Sengoku 2	Sengoku 3
Akechi Mitsuhide	Azai Nagamasa	Aya Gozen
Date Masamune	Benkei	Fukushima Masanori
Hattori Hanzou	Chousokabe Motochika	Gracia
Kunoichi	Fuuma Kotarou	Hojo Ujiyasu
Maeda Keiji	Imagawa Yoshimoto	Ishikawa Goemon
Mori Ranmaru	Inahime	Kaihime
Nouhime	Ishida Mitsunari	Katou Kiyomasa
Oda Nobunaga	Maeda Toshie	Kuroda Kanbee
Oichi	Minamoto Yoshitsune	Miyamoto Musashi
Okuni	Naoe Kanetsugu	Mouri Motonari
Saika Magoichi	Nene	Sasaki Kojirou
Sanada Yukimura	Shima Sakon	Shibata Katsue
Takeda Shingen	Shimazu Yoshihiro	Tachibana Muneshige
Toyotomi Hidemitsu	Tachibana Ginchyo	Taira no Kiyomori

Uesugi Kenshin

Tokugawa Ieyasu

Takenaka Hanbee

The Scenario's Dimensional World – for Parts 1.1, 1.2 with no faction placement.

