GOLDEN SKY STORIES (JUMP VERSION G.01)

"A town where they lived…a town where you visited...slowly, lives become intertwined."

It's another world, another time – and you've found yourself rudely tossed into it. The chime on the train tells you it is time to depart, and in a groggy haze, you find yourself on the deck of a worn station facing an old man. He's bald, a bit pudgy, (*perhaps outright fat – but it would be rude to even think such things*) and judging by the gentle smile on his face, he means you no harm.

There's a bit of conversation that is exchanged between the two of you – but you can't quite catch what he said, and you can't quite remember how you replied. Next thing you know, he's explaining your circumstances. Just as well, you needed some bearings anyways. You still haven't adjusted to the pace of this world yet. Or is it all just a dream?

「初見」- INITIAL ENCOUNTER

It's a small town, a quaint town, and just like any town in a rural country, not much goes on here – at least that's the case to sightseers. Most of the sightseers never get off at this station…so frankly, I'm rather surprised that you're here.

Did you enjoy the trip on the bullet train? Perhaps you got off at the wrong stop? Well…I'm sure you're anxious to get to your destination…but I'm afraid that was the last one for the day. If you don't have a place to stay, come along with me, and I'll see that you're provided for.

What's that? You say you're going to be staying here for a while? I'm afraid there's really nothing here for you. Unless…unless you happen to be the one I was waiting for. No matter, come inside for now – if you are indeed the one I was expecting…we'll know in a bit.

Ah…I forgot to introduce myself. My name is Hotei. I was told, by a friend of mine that I would be expecting some guests. Unfortunately, she was not kind enough to tell me how I would recognize them. Perhaps she knew that very few people visit this town.

You can see a cloth sack placed in the corner of the room, and as you enter, something inside seems to glow for a moment. A soft smile remains fixed to Hotei's face – seems like he's been expecting this.

I thought you to be a random stranger, but I can see now that this was not the case. Traveller from a distant land, for us to meet in such a timely fashion must be indeed providence. I have an offer for you, one that I would hope you will take into careful consideration. Naturally, **she** was involved in the arrangements as well, along with some other acquaintances. I think you'll meet them before long.

But before that, let me tell you the details of the proposal.

In one hand, I offer to you nothing but what you may have already come to expect. Powers, items, and a world for you to mould in the decade you'll be here. Just don't expect it to be very exciting, you may wander the world as you wish, but it won't be much different than the world you originated from. It's similar, but different, not too different from a world that walked a parallel path.

This is the path of the **Reformer**, the one with the capacity to change the world.

The one who chooses this path forsakes the rest. Such is the price for power.

In the other hand, I offer you nothing but this town, and the people within it. Your time here is not on a clock. Adjust to our pace, take things slowly, and get to know the people in this town. Each person here is important when it comes to your stay here. Each one that you make a connection with forms a part of the key that will be your eventual departure ticket. Plant a "seed" of your presence into them, and cultivate it to maturity.

This is the path of the **Henge** 「へんげ」, and while one door closes when you make this choice, four doors open. You'll have to forge your way through this path with your own effort and willpower. You have your own abilities of course…but you'll find that they may not be as helpful as you might imagine. Maybe…maybe not…it's something you'll have to figure out for yourself.

Confused at such a bizarre choice? No worries, it can be summarized as such.

Reformer	Henge
1000 CP to start with.	0 CP to start with.
Access to Reformer Perk Line	Access to the 4 Henge Perk Lines
Your journey ends in 10 years.	Your journey ends when a substantial portion of the town recognizes the presence of Henge.
Absolute freedom to do whatever you wish in a "Parallel Earth", a planet that will react to your every touch.	This town is your key out – and you'll have to help citizens out to become friends with them and build rapport.
Cannot take Henge Perks, and Town Modifications are restricted with no CP gains.	Gains a Henge form for free, and Town Modifications give CP. Cannot take Reformer perks.
Scenario option is present, but is from a human perspective in.	Scenario option is present, and is from the Henge perspective in.

{THE TOWN & ITS PEOPLE}

Really, I would agree that it is rude to force a choice on you so quickly without a bit more explanation. In this world you see, there are spirits called the Henge, which take the form of animals, cryptids, and mythical creatures. The Henge exist to help others, and with humans being so numerous, typically Henges find themselves helping humans – like in this town.

Henge can switch to a human form of course, but the longer you remain in this human form, the weaker your other powers become. Don't worry, they'll all recover with some rest – just don't strain yourself too much.

As a collective group, the Henge guide this little town – and so long as the Henge exist, this town remains protected from the strife and stress of the outside world. The humans build the town, and the Henge keep it on course while tending to the humans.

But as a collective group, the Henge are not advocates of violence, and their abilities do not include such capacity. The Henge do not fight – and so long as you stay within this town, there will be no need to fight. It is a sacred, unspoken contract between human and Henge to maintain this tranquility.

You'll find a general description below of the various possibilities, to help you make your choice.

Background	Description
Nichijou「日常」	Your normal everyday Henge, most likely to take the form of a cat or a dog when not around humans, and while you might think that such varieties are rather mundane – that familiarity gives them an edge when it comes to bonding with people. Folks in town and elsewhere are much quicker to bond with things they are familiar with – and the abilities these Henge have promote that even more.
Mononoke 「もののけ」	Despite their appearance, these Henge aren't a danger to others – unless they deliberately choose to them, but that wouldn't be very nice! Their origins hail from Japanese folklore, of the youkai variety, and this means they'll often have all sorts of strange forms of abilities. From the umbrella like karasaka, to the river kappa, you'll find all sorts of bizarre abilities reflecting your bizarre form.
Jinushi 「地主」	The Jinushi, unlike other Henge, are usually intimately tied to a specific location. Often revered as guardian spirits, you'll find that the Jinushi are generally aligned with terrestrial animals such as reptiles and insects. As you might expect of one accepted as a guardian spirit, many of the skills available to you have something to do with a location or domain.
Nokemono「のけ者」	A Henge that doesn't quite belong with the others, you hail neither from Japanese mythology, nor from normal animals. Instead your origins seem to be tied to other mythologies and folk tales from around the world, and this becomes most apparent when choosing your form. Unlike other Henge, you may choose forms from Eurasian heritage or others, like a witch or a mummy. You are…a bit of an oddity here in this town however, and even your skills will reflect that.
Reformer「改革者」	You're not a Henge at all, but rather a normal human. A normal human in an otherwise normal world, it's arguably better for you to tackle whatever challenges you face without emphasis on your

abilities too much – it'll make you stand out too much you know. That being said, you'll get the chance to learn some skills that might help you navigate the mundane world a bit better – and maybe deal with some supernatural aspect as well.

The town…this town that we've been talking about is a rural one, and even the bullet train that you arrived in is an anomaly in itself. Some would call this town backwater – but its residents like it exactly as it is. Unless we're to intervene, that is not something which will change – but I'll touch on that later.

Change happens at a minute pace here in this town, because the focus of the town is in the residents. The technology, the infrastructure, the tools and toys are all secondary to the people living here. It is the people that you have to reach out to here.

The older folk in town know that the Henge exist. They are aware that Henge can transform freely into humans, but such is the nature of the unspoken agreement that the older folk do not object to the existence of the Henge. For all intents and purposes, they have reached a state of serene coexistence.

To begin with, approximately 500 people live here, a number kept in balance by those who come and those who leave. A large part of the population practices farming or some other small trade. The influence of the outside world can be seen on occasion, but never on a level to disrupt the pace of the town. As a new Henge, you will have to establish your reputation, one person at a time. Becoming friends with them is the quickest way – but word of mouth can work wonders as well.

Once a substantial number of people recognize the presence of the Henge, you may depart.

Whether you're a new Henge or a Reformer, you'll still have access to abilities, your allies, and some tools should you need it. It's probably best not to speak of any additional challenges or situations right now. After all, you already have a lot on your plate. Unfortunately…there's still a bit more to go – just one last hurdle, I promise!

「改造神」- THE INFLUENCE OF FREE WILL

My elderly friend insisted that not giving you the freedom of choice was an atrocity in the making, so I let him have free reign over this. He and his friend, that sports player, have been rather hard at work in preparing some choices for you. Consider this a chance for you, as a Henge, to empower yourself.

All things come at a cost, be wary that whatever you choose to help you may just put your destination that much further away. It's best that I let the duo explain this part themselves.

An old man and a tanned man holding a bizarre ball in his hand; you may have seen these two before, or perhaps this is yet another first encounter. The old man takes a brief moment to explain

– they'll throw in some curveballs and twist the town around a little, and in return, they'll also help you out a little by cutting your disadvantage. It sounds more like trading disadvantages, but you haven't seen the choices just yet.

Should you be a Reformer, you could take these as well, but they'll offer you no CP, and you can only take up to 6. **Henges can take up to 1200 CP** worth of modifications before additional modifications stop counting for CP purposes.

Pacifistic 50 (Can be taken four times)

The people of this town are strangely at peace with the world, and the town seems to reflect this passive mentality of theirs. Conflict doesn't seem to happen here on a regular basis, and no one really seems to harbour significantly malevolent intentions at the end of the day. However, for each rank of this you take, you're similarly affected as well – and your offensive capacity is diminished all across the board. At maximum tier (4 ranks), you'll find yourself incapable of taking any violent action at all, and your abilities are sealed from offensive purposes.

Bigger than You Thought 50 (Can be taken multiple times)

The town's size has increased substantially, but so long as the population remains the same, it just means that everything is spaced out much further than before, which could make things a pain if you have to travel by foot… Strangely enough, despite the shifts in size, the outside world doesn't seem to notice any difference. Certainly it doesn't seem to make anybody more inclined to visit. Each time you take this the size increases in linear fashion. (Twice as large, three times as large, four times…etc.)

Atmosphere 50 (Can be taken multiple times)

The town you're in is calm, quiet, and generally at a pace which is a little slower than a snail's. It's a nice atmosphere, one that's conductive for people to bond with one another. Of course, if you feel that you don't need any help from the environment that can very well change. Perhaps you'd like it to be in a state of permanent Halloween festivities? Or you'd rather the village be covered in a permanent state of sombre Winter?

With this, the village's mood will change, including everything from permanent seasons to festive celebrations. With each purchase, you can implement a different state, but be warned that multiple states will hybridize, and the outcome may not be exactly what you desired or intended…

SMS 100

It's a modern age, and a technological age. Advancements bring about efficiency, advancements bring about convenience, but despite the increased ease of accessing information and communication, advancements have inadvertently promoted a culture of aversion. Despite being a rural village, it seems that these villagers have withdrawn into their own shelters – and are content to watch the world through smartphones, television sets and laptops. How will you get past this digital shell to bond with them?

Baby Boom 100 (Can be taken multiple times)

A prosperous time of growth is at hand, and with modern technology making the whole world just a little bit safer, this little village is no exception. A safer place makes it just a little more appealing to have more children, and you'll find that new children seem to be expected every week or so. With each time you take this, the initial population and growth rate will increase for the village. Be careful – because an increased population has its benefits…but also its drawbacks. The village isn't infinite after all.

Overgrown 100

It's an understatement to say that Henge are at one with nature, but it's certainly not a far stretch to say that these villagers are too. After all, they seem to be completely fine with living in a town where trees have roots creeping into houses – and some trees are even growing out through houses.

The people are obviously rather unaffected by nature's rapid expansion, but the Henge are a bit different. It seems that the rapid expansion of nature has led to a substantially larger amount of Henge present, and not all of them are sympathetic to your objectives.

Complete Isolation 100

Despite some people arriving in to the town at rare intervals, for the most part you'll find the town to be completely isolated from the outside world. The news doesn't seem to be very informative, and radios don't help either. Your attempts to get any information from outside your local vicinity are met with severe difficulty…almost as if there's some sort of communication barrier present.

Public Appearances 「建前」 100

Coming into the village, you'll find that the village folk are very polite – if a bit formal. It would be nothing out of the ordinary if they were only so formal when they don't know you, but unfortunately this does not seem to be the case. Even

after you've introduced yourself, it still feels like there is some sort of social barrier dividing you and the villagers.

The villagers seem inclined to stay within their own circles, and unless you somehow share a common interest, it'll be hard to break into their circles. It's definitely not something you'll be doing by force anyways…social impressions are important, as you'll soon come to realize.

Bousouzoku 「暴走族」 100

It's a friendly neighbourhood motorcycle gang! Except they aren't so friendly, and they aren't from this neighbourhood. Still, they're loud, rather obnoxious, and while they aren't outright violent, their tendency to tear up the asphalt will make things rather tedious for everyone in the village. Especially when they take to making crop circles in the pastures. Even if you were to drive them away, it won't be long until another comes to replace them…

An Odd Song Plays… 「電波ソング」 100

A strange song plays over the radio, and the villagers all hum the same eerie tunes. Before long, your companions join in, and it won't take long for the same tune to worm its way into your head. For your entire time here, the presence of the song will grow in intensity, until it reaches a point where it may as well be an object of obsession more so than anything.

Do try to avoid the strange villagers who keep humming the tune as they sharpen their knives…

Tsukumogami「付喪神」 200

With enough time, and in strange places, even inanimate objects may develop a spirit of their own. Objects, ranging from daily things like televisions and toasters to items that you've carried along with you are all fair game. Be wary that the longer an item has been in existence, the more developed their personalities will be, and it's very likely that they won't just idle around. You can expect that you may have to bond with some of these objects as well – except…how exactly would an inanimate object act…especially if it's something you've used for centuries?

Thankfully, this only lasts so long as you remain here in this world. (Should you have an item that you would like to remain as a Tsukumogami, you may do so, but it becomes a companion, and you'll see a deduction of 100 CP)

Kamikakushi「神隠し」 200

The Henge are without a doubt supernatural, but they aren't the only supernatural creatures on the block. Magic begets magic, and your presence alone is more than enough to attract other creatures from Japanese mythology out from their hidden lairs. While these creatures are thankfully non-violent, you'll still have to interact with them unfortunately, as they'll be integrated in with the villagers, and chances are you'll have to bond with them as well.

As many of these creatures were never human to begin with, you may not want to approach these assuming they have human tendencies and behaviour…even if some of them may look the part.

Foreigners「異国人」200 (Can be taken multiple times)

You aren't the only guest invited in by Hotei, but you'll recognize the other guests…considering they all come from places you've been to before – places…far, far away from this village, even this Earth. Hotei assures you that despite your past history with some of these folks, while you're here they'll at worst be greatly annoyed, the reason for this being twofold.

Firstly, regardless of whether they used to be an important individual or some insignificant chap off the street, they'll remember you if they encountered you. However, they'll distinctively lack the abilities they had in their original worlds and instead bear Henge forms based on their original forms. For each time you take this option, you'll come across at least 5 individuals from different worlds you've been to, as well as a good number of mundane individuals from those worlds as well.

Hotei does not give things freely very often, and this is no exception, for each batch – at least one individual will be paramount to your departure, and it's not likely that they'll start off on very good terms with you. Hopefully you'll remember what these old acquaintances are like, and how you might go about befriending them.

{PERKS}

Some people might call these the tools of their trade – but the nomenclature is irrelevant. Looking to enhance yourself? Then look on, I'm sure we have something to accommodate your needs while you're here in Arland. For each of the backgrounds, you'll find that the perks under the background are discounted, with the entry level perk free, courtesy of the Lady.

THE NATURE OF HENGE

As a Henge, you'll have basic abilities to reflect your paranormal nature. Each Henge boasts a set of skills, though some of their effects may differ depending on what kind of Henge you are.

Henge Form

Naturally as a Henge, you'll have your Henge body – different bodies have different benefits, and you'll find that taking some time to get acquainted with your new form will serve you well in the future. Should you leave this little town, your Henge form will become an alternate form that you can freely switch between.

That being said, your Henge form here runs off of a pool of energy, which we can conveniently call "Wonder" – with this pool you can cast all of your spells and such…but you can't use them aggressively! If you try, you'll find that your spells and skills will fizzle out and have some humorous side effects. By interacting with other people and forming bonds, you'll recover this pool of energy.

For an extra **50 CP**, you can take cosmetic changes to your form, perhaps different fur coloration, or maybe a weak aura? The effects of these changes are mostly cosmetic in nature. You can however, always shift the size of your appearance to match that of a normal human.

Human Transformation

It'll certainly be easier to interact with humans if you have a human form! All Henge possess the ability to transform into a human, though oftentimes you'll find that some of your Henge traits will still show through – perhaps a bushy tail for a fox Henge, or feline ears for a cat Henge.

In this form you'll be afforded the ability to communicate with humans regardless of language, and their general aversion to you is reduced somewhat. Naturally, due to your human form, any disabilities or impairments which your Henge form may have possessed will be overwritten.

Typically it takes a bit of energy to maintain your human form for extended periods of time. For an extra **50 CP**, you can maintain your form indefinitely, and remove any "imperfections" due to your Henge nature.

Henge Tendencies

As a Henge you'll have natural traits based on your original form. Cat Henge might have a natural propensity for landing on their feet, or dog Henge might have a better sense of smell. These are all minor details of course – an attribute reflecting your Henge nature but nothing significantly disturbing the world around you. Some of these tendencies may affect how other people see you, or how you see the world – whether the change is physical or mental would depend on the attribute itself.

You'll start with up to three traits of your choice, each of the traits being reflective of your Henge nature in one way or another. For an extra **50 CP**, you can add on an additional trait, or alternatively, you can add in a natural drawback due to your chosen Henge form to increase your CP count by **50 CP** – this cannot exceed 100 CP however.

As with the examples above, a kitsune (Mononoke) Henge might have traits to reflect their wily nature, a natural propensity for illusion magic, and the ability to quickly flee – but they might also have drawbacks such that people find it harder to trust them, or they have a natural tendency to pull pranks on others.

Approachable

All Henge are naturally approachable – even if you aren't on good terms with them to begin with, they'll at least spare a couple minutes your way if you happen to be in need. That being said, this natural tendency runs both ways. To begin with, before considering complications, everyone you meet will be more open to your presence and be more social around you.

You'll find that people are much more inclined to approach you on the streets as well, though this is something you can control – you don't want people coming up to you all the time after all.

NICHIJOU「日常」

The most ordinary of Henge, but normality brings with it a certain level of consistency, familiarity, and comfort. You'll put others at ease without any thought, and your presence alone is enough to comfort others in their moments of distress.

Every Little Thing 100

As an animal, you don't have the same preoccupations as humans do, and this allows you to see things under a completely different light. Things that humans would otherwise ignore won't escape your attention. Whereas a human might be

distracted by other things, you can concentrate and pinpoint on specific details – like how your friends and acquaintances are feeling.

As a side consequence, you can also discern when others are troubled or trying to hide things away once you get to know them. With this knowledge, it'll also be slighter easier to help them out as well – at least knowing the right timing to do so. Help them when they need you most, and you're far more likely to leave a strong impression.

Dear My Friend 200

Considering you don't have a job like those humans do, chances are you're going to find yourself with lots of time to make friends. If you concentrate on making friends, sooner or later you'll be acquainted with most of the village – a good thing considering your goal. Thankfully, I can help you a little, by giving you the ability to remember all of your friends and acquaintances. The closer you are, the better you'll remember them of course.

Being able to pull up specific details about them makes it far easier to befriend them and grow your bond with them, and you'll find that you can guess people's personal quirks based off of their habits much more accurately. After you've integrated yourself into the community, people will find it easier to accept your presence and trust you.

For the Moment 400

From lengthy observation, one could conclude that humans often have the tendency to jump to hasty generalizations and contentious conclusions. This in turns leads to many arguments that often have no productive outcome, and sometimes, even inspires ill will towards another. You've realized the need to stop such things, and you've found the power to stop such things from within yourself.

Should you concentrate, an aura of agreeability washes out from you – and others will give pause for long enough to reconsider their stance and the validity of their points. As you continue to manifest your aura, everyone in the vicinity will be overwhelmed by calming, tranquil thoughts and good memories. With enough strength, you could even temporarily make an ongoing battle halt in its tracks. This affects your immediate vicinity much more effectively than far away.

Face the Change 600

As a Henge, you're going to have to deal with the fact that at the end of the day, you simply are not a human. That said however, others might not deal with that fact the same way as you, and frankly, some people may find it horrific to encounter an anthropomorphic animal. With this however, you can now overcome

that shortcoming, and so long as you wish it, you may freely shift between your various forms without scaring people off.

Your general proficiency with regards to shape shifting and managing your different forms improves as well – and naturally, if you do want to be scary, you can turn off the pacifying effect at your leisure.

MONONOKE 「もののけ」

As a more esoteric breed of Henge, your origins lie not in natural fauna, but rather in the myths and legends spun here in this land. Your strange appearance and your strange abilities may often time leave humans ill at ease, but thankfully this won't significantly hamper your abilities to make friends.

Poof in the Night 100

All Mononoke are rather at home in the cover of the night, and you're no different. Operating behind the scenes, crossing distances under the veil of darkness, so long as you remain within some form of darkness like a shadow or under a cloud, your general abilities will improve.

Within the cover of shadows, you'll be able to vanish out of sight and temporarily out of mind. Naturally, this comes with the benefit of being able to see amidst darkness – it wouldn't be nice for you to stumble about in the dark.

No Fear of the Dark 200

If you're at one with the darkness, why should you fear it? That being said, you're so familiar with the darkness that you don't see why anyone else should be afraid of it either. Just by being in your presence, others will lose their sense of fear – and suddenly becoming able to see in the dark does help a bit with alleviating that fear as well.

Subtly, very subtly, you can manipulate others, controlling their phobias, and skewing them to something else. It is easier to skew their fears to something related rather than something altogether different.

Breaking the Mould 400

It's easy to see why Mononoke are often feared and misunderstood, whether due to their appearance or because of the stories that circulate about them. Normally, you would come to understand other people's misconceptions and preconceptions about you from interacting with them and listening to them – but there's a more efficient way to go about it.

You've developed a special form of telepathy that will divulge these notions to you even before you encounter them first hand. Partially as a result of this, you can surprise people even when doing otherwise mundane things. With a bit of energy, you can tinker with these notions and shift them so that they benefit you.

Hyakki Yagyou「百鬼夜行」 600

Some people might think that there can't be shadows without light, but you've seen first hand that one shadow can call forth another. With but a short ritual, you can call forth other Mononoke, their presence will henceforth be permanent in the area until they physically expire. Though typically they seem inclined to parade about, when the ritual stabilizes the Youkai called forth will typically settle in an area and guard it.

The strength of these spirits is largely dependent on how much magic you would dedicate to them and thankfully, they're friendly with all of your allies as well. Just be wary that regardless of how strong they are, all conjured Mononoke are weaker in the daytime than they are at night. The ritual works best when conjuring other Youkai of the same type as you.

JINUSHI「地主」

Spirits reside in all things, though we may not have the ability to see them. As a guardian spirit of the land, you are more in touch with nature than ordinary Henge. As such, most of your talents reside in the manipulation and control of your local domain rather than bonding with others.

Old Soul 100

Most guardian spirits have existed since long before the humans inhabited the land, and arguably, they're the original inhabitants even if the humans may claim otherwise. Spirits for mountains and rivers, spirits for forests and fields – all of them have had ample time to develop their spirituality.

You're a bit of an odd case, while you're a bit newer than the other guardian spirits, you still benefit from a similar boost to your magic capabilities. In addition to this, whenever you travel to a new area, you'll be able to glean a little bit of information about it from the animals nearby. You could try talking to plants too, but you have to realize that plants generally don't give you very much information, being static as they are.

Jichinsai「地鎮祭」 200

The Jichinsai is a human ritual to call the guardian spirit into the area – but the humans never realize that the guardian spirit was probably there all along. As a guardian spirit, you can claim a territory as your own, up to the size of a small village. This is your domain to protect, and once you decide on one, you can't change it until a substantial amount of time has passed.

Within your domain, your rate of recovery for all matters such as health or magic improves dramatically, and you gain the respect of those who enter the domain. However, that isn't the point of being a guardian spirit – you defend this area, and as such, it will flourish under your stewardship. For as long as you mark a domain as yours and protect it, all life will grow vibrantly within it.

Guardian of the Earth 400

As the name suggests, you are the guardian of a very specific domain – but this part you already knew. Embracing your role as a guardian, your abilities have improved to reflect your resolve. So long as you remain within the general vicinity of your domain, you can freely adopt the body of any animal within and utilize them as both a mouthpiece and a means of observation.

That being said, as a guardian spirit, your body and spirit are more attuned to the domain than others. When the domain thrives, so will you, and vice versa. As a consequence of this, you'll age slower than the mortals around you.

Hyakumonogatari Kaidankai「百物語怪談会」 600

There are times and places where the reality and folklore intertwine, and with a little pull, things that used to be tall tales can come to life. Working off of rumours and myths, this ritual can bring them forward – though you'll have to understand that they may not be as accurate to their mythical background as you might think.

Though this ritual can be performed without a catalyst, to give your conjured spirits a permanent hold on their surroundings, you'll want to use a catalyst of a hundred candles. So long as at least one of the hundred candles remains lit, your field conjuring these mythical creatures will maintain itself. Should the creatures venture away from the field, be wary that they won't last very long.

NOKEMONO「のけ者」

Be it Henge or human, there are always those who stand out from the society at large. It might seem disadvantageous to be isolated from other social circles, but exclusion from one circle often means opportunities in another. You might not find it as easy to be accepted in town, but you'll also get the opportunity to learn new things and obtain new experiences.

Odd Man Out 100

If there's one thing about yourself that you need to come to terms with, it's the fact that you don't fit in to the norms of society. Frankly, that's not a bad thing – and it takes somebody that stands out to recognize somebody else standing out. Being well versed in this, you'll instinctively recognize kindred spirits, both people and things that don't fit in. Standing out comes with the added benefit of reacting faster than normal – for one thing you'll be thrust in those situations that demand quick reflexes more often.

Inconspicuous 200

But standing out of the norm doesn't mean you have to be noticed for it. When you need to act under the cover of anonymity, you can selectively blend in to your surroundings – becoming so out of place that people simply ignore your existence. Your ability to control this works both ways, and with some expertise, you'll be able to slip yourself into conversations and major events without being noticed.

The Miko's Art 400

Times have changed, and with it, norms have also changed. The Art of Mikos, once commonplace in this land, have now become a form of witchcraft that is no longer considered a norm. Still, it's a skill that might be useful for you when it comes to helping another. The art itself might not be commonplace anymore, but that doesn't mean there aren't spirits that plague people from time to time.

As a Miko, one of your specialities lies in purging out these spirits, driving out the negative emotions dwelling inside a person. However, when it comes to wandering spirits and restless ghosts, you can also demonstrate a capacity to guide them into willing bodies and temporarily give them more than just a spectral form. If it is absolutely necessary – you can even form sacred boundaries to ward spirits away.

Empathetic Link 600

Sometimes, strange minds can think alike, and those who are distanced from the norms of society will generally find very few with like minds. But just because one cannot find them does not mean they aren't there. You have a strange knack to

you, a special tendency to attract and rally those who could be called outsiders to your side.

When around people of like minds and known allies, you can join your mind with them, allowing all of you to communicate with the sincerity of your heart beyond what mere words can express. For this conjoined group, you'll serve as an anchoring point, stabilizing the group against the scrutiny of the world outside. For each additional member to the link, your own mental fortitude increases as well. There's strength in numbers after all.

REFORMER「改革者」

Normal people have normal skills – but really, that says very little about the wonders of human potential. The human ability to form social groups and cooperate with one another is on a whole other level, and you certainly are no exception to this.

Calm Assessment 100

In modern day society, with all of the hustle and bustle going on, it is easy to lose track of your place in the world. When you take a moment to put things into perspective, suddenly many things will become much clearer. Any time you pause and survey your surroundings, your observation skills sharpen and you notice details far better. As time passes, you'll find yourself more capable in maintaining your calm and resisting the attempts to others to drag you to their pace.

Critical Remark 100

Sometimes it takes a harsh comment in order to bring people to their senses, and sometimes, delaying the matter only leads to more problems afterwards. Now you no longer need to worry about people shutting out your opinions, as you will be taken more seriously when you find it necessary, and your words seem to affect others more substantially. Needless to say this will be helpful should you ever get into a debate.

Expert Hobbyist 200

Why don't you try something new for once? Well, that's what everybody seems to say anyways – people are always insisting that you need to try new things, experience new sensations. Well, they might be right – sometimes trying new things or doing the same things in a new way can prove to be fun.

You can pick a field, whether it is serious or trivial in nature, to dedicate yourself to and become an expert at. Even if you're already an expert, there's nothing to say you can't improve further, and you've found new ways to learn more about

this field – and still have fun doing it. Anything you do that is related to your field in some way will improve your expertise slightly. You are, however, restricted to fields that you'd find on a normal, mundane Earth of the 21st century.

Whittling Away the Time 200

Time seems to fly whenever you're having fun doesn't it? One moment it seems like you just started, and the next it's already over. To be honest, it seems that the older you get – or rather, the more experienced you get – the quicker everything seems to move along.

For a brief period of time, you can accelerate any actions you are performing, whether it is casting a spell, or just reading a book. This extends to even group activities as well, affecting all of your allies involved.

Talking Your Troubles Away 200

Don't keep your troubles bottled up inside, it might be difficult to find a confidante, but keeping things all to yourself will only make things worse over time. Whether it is for yourself or for another, when you talk about your troubles, they will disappear from your mind for a bit of time. You don't need to talk to anyone in particular, but anybody who talks to you about their problems will also forget about them temporarily.

Stress Management 200

In modern society, there is constant talk about "converting your stress into productivity" and "managing your stress properly". Yet for all this talk, people seem to be growing more stressed on a whole. Well, you can do something about it – unlike other people, converting stress into a different form of energy is possible and while the conversion isn't perfect, under stressful situations you can replenish a portion of your other energy pools.

Due Diligence 400

There's a difference between doing the bare minimum, and doing your due diligence. But in order to do your due diligence, you need to have a solid foundation of information first. Thankfully, as you wander about the world, just keep an eye out and an ear open and you'll pick up stray details about people and general affairs.

When you focus on a person or a subject specifically, you'll find that you learn new details about them at a much quicker rate than normal. Stopping just short of telepathy, you can glean details with surprising ease and accuracy, and your memory has improved somewhat to retain it.

An Eye for the Bizarre 400

In the modern world, technology has shed light upon many of mankind's mysteries even dating from long ago, but there are still some things that escape our understanding. Things that seem to lurk in the shadows, or just in the corner of our eyes – things that seem to happen when we have our heads turned – all of the things that usually go about unnoticed.

You however, seem to have a knack not only for seeing these things, but also attracting them to you on occasion. Things that don't belong, things that would otherwise be hidden away, these don't escape your eyes. A talent that at first only manifests as an odd sensation when you notice something amiss will eventually become a trained skill to discern what is off. Naturally, this works on mundane people as well, and you'll be able to discern when there is something wrong with them.

Rejection of the Supernatural 600

There's a difference between seeing the paranormal and accepting the paranormal, and for some people, they would much rather forget the paranormal once seen rather than accept it as a part of reality. Perhaps you are amongst these people – an individual who would rather have peace and quiet than ghosts and magic.

At will, you can manifest your wilful ignorance into a field around you, and both magical and supernatural phenomena will occur at a distinctively reduce frequency – if it occurs at all. Don't want ghosts haunting your house? Just pop that field up and banish them away. Granted, this ability won't work as well in a world where magic or supernatural entities are a norm – but at least it does afford you a substantial level of magic resistance!

Follow My Lead 600

Some of us are chosen to be leaders, some of us choose to be followers, but you – you haven't made such a choice yet, because you haven't been let loose into the world yet. But with this, you can get yourself prepared to lead the mass – the masses that are waiting for a leader anyways.

But you'll find that leadership isn't as simple as barking orders and expecting compliance. While your ability to lead does improve, you'll find that your followers may have expectations of their own for you. Proper communication is extremely important when it comes to establishing a proper relationship between you and

your followers, and for those who have sworn themselves to you, you can communicate with them telepathically, even at a range.

Before long, your presence alone will be enough to motivate them – which is definitely a good thing, because apathy seems to be running rampant in society nowadays, and with all the humans running around, it seems like they don't really know what purpose to serve.

MUTUAL SKILLS「共用技」

There are still some more esoteric skills to aid you, in the event that you happen to be looking for something else... Both Henge and normal folks can use access these skills freely.

Tourou Nagashi 100

Lanterns serve as guideposts for lost souls and lost folk alike. Illuminating pathways both mundane and supernatural, for some, lanterns illuminate the pathway towards another world. With this, you'll be able to conjure forth stone lanterns, which will serve both as a static guide marker for individuals at night – and also serves as a guide marker for spirits and souls alike.

In places without a netherworld for spirits to pass on to, the lanterns will still calm undead beasts and spirits – it can also serve as a holding place for them.

Ethereal Sight 100

Caught up in the rigors of life, most people don't see the beauty and oddities in the world around them. Your eyes however, can peer one layer deeper into the world around you, allowing you to perceive both life force and emotions of sentient creatures about you.

Language of Flowers 100

The presence of flowers does more than simply make a garden look prettier. Whether by their appearance, their arrangement, or their scent, flowers often convey messages and invoke specific emotions. When the meaning of flowers is mutually understood, using them to communicate is well within your means. As such, you can plant messages within different flora until your intended recipient arrives.

However, it is also well within your means to affect an entire crowd with a flower alone. The use of a physical flower is best, but you can work around with substitutes of various forms. The specific effect of the flower will generally differ depending on their appearance and nature. A poisonous flower may inspire fear whereas a beautiful flower may lower one's guard, and each time this is taken you may use this to specifically manifest one flora breed and amplify its effects.

Blessing of the Spirits 200

Separated from all the stress and hardships of urban life, people often consider the rural life style to be one "blessed" by nature. Without a doubt, these folks have their own sets of hardships to face, but sometimes a simpler life is indeed a blessed one. In any case, the rural villagers certainly appear to be more in tune with nature than other folks.

You too, can adopt an aspect of Nature to request a blessing from. Be it the wind, the waters, or the sun or the moon, whatever aspect you adopt will serve as a primary element for you. All elemental magic or skills related to your aspect is enhanced, and you generally perform better when in the presence of your chosen aspect.

Timelessness 300

There are some things in life that don't change regardless of circumstance. A little town that remains rural despite the efforts of industrialization, a group of animal spirits that don't seem to vanish, even if people don't believe in them as much as they used to.

You are timeless – in the sense that you don't age at the same pace as the rest of the world around you. The effects of temporal magic and shifts don't seem to affect you, as if you are detached from the same time frame that the magic would otherwise affect. Be wary – immortality isn't as wonderful as it may seem, especially if the rest of the world continues to age around you.

{COMPANIONS}

Hotei's smile grows wider at the mention of companions. After all, what is life if it isn't meant to be enjoyed alongside others? He doesn't have many choices available for you, but he'll cater to Henge and Reformers alike – albeit slightly differently for each.

HENGE FRIENDS 50 TO X CP

Your friends? Yes…I think they'll be arriving soon. I'm not sure how many there are, but I figure you'll be more familiar with that than I – after all, they're your companions after all. Yes, yes, they'll all become Henge like you – but that's if you can afford my services! Hotei chuckles at this, apparently amused at the thought of transforming your companions into Henge.

More companions does mean more hands to help you out, and anyone they befriend will also count towards your "tally" – just be wary that different people may react differently to your companions. Everyone is slightly different after all!

You may import up to 8 companions for 300 CP, or 1 by 1 for 50 CP as Henge, but the amount of CP each companion has is half of your CP total before drawbacks as a Henge, rounded upwards to the nearest 50. Should you have more than 8, each additional companion comes at a fixed 100 CP cost, though they possess the same CP total as everyone else.

Alternatively, you may use this to make new Henge companions.

If you are a Reformer and you have Henge companions, don't be surprised if you bring them into the outside world – and you happen to be the only one who can see them. The others of your kind are too engrossed in the daily hustle and bustle to notice such insignificant beings.

THE ASSOCIATES 50 CP

You want your friends to come along? Done. We'll arrange for them to meet you as you prepare for your departure. Standard arrangements of course, there isn't much else we can offer you and your friends here besides that anyhow. Naturally, they'll fall under the same restrictions as you.

Import a companion for 50 CP; they gain 400 CP to spend on skills & items.
You may import in a batch of 8 for 300 CP, with the same benefits.

You may instead use this to make new human companions – who follow the same rules as above. All Associate companions may only take the Reformer background.

If you are a Henge and you have Reformer companions, you may decide whether or not your companions begin with you, or if they are off wandering on their own. That being said, they'll still have the ability to interact with you.

THREADS OF FATE 100 CP (BOTH REFORMER & HENGE)

Actions form connections, connections form bonds, and bonds eventually strengthen to become threads that tie you with others. As these threads grow stronger, your relationships solidify, and this yields results both physical and psychological. As you learn new things, your partner will also glean a little bit off of what your experiences. Over time, they'll become a pillar of support for you, acting to keep your mind safe and sound in times of darkness. Even as you travel on, your bond with them will remain – even if they may not be physically present at the time.

You and a single companion (per purchase) are bonded together. In each other's presence, you stabilize each other's minds, and as one party improves, the other will also benefit to a very minor degree. As you spend more time with this individual, your own capabilities will improve just by having them around. Your companions may also take this option – and apply it with another companion.

ROLES 100 CP (SPECIAL: COMPANION ONLY)

In the town and elsewhere, you'll find key figures everywhere you look. If your companions so wish, they can fulfill these roles – should you purchase them otherwise, you'll find that these specific individuals will show up in your travels. Naturally, they'll adapt somewhat to their surroundings to a closest analogue, but you'll always come across them in your travels.

Elder Turtle (Henge Only)

A wise old spirit who happens to help out younger Henge on day to day matters, a companion who chooses this option will find that they've gotten a bit smarter in all fields of day to day knowledge and will prove to be quite helpful in giving sound advice to others. They specialize in mediating between parties, and brings others down to a calming pace with ease.

Shrine Spirit (Henge Only)

As the guardian spirit to an old shrine in town, this role provides a companion with the ability to survey and guard a local region – unlike the Jinushi, the shrine spirit can switch their haunt but

does not possess the full range of abilities a Jinushi might. They're pretty good to chat with and get some insight into local affairs, with particular insight into local religions.

The Temp Hire (Humans Only)

A specialist in doing odd jobs of all varieties; they live a transient lifestyle, patching up holes wherever necessary before moving on to the next task. Always willing to help you out, you'll find that the companion who fills this role is very well oriented towards being a jack of all trades – learning new things quicker than others and adapting quickly to situations. They have one unique specialization of their own, generally a crafting trade of some sort.

The Summer Student (Humans Only)

As a visiting student looking for a part time job, this companion role fits those who look to endear themselves quickly with locals, and everyone seems to be more lenient and accepting of their faults. You might even say they're willing to overlook them completely. This allows them to blend in very well wherever they go, and they specialize in one academic field of study.

The Train Man

A rather pitiful man, this companion role fits those who are naturally withdrawn and timid – but won't really help them confront their fears. Everybody seems to have preconceptions about this individual and their hobbies, but when the time comes for dramatic action, you can be sure they will be there unfailingly. They have a strange sort of charisma about them, one that doesn't make them stand out as a leader, but still draws people to them – as equals. Should a Henge take this, be wary that they may become a train ghost instead.

The Visual Kei Fanatic

A very bizarre individual, everything from their appearance to their hobbies don't seem to fit in with the norm. Well, that might be a good thing – this role affords your companions who take it with a musical proficiency in a single instrument to a phenomenal degree. That and regardless of what makeup they decide to put on, people will still tolerate them – even if it isn't actually make up at all. A Henge companion who takes this will see a shift to their human form, and amazingly, even cats can play the electric guitar.

{ITEMS}

As Hotei promised, he has some tools to help you out, though what "help" means in this case might not be what you expect. A wide assortment of items lies scattered in his storeroom, and he welcomes you to look around to see what might be of use to you. Regarding Synthesis Items, only you may purchase them.

SYNTHESIS ITEMS

NATURAL DOMAIN 50 CP (FREE FOR HENGE)

As a Henge, you'll likely find yourself living out in the wild for the most part, and chances are you'll have to look for a place to set up camp. You can go and see if the humans are willing to lend you shelter of course, but I can also help you out by allocating you a section of the domain around town, a place for to rest easy at night. Just don't expect it to be much larger than an apartment suite – you're sharing the forest with other Henge too! Though…to think of it, it's really strange to describe your domain as an apartment suite.

Should you eventually depart, you should decide for yourself how this follows you.

ATMOSPHERE 50 CP

Ever get the feeling when you wander into a specific section of the forest that you're not supposed to be there? Maybe a tingling sensation in your spine or the hair on the back of your neck rises? Well, you can inspire sensations like that in anyone who wanders into your domain. Of course, the effect is largely dependent on both visual elements as well as audial elements, so by taking this, you can expect some parts of your domain to shift in response.

Fear isn't the only thing you can inspire of course, and depending on what feeling you want to inspire, you can expect different physical changes to your domain. You can take this multiple times for multiple sensations at once, but this might leave people very confused. Thankfully, the effect is selective, so you can choose who is affected.

NATURAL ELEMENTS 50 CP

In places overflowing with nature, it's said that sometimes, the lines between the "modern world" and the "spiritual world" blurs a little, resulting in strange supernatural locales. Choosing an element of nature, you can exemplify this element beyond its limitations in the "modern world". A river of stars that only appears above your domain, a sprawling forest of bamboo that blocks out the sky; it's up to you to decide what element suits you best.

Each time you take this, you can choose a new element (Though it does have to be something natural), and the size of your domain grows by half. For each 100 CP you place into this, you'll also find that natural animals will show up, appropriate to the element you've chosen – and with time, these little critters may also become Henge as well.

A PLACE OF WONDER 50 CP

As a Henge, without having to worry about hiding your appearance, your Domain allows you to concentrate on building a connection with others. Granted, it won't be often that a human or another Henge actually intrudes on your Domain – but you could invite them in temporarily of course. So long as they remain within your Domain, it becomes much easier to bond with them and the same goes for your companions as well.

AN OFFERING PEDESTAL 100 CP

Well, it's not really accurate to call it a pedestal – it's more of a small collections box on top of a pedestal, but you will find that over time, as you build more connections with people, you'll find little gifts and trinkets left inside the box. Generally, the items left behind will reflect the individual who came by, and while the items are generally of little monetary worth, having them will reflect the strength of your bond with them. In times of duress, having such memorabilia can help take away the stress.

TORII GATE 100 CP

A marker to divide the outside world away from your domain, the Torii gate exists to clearly identify that this is your domain – and as such it actively repels mundane folks, preventing people from accidentally wandering in. A helpful defense mechanism for those who would prefer to be left in peace, by inscribing a name on a Torii gate, you can utilize the gate's magic to bless the individual in question. Naturally, the blessing improves one's luck.

SHIMENAWA 100 CP

Often used in conjunction with Torii gates, the Shimenawa binds your territory with sacred rope, acting to repel off evil spirits and supernatural individuals alike. On top of that however, should you take a length of Shimenawa and bind it around an object – say a tree or a rock – in time spirits will inhabit that object. Perhaps you could use it as a way to gather the souls of the dead? Thankfully, using the Shimenawa like this will allow the removed section to replace itself over time.

When both the Torii and Shimenawa are combined, the Shimenawa will actively restrain those who would bear ill will against you even if they manage to cross the boundaries of your domain.

WILDLIFE HABITAT 100 CP

Feel a bit lonely in your Domain and want to invite more people than just your companions? With this, you can invite the companions which have been left out, or just give your current companions a permanent place to reside. Your active companions can freely come in and out of the Domain, but extra companions beyond them will find themselves bound to the Domain – and they'll also happen to be stuck in the form of a Henge as well. Companions who previously did not have a Henge form will get to choose one, but they'll be limited to mundane

animals. They won't get any Henge perks naturally, though they'll attain the natural benefits of a Henge form.

AURA OF ACUITY 100 CP

Wild animals often seem to have keener senses – perhaps a survival instinct that domesticated animals don't seem to have. Not saying you're an animal – well…that wouldn't be inaccurate, but within the space of your Domain, all of your senses are similarly sharpened. Furthermore due to your familiarity with the surroundings, if any changes occur in the surroundings, you'll be aware of it – even if it's just a stray human wandering close by.

AURA OF TRANQUILITY 200 CP

Your Domain should be a place where your mind can be at ease – a place where you can relax and unwind after a long day of helping out the people in the village. So long as you're inside your domain, your mind remains at ease regardless of what happens – this effect extends to individuals nearby. A clear, calm mind makes things easier to understand and interpret things easier – so long as you remain in your Domain, the effect of your spiritually related skills and abilities are improved significantly.

APARTMENT SUITE 50 CP (FREE FOR REFORMER)

There's nothing to stop you from wandering the world and seeing all its sights, it's still nice to have a home base established for when you just want to kick back and relax. We can help you with that! Just a small bit of real estate work, and we can set you up with an apartment suite that will follow you around, so you'll always have a place to lay your head at night. (Or in the day, for all the nocturnal folk out there!)

The apartment comes with a basic bedroom, kitchen, bathroom and a small general living space.

SUITE UPGRADES 50 CP

Is a basic apartment suite not good enough for you? Then why not make it a little bigger? Each time you choose this option, the size of your apartment doubles, giving you a bit more space in each room to accommodate your needs. Along with the size of the room, you can also use it to increase the size of your appliances as well – which…may well lead to some particularly sized appliances, so use it in moderation. For every 100 CP you place into this, you'll gain an extra floor to your suite, duplicating the floor you already have. Appropriately, any options you've picked will increase as well by 1.

INTERNAL DECOR 50 CP

Space efficiency is a major necessity for Japanese apartments, so by default all of your appliances are built in to the walls. How do they fit? Well…it's better not to ask. But living in

an age where apartments tend to be everywhere has led to many other innovations as well, and when it comes to internal décor you have a wide variety of options available to you.

With each purchase of this, you can add an additional theme to your suite, affecting everything inside from the walls to the furniture. Perhaps a more floral theme would suit you, changing chairs into flower petals that can support your weight and your blank walls into pictures of forests. Or maybe you'd prefer a more elemental touch, with elements like ice and fire sculpted into appliances and forming your doors? Ultimately it's your apartment, so you should personalize it to suit yourself.

A PLACE FOR DREAMS 50 CP

Dreams are important – they can form the basis for aspirations, which in turn gives people the energy they need to keep going forward. Your suite is a safe place for you to have dreams and aspirations of your own – not only does this ensure that you get a good night's sleep, but your suite also becomes a repository for dreams.

As time goes by, your suite collects in all sorts of dreams from the world around you, though this works much better when your suite is actually located around people. You can then watch these dreams later at your leisure. With time, you might be able to communicate with people even through dreams…but you'll need lots of practice for that!

TEMPORAL MAILBOX 100 CP

Letters sent across time and space always seems to reach you in the end, and it's good to know what is happening from friends far away. You'll get letters periodically from special friends that you bonded with in your past, though their letters often seem to convey their opinions on your recent adventures, and you can use the mailbox to convey your responses back. They're not going to mail you parcels or anything, just small letters for the two of you to keep in touch, so it's best not to ask any favours from them.

CLIMATE CONTROL 100 CP

Your place shouldn't be too hot or too cold – it should be at just the right temperature. Normally, people have thermostats for that – but you've got something better – the temperature isn't the only thing you can shift, you can control even weather phenomenon from anywhere within the confines of the apartment.

SECURITY SYSTEM 100 CP

It's one thing to have your own place, but sometimes you want to ensure that space won't be encroached upon by anyone. With this security system, potential intruders are inclined to avoid your apartment altogether, reducing the likelihood that you'll get disturbed in the first place. As a last measure, the miniature force field can be used to deny people entry as well. Just don't depend on it in a fight.

GUEST QUARTERS 100 CP

Not one to sleep alone at night, or are you the kind of person who prefers to live in a lively place? Well, if you care to pay for some guest quarters, your companions can stay along with you inside the apartment as well. (Thankfully the utilities expand so that you don't have to fight over the bathroom!)

With this, it is possible to allow your companions in stasis to reside with you in the world – but they'll be restricted to staying within the confines of the apartment and its connected rooms. You can interact with them like normal people, but they won't have their abilities, and your abilities won't affect them. Naturally, you can't swap them with your active companions.

The guest suite has room for 4 people each, with regards to any spaces you may connect the Apartment to; your "extra" guests must stay within a single door away from the Apartment.

FUTURE WORLD 100 CP

Ever felt that need to "keep up with the times", that feeling that you need all the new appliances for your home? Well with this you don't need to worry about that anymore! Your appliances and furniture can be freely swapped with substitutes from worlds that you've visited. At least this saves you a trip to the furniture store…

This strangely enough can also affect your internal décor, as well as your security system, allowing you to shift them appropriate to other technological forms that you've seen previously.

THE DOORS 200 CP

Doors aren't just helpful to keep the wind out – they demarcate boundaries and serve as clear dividers between different spaces. Regardless of where your apartment is, you can freely demarcate special doors to realms and spaces under your control. Granted, this means that the original room behind that door will be replaced – but we'll grant you a spare door for you to install just in case and this one won't accidentally remove your bathroom!

Each additional door costs 50 CP.

STANDARD ITEMS

Magic Dorayaki 50 CP

Dorayaki is a special type of sponge cake, made with a red bean paste filling inside. A notable favourite of kids, foxes, and a special blue cat robot, this bag of dorayaki comes with a sizeable amount of cakes inside; still warm from the oven regardless of how long you've left it alone. I did say it was magical didn't I? Should you finish it, and there should be enough inside to feed several people, you'll find that the bag will refill after a day or so.

Refilling Pocky Sticks 50 CP

Pocky sticks are another well-known snack in the region, and despite originally being strictly coated in chocolate, nowadays they come in all sorts of flavours. Essentially a stick biscuit with one end layered with a flavoured coating, you'll find that while the box you have will refill over time, you'll never know what flavour you'll end up with when it does refill. It seems to grab flavours from nearby fruits, desserts, and candy.

Magatama 50 CP

A comma shaped stone that looks to be rather worthless on the surface. Humans consider them as a sort of collector's item, but for spiritual creatures it acts as a sort of currency. You could trade it in for a good sum of money regardless of whether it is to a human or a Henge, but gathered in large quantities, they have a strange effect of amplifying holy magic.

That being said, it would seem that there are certain parties who might be interested in these relics…Each purchase nets you a sum of 50.

Bento Box of Onigiri 100 CP

It's might just be a simple box of onigiri, but with all the different flavours inside, you can be sure that there is something for everyone here. It isn't uncommon to find animals and other wildlife that are attracted to these onigiri if you leave them lying around. It might be good to use this as some sort of bait… When the box is emptied, it'll replenish after a day.

That Box of Nattou 100 CP

Nattou is…well, better experienced than described. As it happens to be fermented soybeans, it has a rather distinctive odour, and an even stronger flavour. Depending on your palate, you may want to hold back on eating this. However, just keeping this box around is enough to drive wild animals and even monsters away from your vicinity. If it smells this bad…well, it can't be safe…right?

Teru Teru Bouzu 100 CP

In the past, farmers used these dolls as weather charms, in hopes that they would act as wards against bad weather. With the passage of time, this set of dolls has adopted a spirit of their own, and though their magic still isn't too powerful, they can indeed ward off storms, rain, and all

sorts of bad weather away from your location without much effort. In places with heavy concentrations of magic, you might even swear that you saw the dolls move…

Hachikou Statue 100 CP

A statue dedicated to a dog which displayed legendary dedication to its deceased owner, this statue once bought, seems to appear in inconspicuous locations everywhere you go. Though its legend seems to bend slightly from locale to locale, one fact holds true – should you ever be in a tight pinch, the statue will animate and come to your aid.

Amezaiku Crafting Anthology 100 CP

Amezaiku is typically viewed as more of an art form than an expression of culinary ability, though kids might argue that there is no shortage of the latter. Essentially the art of moulding candy into specific shapes, like animals or symbols, this crafting practice originally had religious implications, but has since become an artistic demonstration.

This book teaches you this craft, and as you get more practice you'll be able to craft them more proficiently. With sufficient magic, you might even be able to awaken the spirit within them – and bring these living taffy sculptures to life.

Uchide no Kozuchi 200 CP

A mallet of fortune, whose original owner has been lost in the annals of folklore and mythology, this tool is believed to have once been in the hands of a fortune god. Strangely enough however, bearing it doesn't seem to make you feel any luckier. Instead, strange size manipulating magic has been woven into the hammer, and it seems that whatever this hits may grow twice its size, or shrink by half. This effect doesn't stack however, but you can freely shift the size within the range by tapping the target with the mallet again.

Taketori Monogatari 200 CP

This old and tattered book illustrates a folk tale of a Lunar Princess who temporarily sought refuge on the Earth, and those who came in search of her hand. Though she would return to the moon in the end, she left a blessing to the man she had grown enamoured with during her stay. He would reject it in the end, but a fragment of the blessing still remains.

Whoever reads this ancient tome will attain the blessings of the moon, and under moonlight, their natural capabilities improve dramatically, including their magic and their body's natural capacity to regenerate. One would wonder how different things might be had the Lunar Princess' lover chosen not to forsake his beloved's blessing…

Noh Mask 200 CP

A set of masks depicting people of different ages, Kabuki actors commonly switch between these masks to depict themselves as different characters during a play. In such a fashion, a single actor may become multiple people, though this is really more of a testament to the actor's skill. When worn these masks will make others believe you are the individual depicted in the mask. This

swap occurs seamlessly even if you put the mask on in front of people, but be wary that individuals with paranormal capabilities may be able to see through it.

You may customize these masks accordingly, but be wary that the masks can be rather sensitive, so it is best that you leave it to an artist to make a proper modification – or it could lead to some rather peculiar situations if your artistic capacity happens to be…sub-par.

Techniques to Doguu Making 300 CP

The majority of these clay figurines are ancient, detailing animals or small humanoids, and to date, it's still unclear why they were made in the first place. This short primer teaches one how to faithfully reproduce these artefacts, even with modern materials. However, with a bit of extra magic, you'll be able to bring them to life – though this is where the primer seems to become a bit unclear.

Doguu and Haniwa are distinctly different objects – though they may be visually similar in some cases. The primer goes to indicate however that these doguu you create can serve the same function as a haniwa would, acting as a container for the souls of the dead. In time, you'll be able to animate the figurine and bring back fragments of the dead soul as well…

I'm not so sure they would be happy to find themselves stuck in a clay figurine, and that's assuming that the Doguu captures their soul intact. You may alternatively choose to insert a soul into the figurine, though it is best if you have some expertise in manipulating souls and spirits before you do so.

Munechika's Legacy to Future Smiths 300 CP

These are the notes of one Munechika Sanjou – one of the blacksmiths who forged the five swords under heaven – blades of renown in this land. Though his notes are rather tattered and sparse, they still possess a wealth of information for any aspiring blacksmith.

Any piece you create is far more likely to become a recognized masterpiece, and should you inscribe a signature onto a piece, you can weave an ability into the weapon to empower them. Any who reads these notes can perform such a task, but the quality of their work will be dependent on their own skill.

{DRAWBACKS}

Further challenges exist of course, but for the Henge and the Reformer, the same challenge can mean vastly different things. Be wary of what actually happens when you choose these options. You can take up to 900 CP in drawbacks.

Animal Woes 100 CP – Henge Only

Your animal instincts as a Henge will dominate over whatever intentions you have as an individual. Despite your best intentions, you seem to live up to every stereotypical feature of an animal in comical fashion. As a dog you might end up "marking territory" in public, as a rat you may end up stealing, as a cryptid or mythical creature you may end up behaving as the legends would describe. The moment you let down your guard mentally, those instincts will take over.

A Bit Too Mundane 100 CP – Reformer Only

Things are…too boring. You can't help but feel that regardless of what you do, everything is moving at a pace that is too slow. But despite your best efforts, you can't seem to sate the desire for excitement. Be wary lest it drives you to take on vices and dangerous behaviour. Your powers will weaken over time – almost as if the world has taken hold of them and made them equally mundane.

The New Generation 100 CP

Henge: The town has a problem – its youth, disillusioned with the idea of living in a backwater rural town, are leaving by the dozens. As a Henge, you're going to need to find a way to stop this population bleed. Should the town be left with no natural residents capable of sustaining the population – you will fail. Your end condition is modified: the town population must be over 500 by the time you achieve the conditions.

Reformer: This world reminds you of your original world, does it not? But this generation of humans is not going to find you familiar in the least. Be wary should you use any sort of power that cannot be explained by science, as you will be treated as a threat and a monster. These humans do not want to cooperate with you – they want to use you until you're spent.

Recession 100 CP

Henge: Everybody in town seems to be obsessed with monetary concerns – but it's a problem that doesn't end. Giving them more money is not a solution – it's not the matter of possession that is a problem, but the need to possess more. You have a difficult challenge ahead of you – how are you going fill in the black hole in their hearts?

Reformer: No matter where you go, an economic depression follows you like a disease. Even ignoring the depression to ensue, your very presence inspires greed in all forms of life. What starts off as a subtle greed at first will slowly grow into a possessive desire exhibited by any sentient being. A greed for money, a greed for life, a greed for dominance. The longer you remain in any place, the worse it will become. Do you choose to corrupt one section of the world, or will you spread your disease all over the globe?

Unsustainable Development 100 CP

Henge: A group of developers want to build into the town – and by build into they mean they want to tear down the town and raise it into a metropolis of their own design. Xenophobes by nature, if anyone reveals the existence of the Henge to them, it is likely they will use all of their resources to destroy you. Be very careful as you fend off their intrusion, lest you find yourself becoming public enemy number one.

Reformer: A world that wants to grow, but refuses to grow at the same time. This Earth's population growth rate will triple as a new baby boom takes hold. Starting from third world countries at first, population growth rates will quickly grow at a rate which will become unmanageable. By the end of the first year, even OECD countries can expect to see their fertility rates hit 4.0. It's a senseless growth explosion, one that contradicts the cost of children on the world – but it seems that nobody really cares too much anymore.

Endangered Species 200 CP

Henge: Over time, new Henge will pop up around in town – many of these happen to be endangered species, looking for shelter from a world that wants to see them dead. Unlike the pre-existing Henge, these Henge will count towards the town's population – so that's just more people you'll have to help out and befriend if you want a way out.

Reformer: Over the span of the next ten years, humans will decide that it is necessary to exterminate animals for sport. Hunting becomes a national pastime in many countries, and laws are enacted to protect hunting and the elimination of wild animals in favour of life stock. This might not necessarily affect you – but if hunters catch wind of you – you may well become the ultimate prey. Keep your abilities to yourself as the hunters go about their business.

Depression 200 CP

Henge: Humans might possess a far greater mental capacity than other animals, but unfortunately, their greatest strength also happens to cripple them from time to time. The mind is such a beautiful thing, and yet so frail at the same time. You'll find that depression sets in quickly in whoever you and your companions don't manage to help, and should they not be attended to; their affliction will spread to others. Naturally, this won't bode well for your efforts.

Reformer: The rates of depression induced suicides are on the rise, and if you're looking to curb such a trend, you're going to have to find yourself stretched thin. What is depression? Why does it occur? Is there any common cause? Those are questions you'll have to figure out if you don't want to watch the world end itself around you. Let it linger for too long, and you'll even start to hear about "suicide pacts"…

Herbivores 200 CP

Henge: It seems, with the shifts in society around the world, that more and more "herbivores" 「草食系」 are starting to arrive in town, looking for a quiet place to claim as their own. These people are benign, and generally of both genders, but they don't seem very social at all, preferring to stick to themselves and immerse themselves in their own little worlds. Naturally, they add to the population of the town – but getting through to these people is going to take a substantially larger amount of effort than most. It's almost as if they've closed themselves off from society…

Reformer: As society establishes security, there are more and more who firmly believe that they no longer need to interact with the world around them. Tired of the constant competition, tired of the daily grind, it seems that more and more people have closed in and become recluses. It

doesn't bode well for countries as this trend continues to explode and grow like an invisible disease, proliferating until it reaches the upper echelons of society.

What will the world look like when everyone has forgotten the concept of face to face communication?

Social Apathy 300 CP

Henge: Why does nobody care at all? Contrary to what Hotei says, the people in town seem to be actively against you and Henge in general. It takes a substantial amount of effort even to get the humans to acknowledge your presence, and if you act on your own accord, it's likely they'll treat you as a pest. People are also likely to forget the good deeds you've done for them much quicker, and unless you meet with them regularly, they might forget you altogether. Being forgotten really isn't a nice experience…

Reformer: The world stagnates completely, and you are equally affected. There's a listless feeling gripping your mind, and if you stay still, it'll quickly take hold of your body as well. The people around are equally affected – but they lack one thing you possess, an awareness of their situation. Be wary that your companions are also affected – and when the entire world comes to a halt…well, what happens next?

Does it even matter at that point?

{SCENARIO}

The Henge and the Human often walk parallel paths, sometimes never even capable of looking across to notice one another. Content with their natural paradise, many Henge choose not to interact with humans at all, living as spirits until their domains are disturbed. Fascinated by the advance of society, many Humans lack the time to notice the little spirits going about in their daily lives.

But what if those two paths could intersect? Instead of parallel paths, what if your paths were to intersect instead? Your choice of scenario is restricted by your species – a Henge may only follow the Henge side, and such is the same for the Reformer. However, if you have companions that are not of the same background as you, they'll follow a different scenario.

Regardless of whether you take the Henge side or the Reformer side, you'll still gain the same amount of 300 CP.

Magatama are used here by spirits and collectors alike as a currency, for purposes you'll come to understand as you spend more time here. The amount of Magatama you gain will be shared between both sides, so be wary of what you buy.

THE HENGE SIDE

森羅万象

[ALL THINGS IN NATURE]

~Hotei's Special Request~

Your first day in town and Hotei already has a request for you, but as he tells you over a cup of tea, it isn't going to be a normal one. By that, he means he doesn't expect you to complete this request anytime soon, though if you could take the time to look into it he would really appreciate it.

As Hotei explains, a very strange phenomenon has set in across the land, affecting the weather all throughout, and naturally this little town isn't exempt from it. Though he's seen from his old television set that seasonal weather changes are to be expected as the planet shifts, he's rather convinced that this is something out of the ordinary.

You can't blame him; for one thing it's been snowing without end for the last couple weeks. It's spring, so really the fact that it's snowing alone isn't the issue, it's the fact that all of the snow seems to disappear at the end of each day which makes it odd. The kids might enjoy the snow and the parents might enjoy not having to shovel, but everything agrees that something strange is afoot.

Hotei believes that all of these oddities may have to do with a local nature spirit, but she has apparently gone missing ever since the freak snow storms started. By your reckoning that's probably a good sign that she's involved, but if you want to get to the bottom of things you should probably search for this nature spirit yourself.

Koyukihime (小雪姫), as Hotei calls her, used to reside up in the mountains behind the town, but with the snowstorm present, it may not be the best time right now to venture out in order to find her. Hotei suggests that you might want to start with the townsfolk – some of the older townsfolk and Henge might know Koyukihime's other old haunts. And maybe they'll also help you get to know a bit about your target before you set off to find her.

Trying to find her before this may well be a fruitless endeavour, as you try to leave the town, the snowstorm only grows bigger, and you'll find yourself wandering in circles for hours on end.

[SPRING, THE SEASON OF BEGINNINGS]

~Awakening from Hibernation~

If you go around the town, you'll find that Koyukihime hasn't shown up in a very long time, enough that most of the younger generation won't have any clue regarding her identity or her whereabouts. Still, there are some of the elders who remember…though you might have to help jog their memories a little.

Maybe if you helped a couple of them, you might be able to get some information? There isn't that much else to do – not while the snowstorm is still raging. Thankfully, at least the elders are very easy to find.

The Dog Elder

A Henge that has seen the passing of many snowstorms, but this one definitely smells different to him. You'll find him drifting from house to house, but getting him to pay attention to you is as easy as offering him a bone. The Dog Elder, having lived for a substantial time himself, has indeed seen Koyukihime – though only in passing. He's not too keen of the snow, but mentions that whenever Koyukihime used to show up, the villagers of old would pray at a shrine.

Maybe you could find her at this shrine? Not that the Dog Elder would know where it is, and that won't change even after he's taken another bone from you.

The Kappa Elder

A Henge that would much rather see the snowstorm come to an end so that spring can properly arrive, he harbours a healthy respect for Koyukihime, but just wishes that she wouldn't throw a tantrum now. You'll typically find him near the river bank, but with the crazy amount of snow you might have to search near the marsh caves.

He's seen her throw tantrums before, resulting in massive storms like these, but every time she did so before, it would subside after a few days. He remembers that in the past, people used to put out various candies as offerings – though he's not too sure if the practice is still ongoing nowadays.

The Snake Elder

You'll have to bother her sleep a bit, but she doesn't mind, since it would have been about time for her to wake up, except for all this blasted snow. That being said, she'd really like it if you had a way to keep her warm – spring really shouldn't be this cold. The Snake Elder and Koyukihime never really got along, seeing as the Snake Elder would generally be sleeping when Koyukihime was active, and vice versa.

But the Snake Elder suggests you should probably find one of the older humans in town – Koyukihime used to be worshipped as a local deity of sorts.

The Witch

A witch from ancient times, who some suspect may well be as old as the village itself – though that's a rumour no one has turned into a question, and people probably won't be willing to ask. When you do find her, you'll realize why people would call her a witch – she looks like she's in her late teens, despite telling you stories of the town's history.

She knows a lot about the town's history, and Koyukihime is just one part of that. Koyukihime, as she explains, has been hailed as one of the nature deities from time immemorial, though a few years ago she had disappeared. By this generation however, worship has mostly died off, and the witch believes this may have had something to do with Koyukihime's disappearance.

How that is tied in with her evident reappearance, even the witch isn't sure. But she does indicate that there used to be an old shrine near the forest's edge where rituals were held to appease old spirits.

The Old Man by the Pool

Watching the snow as it falls onto the surface of the pool is pretty, but while the old man would be fine with you staying and watching – you have some questions you want to ask. The old man takes a while to gather his thoughts, so this is really a test of patience more than anything.

However, he'll eventually tell you of a childhood story of his – one about a harvest festival a very long time ago. As he remembered it, the elders at the time would appease Koyukihime in hopes of a late and short winter with a very specific arrangement of candy – though he only remembers this as he had his hand slapped viciously whenever he tried to take a piece of candy.

The Old Lady by the Bridge

An old lady who always visits the same bridge at the same time every day, finding her won't be hard, though maybe you should bring her a good wool jacket. Despite her undeniable age, you'll find that her memory is still impeccable; this woman could have become the village archivist if there was ever a need for one.

When you mention Koyukihime to her, the old lady's face lights up – she still remembers Koyukihime from when she was just a young girl, and they used to play together. She remembers that Koyukihime didn't actually like candy that much, except for a very specific type. Thankfully, she still has some stashed away for when her grandchildren come around. She doesn't mind giving you some.

As a small token of appreciation, each Elder you assist will bestow upon you **50 Magatama.**

Thankfully, if you've even helped one of the Elders, the stories they regal you with will give you enough of a clue as to how you'll lift the storm at the very least. The old shrine near the forest's edge should suffice for the ritual that the Elders spoke of. Now all you'd need to do is collect a good pile of snow… Thankfully, whatever you scoop out will remain even as the rest of the snow disappears, so leave a couple buckets out and you should have plenty of snow in no time.

Koyukihime takes a while to appear even if you perform the ritual as the Elders would suggest you to, though if you had all the parts, it would probably go smoother. As one might expect of a nature spirit, she might take the appearance of a human, but parts of her are evidently affected by her element – that is, snow.

Thankfully she still understands human speech. Koyukihime seems a bit puzzled that you've conjured her, but she'll quickly come to realize that you're here because of the nice weather you're having. It's nice weather to her anyways – the snow is always so pretty.

But it's probably for the best that you convince her to stop, for one thing, the village could do with the snowstorm down so that farmers can get back to their daily lives, general residents don't have to worry about frostbite, and so the sun can finally come out for once.

Koyukihime won't be easily dissuaded, after all this is her time to play. However…if you're willing to make a compromise, she might consider letting the snowstorm subside. She'll drop the storm, but in turn you'll become her new source of amusement, binding you here to this world until she's satisfied. If you decide to break your covenant with her, the storm will return once again.

Maybe if you spend some time with her, you'll be able to figure out why she started this in the first place…

[SUMMER, THE SEASON OF LIFE]

~A Town Where You Lived~

Summer comes, and now you've made a new friend. Koyukihime generally doesn't care much for the heat, but it has been a long time since she's generally interacted with anyone, so she's keen on sticking around. It would seem based on how…attached she is to you, that she's been pretty lonely for some time.

Get her annoyed, and you'll start to see snowflakes come down from the sky. Get her mad…well you might see snow in June. But regardless, she'll stick with you through thick and thin, and that means she'll be present to help you should you need it. Well, being from the region, she does know a lot of people who might need help.

There's still the matter of why she started a freak snow storm in the first place.

It's obvious that she's hesitant to discuss it, and even if you happen to be very good friends with her, she'd prefer if you did not have to mention it. Still, Hotei is very curious to know why Koyukihime has decided to show up now, as he hasn't seen her in years. He'll confide with you privately that he's a bit relieved the past couple winters have been mild, undoubtedly due to her absence.

Koyukihime isn't too keen on explaining herself, but if you pay attention to her, you'll notice that she seems to disappear at specific times in the day. Not a matter of "she vanished", but rather, she'll leave your company and head off in specific directions. You could try and follow her, but she'll always manage to lose

you in some street corner – it would seem that she is a nature spirit after all. Hotei suggests that if Koyukihime is up to something strange, you should probably ask the Elders, or maybe visit the old library.

Well, you should have helped at least one of the Elders, so even if you dread going to the library, you should still be able to dig up a little bit of information regarding Koyukihime's strange behaviour. It's just a pity that common sense could have provided the same answer.

Being a nature spirit associated with snow, Koyukihime is unfortunately very susceptible to simply disappearing during summer. Hotei surmises that she's likely struggling to merely sustain herself, it being so long past her time. As Hotei explains, a nature spirit follows a natural cycle, and snow in summer is hardly a natural cycle. So Koyukihime is naturally weakening herself by persisting.

You should probably confront her and figure out why she's struggling so hard…

Even if your relationship with Koyukihime is relatively close, she'll try to shy away from explaining herself – but should you persist, you'll eventually crack open her frosty exterior. There are some…misconceptions about Koyukihime that she'd rather not have to discuss, but she'll at least tell you that there's a curse upon her – one that binds her to manifest.

If she's going to be stuck manifested, she might as well spend time with interesting people, right?

Whether or not it comes to your mind, Hotei will arrive at the conclusion that if you were to lift the curse, Koyukihime could probably return to her domain and natural balance would be restored. It seems like a sensible course of action, but trying to remove the curse with your powers won't have any effect.

As Koyukihime explains, the curse laid down upon her has to be broken in a very specific fashion. You might be able to alleviate some of the effects, but lifting it entirely requires a different touch – specifically…an outsider's touch.

It looks like you're going to have to go on a road trip. But Koyukihime doesn't seem too keen on that right now – she's bound to the town by the curse anyways. There's still plenty of summer left, and she's pretty keen on making the most of it while she can. Seeing summer is one thing, experiencing it is another – so for now, you should probably just help her enjoy the time she has at hand.

Parties, festivals, even just day to day work, there's still plenty to do in a rural village during this season.

~The Eternity You Desired~

Fall arrives, and the cooler weather helps Koyukihime somewhat, but it also reminds you of the matter at hand.

It's odd that you would need the help of an outsider, but if Koyukihime insists on it, you suppose there isn't much reason not to play along. She has to have her reasons after all, it seems like everything she's done prior to this has been for one reason or another.

Still, if you're going to enlist the help of an outsider it would be wise to see how you're going to take a train out of this town. Hotei warns you that you might have trouble getting the humans to see you – and there haven't been too many trains passing down this line.

Considering the train seems to come in once a week, you should make sure you catch it the first time – and maybe bringing along a human friend if you have any would be a good idea. You don't necessarily need to tell them why you want to go to the city in the first place. When you find your way into the city, you'll notice that it's still snowing lightly – no doubt Koyukihime's handiwork and maybe part of her curse as well.

If this is draining her energy, you should quickly find an outsider to help you.

But who are you going to convince and how are you going to go about it? You don't really know anyone here…and it quickly becomes obvious that humans really can't see you after all. They can see what you do however…maybe if you take some time to scout around the city, you'll be able to find somebody fitting.

Whose aid will you enlist?

The Cram School Student

A teenager might be easier to convince than an adult, but that's if you can successfully hold his attention for any extended period of time. A bit of a worrywart, and in love troubles, getting any compliance out of this young man is going to be a miracle unless you help him with his problems first. Still, there's no doubt that he would accept the idea of a spirit world much better than most.

If you can help him find a way to make up with his girlfriend, he'll have no further doubts about helping you. It might seem rather straightforward until you realize that his girlfriend is…a rather odd one. For one thing, she seems to act as though she notices you from time to time. That and they seem to have broken up over a box of candy.

Either way, mending ties should just be a matter of resolving their communication issues – or you'll find that both the boy and the girl are rather keen to come to the village with you. The more the merrier right?

The Businessman

A stuffy businessman who will truly take a substantial amount of effort to establish contact with, for one thing he's absolutely blind to spirits and refuses to have anything to do with the village. If you dig a bit into his past however, you might find traces of a young boy who dabbled in "spells and sorcery" with his friends. Maybe there are still some dying embers of that which could be lit.

It'll take a bit of direct supernatural intervention to catch his attention, but if you can awaken that spark of curiosity inside him, this man has seen many supernatural comings and goings – to the point that his wealth of knowledge regarding seals and curses might surprise you.

The Teacher

This young schoolteacher has many doubts plaguing her – enough that if you have any sort of spiritual sight, you'll find that her doubts have manifested into negative energy lingering around her like a toxic mist. There's something intriguing about this woman however, and it's not the fact that she drinks herself into a daze – a daze in which she can see and communicate with you.

It seems that she has a lot of deaths that she can't seem to get over, but a recent death of a childhood friend took her over the edge. If you can help her with her problems, help her pick herself back up, she'll probably be keen to see "this whole new world" out there. Who knows…maybe as a teacher she's encountered something that could help Koyukihime with her plight?

The Little Boy

Convincing this little boy to come with you is a piece of cake. For one thing, he can see you directly. For another, he's very bored and his parents have been overseas for some time, leaving him with his elderly grandmother. How you'll convince the grandmother to let you take him is something else altogether.

Handle the situation delicately, because the grandmother has no qualms of trying to drive you away with ancient wards and curses if she even begins to suspect

you are an evil spirit. Should you succeed however, you might think that the little boy is a bit too easily distracted to be of help…but sometimes childhood innocence can lead to unexpected results…

The Lone Wolf

A beggar who seems to be down on his last legs, you probably shouldn't expect anything if you help him. He won't even notice your presence until you consistently help him through these dark days of his. But eventually he'll start acknowledging the presence of his "guardian angel".

There's something rather odd about this man – when he starts acknowledging you, it isn't empty praise or mindless blabbering – he genuinely appears to have gained the ability to see you. Furthermore, he seems to know what you're after, and has no qualms with following you back to the village. He does warn you however, that things may not turn out as you might expect them to.

It's been a long time since he returned home…

The Familiar One(s) (Only if you have a Reformer companion)

This individual seems oddly familiar…could they be a companion of yours? They have been investigating into some strange weather phenomenon, perhaps linked with a man's death. It's a far leap to trust somebody that you only have a slight familiarity with, but given that they are able to see you…

Well, it can't hurt to bring them along right? From what they've gathered, they seem rather keen to pay the village a visit as well…

When you've found the individual (or individuals) that you wanted to bring back for Koyukihime, she'll realize that they aren't whoever she was looking for. She's grateful that you went in search for him…but she's coming to terms with the fact that the world has severely changed since she last stepped outside.

Perhaps it is time for her to explain. Certainly she seems to feel that way.

A long time ago, Koyukihime's domain was much wider than just the town, but then came a man who changed the playing field entirely. With his wards and charms, Koyukihime found herself backed into a corner – until she was finally sealed here in this town.

So when Koyukihime awoke, she knew that something had changed. Likely, the man that had sealed her was dead. The individual that you brought back might know a bit more about that, especially when Koyukihime mentions that the man who sealed her was a famous priest. It seems like all Koyukihime wants now is confirmation.

In fact, it seems that all along, Koyukihime has been maintaining her presence in order to draw this priest out. Had he still been alive, Koyukihime has no doubt that he would have shown up to seal her once again. Her suspicions satisfied somewhat, Koyukihime agree that she can finally return to her resting state.

Wait…does that mean she was just bluffing about being under a curse still? It…would explain why your attempts to lift the curse and Hotei's attempts to detect the curse failed…

Koyukihime has one last request – one that you don't necessarily need to heed, she won't mind. But she's experienced the best of three seasons that she normally would not see – she'd be grateful if you could show her all the sights of autumn as well.

Thankfully, there are plenty of harvest festivals to consider. Unless you hold her manipulation against her, this may be one last opportunity to enjoy your time with this nature spirit. If you choose to acquiesce to her request – Koyukihime will bestow upon you a little parting gift of 100 Magatama before she goes.

[WINTER, THE SEASON OF ENDINGS]

~Of Reflections, and Reminisce~

It's winter again, and a gentle snow falls down across the town. Even though it happens to be accumulating, you suppose it's better than a snowstorm. Koyukihime seems to have departed once again. Hotei hopes that next time she returns it won't be followed by excessive snow fall, as he shares a cup of tea with you and friends.

Having helped out an Elder, or maybe several, you've already gone a long way to opening your gate for departure. As Hotei offers you more tea, he also suggests that with those Magatama you've collected, he could probably complete the gateway for you. Maybe it wouldn't be all that bad to take him up on his offer?

There are some other things that you could use however, and Hotei doesn't mind if you want to trade some magatama for them. He could always use a little bit more spending money for himself. He welcomes you to take a look inside his closet and see.

His closet is a mess…but there are a couple things that might catch your eye.

Item	Description	Magatama
Gateway Key	Completing the gateway that allows you to leave, this old wooden key also has another use – it can lock any door whether from inside or outside so long as there is a keyhole. Unlocking things however, is a different matter.	100
Inaw Sticks	Ritual sticks crafted by the Ainu clan, these were traditionally used by mortals to appeal to the various spirits in nature. Though they can be used to identify and perhaps even contact local deities, one should be wary that it doesn't guarantee a favourable response. Thankfully you can reuse these after they absorb a bit of magic.	200
Kazaori Eboshi	A tall hat rumoured to have been worn by Ebisu, one of the seven gods of fortune, you'll find that luck is a rather fickle thing – and the blessing this hat bestows benefits you specifically when it comes to fishing and ocean related matters, such as sailing and navigating the seas. The blessing also makes you slightly healthier, perhaps a testament to Ebisu's own trials.	200
Gift of the Satori	The Satori themselves are Youkai, once rumoured to be mountain spirits that became corrupted. But their gift remained intact, despite their twisted forms. Allowing one to read the minds of others, you'll be able to follow along with their thoughts, and perhaps even act on those thoughts before they can act.	200
Shikigami Manikin Set	A stack of origami paper used to trap wayward spirits and bind them into shikigami. Be wary that should the wayward spirit be stronger than you, or possess formidable levels of willpower, they will seize control of their new bodies. Otherwise, you can use these origami spirits to perform different tasks like information gathering and infiltration.	300
Little Bakeneko Kitten	A small kitten that looks…remarkably normal. It is pretty cute too, and a bit of an attention hog, though it is quite open as to whose attention it seeks. As it grows, you may start to notice a second tail start to form from the original, a sign that this little kitten is starting to awaken to its magical potential. When the second tail fully forms, your little pet will be able to perform rudimentary shapeshifting magic at will.	300

Nurarihyon's Kesa	Though it does look a bit like a burlap sack, this article of clothing is generally worn by monks and ascetics, though this one in particular seems to have been worn by a particularly potent Youkai. It's quickly apparent when this is worn that supernatural creatures and humans alike will become significantly more tolerant of your presence – to some degree it would seem that the burlap sack makes you somebody familiar to them, though they can't pin down exactly who. Grants you the ability to communicate with supernatural creatures.	400

If you didn't take the option to depart, you'll remain until your time is up as you continue to reinforce your departure gate by helping others out. Helping the Elders out would mean that many people have at least heard of you, so it shouldn't be too difficult of a task. Koyukihime does show up each winter, and thankfully she doesn't come with those snowstorms!

Enjoy the rest of your time here.

THE REFORMER SIDE

一期一会

[A CHANCE ENCOUNTER]

~The Worth of a Life~

It's all over the news, making the headlines everywhere you go. The death of a man that you've never heard of, and frankly, it's odd to see one person's death have such a substantial impact. Well, to put things into perspective, this man was a man of substantial standing in many circles – and within the city you're in, he was very well loved.

So you suppose it's not too strange that there's public mourning going on, and…a large group of people who seem convinced that the world is going to change for the worse with the passing of this man. There's nothing stopping you from continuing your daily routine, except the news reports in the days that follow seem to get distinctively weirder – to the point that you can't ignore it much longer.

You know it is winter, but reminds of "magical" snowstorms are definitely far beyond the norm that you've come to expect in your short time here. The longer you continue to ignore it, the worst the snow seems to get. You heard reports that within a specific village nearby, all the snow has been disappearing.

Well, you know where the snow is going – it's all being dumped here in the city. Yet if you think about everything that has happened in the past little while, something seems to be…a bit too timely to be mere coincidence.

The famous guy died…and several days afterwards the magic snowstorms hit. The local news implying that the man's death is related to this calamity only serves to reinforce what suspicions you might have. A friendly police officer who happened to pass by to check up on your neighbourhood even mentions that it is a pity the man is gone – as if he could have done something about all the snow.

It doesn't look like the freak snowstorm is going to stop anytime soon, and by now, there's enough snow present to ruin any vacation plans you may have had. That village mentioned on television definitely seems suspicious and you'd be wise to check it out, except the town is gridlocked in snow.

On the other hand, investigating the man might give you a more concrete foundation to start with. If the man is indeed related, figuring out how will probably be a big step in terms of solving this mystery. You might be able to get some answers about the man by asking the local folks – but then there's a more pressing matter at hand.

What are you going to do about all this snow?!

[ENDLESS RAIN]

~Leaving the City~

Thankfully, even if you decide that hibernating through this freak winter is the better idea rather than trying to do something about it, eventually the insane quantities of snow will subside somewhat. Granted, it's already nearing the end of spring, and you're still seeing a steady quantity of snow. Just because it isn't accumulating as quickly doesn't mean it doesn't pose a problem anymore.

But it's enough for you to get around without a problem anyways, and with more news spreading that the "extended winter" has become a nationwide phenomenon, maybe now would be a good time to start your investigation into that man. The meteorologists are convinced that global warming is at fault – but even they can't explain why it is happening to this degree.

If you're going to investigate this, it's best to start with something easy…looking into that famous death – people are still talking about him after all. The neighbourhood policeman would greatly appreciate it if you looked into the matter as well – the police are a bit too busy handling with the fallout after the snow.

Being as well-known as he is, there are plenty of people on the street who could tell you some basic details about him. For one thing, he happened to be a famous priest, a diviner, as well as a television personality. This man had obviously made it big…though it is popular belief that his fame might have also been a contributing factor to his death. The policeman, feeling a bit guilty that he hasn't helped out at all so far, can confirm that the priest's death was definitely no accident.

But considering this was his hometown apparently, maybe the locals here would have some clues for you that the news would have missed altogether. Scratching together different news article, you've noticed that certain people seem to show up more often than not…

The Cram School Student

A young teenager who appears to be present in many pictures with the priest and his family, it seems that this boy is related to the priest somehow. When you talk to him however, you'll realize that the relationship is an indirect one – for a time he was in a relationship with the priest's niece.

He remembered that his then girlfriend at the time was very keen to go to the next village over – but her uncle was very much against it – for reasons that he never really understood. Not that she could explain it clearly, except to say that he had gone there for business once before.

The Businessman

A middle aged man who had worked closely with the deceased priest, he understandably doesn't want too much about his deceased colleague. However, he does mention that the priest had often spoken of a major mistake that he had made years back. The only detail that the businessman remembers was that the priest had wronged somebody greatly – enough that even the priest was afraid of repercussions. Maybe that was what led to his death?

The Teacher

A school teacher who knew the priest from back when they were both children, she mentions that along with the local police office – they all used to be friends. From a young age, the priest was already more "spiritually attuned" than anyone else, and the teacher has no doubt that the priest likely had many secrets that he never spoke to anyone about. As she mentions – he was always a little bit secretive, especially when it came to his work.

She remembers that he had a rather traumatic incident several years back…though she never really had the chance to ask what happened.

The Little Boy

A little boy who happens to live next to the priest – at least he used to. He mentions that the "old guy" used to have all sorts of trinkets and fancy toys, though he'd never let the little boy play with them. The "old guy" would get particularly mad if anyone ever tried to enter into his house – even if it was just into the garden.

From time to time, it seemed the "old guy" would get so caught up in his own little world that he would not even notice when other people were around.

The Lone Wolf

A wanderer who seems to drift all over town, no one quite knows where he calls home, but they do know that he sees nearly everything that happens in town. Well, besides the things that happens behind closed doors. This drifter is quite a bit specific with his demands – before he's willing to tell you anything, he wants you to buy him a meal.

Still, he professes to know quite a bit of dirt on the priest. After all, an alley dog like him can go about town without a care, without hassle. If it's just a meal, it shouldn't be a problem, right?

The drifter, after his stomach is full, comes to the conclusion that he can give you a helpful hint in your search. While the priest in public always seemed to be composed, there was one time in particular when this was not the case. The drifter remembers when the priest returned from the old train station…a place that no one had used for quite some time to get to the old village – maybe that's where you should investigate as well. At least he gave you the instructions on how to get there – it's rather well hidden.

A Self Proclaimed Witch

You're pretty sure that this young girl isn't a witch, but she insists that you shouldn't take her arcane powers lightly. Well…maybe you can give her fantasies the benefit of the doubt. With her powerful magic, she has surveyed the town, and can confirm for you that there is indeed potent magic at work. On second thought, you're pretty sure that this girl is a whack.

But if you entertain her for long enough, she'll tell you of a mystical village that you can only reach on a special train. Who told her this? Well, the almighty sage of course! Judging by her description of the sage, it seems that the priest told this girl a thing or two. Who knows…maybe this story has some truth to it…

Everything you've learned seems to point towards the small village that the news had mentioned to begin with. But as you may have found out from some of the townsfolk, catching the right train that actually will stop at the town might be a little bit difficult. For one thing, it's not even a stop on any official line anymore.

Some of the townsfolk might be able to help you procure a ticket, especially if they happen to know about the little village in the first place. If you were to put up a notice…you might find some helpful souls willing to find you a ticket. So long as you have a ticket, you'll be able to find a train willing to take you to the village.

Just remember to be on time.

Strange…you weren't meaning to fall asleep, but you did – thankfully it seems that you woke up just on time as the train slides into the station. It's a station that has clearly stood against the tests of time, but it seems to be well taken care of.

There's no attendant here to receive you, but once you get off with your luggage, the train will depart. What, did you think that the train was going to wait for you? Thankfully it is nice and sunny in the station – strangely serene, strangely tranquil…

Doesn't it feel like you've been here before? Maybe it just looks familiar to something else you've seen on your travels…a passing coincidence. Even the season here feels off – but that may just be due to the presence of the sun, something you haven't seen in a while. Still, it may feel off, but it doesn't feel wrong, no harm in doing a bit of exploring.

The village doesn't seem too large…and with it still being day out, maybe now would be a good time to touch base with some of the locals and figure out what's going on. If the brilliant sunshine here is any indicator, you'd guess that there has to be one person here at least that can figure out why all the sunshine in the world decided to come to this place.

The Dog Elder

A great big shiba inu who seems to content to just laze about in the sun, this old dog is content to just lie about and pretend to be a normal dog. Belly rubs, playing fetch, gnawing on an occasional bone, he'll ignore you until you talk to him directly – it's pretty easy to tell the difference between him and normal dogs. After all, he's twice as big as you'd expect from a dog of his breed. Still…how did you know that he would respond to you in human speech?

Regardless, when you explain the purpose of your visit to him, the dog will knowingly tell you to head to the forest shrine. That being said, he also wants you to scratch his back and find him a couple good bones to gnaw on. Should you do so, the Elder will give you one last piece of advice – the spirit you seek is not one that likes to be surprised…

The Kappa Elder

A strange humanoid lizard, from the first glance you catch of him near the river, you'll know that this is no normal beast. Whatever you do, don't try to bow to it, or trick it to bow – Kappas have a very critical weakness at the top of their heads that they not like to expose.

Kappas, should you know your folklore or if you've done some local research, have a peculiar fondness for cucumbers – and if you get some from the local market, this Elder will be more than happy to share his wisdom with you. The spirit you seek is a Yuki-onna, while generally inactive during the summer seasons; her rampage is the cause of the violent weather outside. As the Kappa warns you, you should approach this spirit with the utmost of respect, as the spirit is inclined to entreat with those who understand the importance of decorum.

The Snake Elder

Whatever you do, don't run when you hear her loud hiss. Sure, it's enough to tell you that there's a massive snake nearby, but if you do anything to startle her it's very likely that this Elder will vanish into the woods and you'll lose any chance to entreat with her.

Now that summer is finally here in the village, the Snake Elder has become active once again, and a fresh human such as you greatly interests her. For one thing, she can tell by your scent that you're not of the village. Not too aware of the outside world's circumstances, the Snake Elder would like you to share some stories of the outside world.

Entertain her with your exploits, and the Snake Elder will tell you some things about her own life here – and if you ask her in particular, about the Yuki-onna that she's friends with. Koyukihime, as the Snake Elder explains, is actually very timid – but she has a terrible tendency to overreact when she is surprised. If you were to approach her with candy, you might be able to appease her long enough to talk things over.

The Old Man by the Pool

An old man who never seems to stop fishing, you'll see him by the pool from dawn until dusk. It's probably a safe bet that this old guy has seen everything happening within the village, and when you ask him about recent events, he'll explain to you all about how Koyukihime, the local nature spirit has awakened once again.

Though even he admits that it is a bit strange that Koyukihime is still active now, there hasn't been much snow falling – so the old man can only presume that it's going somewhere else. Well, at least this confirms your suspicions. Seeing your interest in the nature spirit, the old man advises you wander through town a little

more. Normally Koyukihime would be at her shrine, but she's been wandering around the village more actively as of late.

The Old Lady by the Bridge

Well at least there's no difficulty to find this old lady. With but a look, she'll be able to tell that you come from the city. She doesn't hesitant to approach you and ask for a favour, if you'd be inclined to help her out. Years ago, her daughter left the villager along with her granddaughter for a new life in the city. All the old lady would ask is that you would deliver a letter to her daughter.

It'll be tough to figure out who the old lady's daughter is, but the old lady has a photograph – and you might find that it bears a striking resemblance to a schoolteacher you might have met. Well…maybe that's the granddaughter rather than the daughter – the photo is rather dated.

If you do accept this request, the old lady will compensate your effort the only way she knows how – with a handful of candy. The old lady insists that you take it – and that not even spirits can resist this candy.

An Oddly Familiar Spirit (Only if you have a Henge companion)

Strangely enough, if you wander around the village for long enough, this spirit will come find you. Somehow…they seem familiar – they almost feel like a companion that you haven't seen in quite some time. It would seem that they've noticed your presence and has been actively seeking you out too.

They'll offer to bring you to Koyukihime, provided that you have some candy to offer her. When you feel prepared and ready to confront the spirit behind all of this, you may find this companion again.

As you go along investigating the spirits, you'll find that a small sack will fill up with Magatama as you go – **50 Magatama** for each spirit you come across.

Spirits, you're still not sure what to make of these spirits – especially since you have never seen a spirit from the time of your arrival. But if spirits are involved, and what these spirits say is correct, then there likely had to be a tie between this nature spirit and the dead priest.

As the spirits suggest, if you were to approach Koyukihime and talk with her, you might be able to figure out a way to stop this. If you've found a couple of the Elders, tracking down Koyukihime shouldn't be too hard – and some specific spirits might even be able to lead you to her personally.

You might have been expecting a demon of some sorts, but Koyukihime just looks like a normal schoolgirl – nothing threatening about her appearance at all. In fact, she seems to be rather apologetic about the fact that snow seems to be running rampant across the nation. Well, at least this confirms that she is at least partially responsible.

Koyukihime explains to you that she had been maintaining the snow to confirm a suspicion of hers, and if you approach her about the priest that died you'll notice that she seems visibly relieved. Is she somehow related to his murder?

But Koyukihime has an alibi of her own – the priest that died was the very one who bound her, and it was only with his death that she managed to manifest once again. Clearly, she would not have been the one to kill him. But she has an idea about who might have been responsible…after all; you had to have found a way to place through someone right? A person who knew about this village and a person who knew about the priest – somebody with that kind of knowledge may well be responsible for the fate of the priest as well…

Koyukihime is content to know that she is no longer sealed, and will drop the storms affecting the nation. She bids you to stay a while and enjoy the village hospitality, but warns you that when you return, you should probably hunt down the murderer, and stop them before they commit another crime.

It's not that she isn't thankful that she's been released…but she knows that murdered spirits never leave peacefully…and murders don't always end in one.

You find Koyukihime's last words to you hard to believe – but at least you have an idea of who she was talking about. With the people you had met back in town however…it's not likely the police would take you seriously if you were to say you knew who the murderer was. Not with "evidence" from a snow spirit.

Looks like you'll have to approach them on your own – if Koyukihime's words are to be trusted.

But that's a choice you'll have to make for yourself as you get on board the train home. Good thing you have plenty of time to think on it…enough time that you'll drift to sleep before the train reaches halfway…

[ART OF LIFE]

~The Ignorant Masses~

Stepping off the train onto the station, it doesn't take you long to realize that people are staring at you like they've seen a ghost. You're not quite sure what all the commotion is about until you turn around and realize that…well…the train is no longer there.

Yeah, stepping out of thin air is definitely something that can scare people. You should probably get out of sight quickly before the station officer comes over to check you over.

While the spirit's words are still fresh on your mind, you should probably track down that murderer – already you've forgotten what the spirit looked like. If you can track down the potential murderer, and quickly, you might be able to stop them before they do anything worse. The safer option would probably be to create evidence while you confront them – but should you be confident in your skills, confronting them outright might throw them off guard.

There's just the matter of pinpointing which one of them is the murderer…

The Cram School Student

Confronting the student, it'll quickly become obvious that he isn't the murderer. For one thing, he's been so busy running back and forth between his old girlfriend and his evening classes that he could not have been present at the time when the priest was killed.

That being said, he does remember his girlfriend telling him once about her uncle panicking – and it was very rare to see the priest panic. He doesn't quite remember what it was…but he could ask for you if you could help him with some part time work. Well substituting in for him anyways.

It would seem, based on his girlfriend's own fuzzy memories of it, that one of her uncle's childhood friends was involved. She doesn't remember much else, besides the fact that they had a major falling out…

The Businessman

Thinking about it, the businessman might have had some monetary motivation for seeing his partner's death…but you'd best approach him delicately regarding this matter. If you manage to get a hold of him and poke around, you'll quickly find that he can't be the culprit either. For one thing, up until the death of his partner he's been working overseas, and he only returned to settle some affairs. It's hard to believe, based on the way he's acting even when you aren't interrogating him, that he'd hire a killer to off his partner.

The businessman grieves…if only he had taken the priest's last letter to him seriously. It seemed that the priest felt a substantial pressure to return to their hometown and right a personal wrong. The businessman isn't too sure what that is, but remembers that the priest never had too many close friends.

The Teacher

If you have that letter and the picture from the old lady, the teacher will be overjoyed to hear from her grandmother again. It'll help alleviate her heartache somewhat, and should you be inclined to chat with her a bit, she'll tell you a little more about her childhood friends.

Along with the priest, she was also very close friends with another boy in the neighbourhood, who stayed in town to become a police officer. They were good friends up until high school, when the teacher drifted apart from their group, caught up in her own life and with new friends.

She wishes that she had taken the time to catch up with the priest at the very least, though the other friend is no longer within her reach, having drifted too far away…

The Little Boy

You can't possibly be suspecting a little boy of murder, can you? The little boy, as you might have expected, doesn't even know what the word means. However, his grandmother might be able to help you out – seeing as you're investigating into the murder of her neighbour, and a murder left unresolved is a bad omen.

It might be the idle gossip of old ladies, but the grandmother heard a long time ago that the priest and his close friend had a falling out over another girl in town - even though in the end, that girl rejected both of them, the two of them never made up. You know…it does sound like housewife gossip…

The Lone Wolf

Even if you wanted to suspect him, the man is already long gone and nowhere to be seen. As you ask around about "that guy on the corner of the street", you'll be met with blank looks all around, as though nobody seems to remember the man at all. It's likely for the best if you give up trying to hunt him down.

One morning, you'll wake up to find a note on your desk. It seems that somebody slipped a note into your room – you don't even want to consider how that could have happened. It's a curt note.

"Where was the law when he needed it most?"

A Self Proclaimed Witch

Even if she calls herself a witch, you very much doubt that this schoolgirl would have committed the murder. But then again, if she is a witch…who knows – maybe she could have done it indirectly? When you confront the girl however, it seems that she's gone back to being a…normal schoolgirl. Her friends seem to be vouch for her as well – they can't all be in this together.

Was being a witch just a fad? She doesn't really seem inclined to talk about it, and while she doesn't have much information to help you at all, she gives you a cryptic warning. "The past is something to be feared."

You weren't expecting that none of them would be involved. Still…with the spirit's last words…and all of these stories…there might be something that matches up… Now that the snow has disappeared and the situation has normalized somewhat, there have been stories of "ghosts" popping up on the local news. Unfortunately, it would seem that more deaths have been popping up – deaths that had gone unreported during the snowstorm.

But…did they go unreported…or was this just a matter of negligence? After all…that friendly policeman did say he was going around making rounds checking up on people during the snowstorm…

It seemed like such a kind act at the time too…

But if you go back to ask the locals…you'll realize that the policeman was indeed everywhere. Could he have had a reason? Or perhaps you're just overthinking things entirely, and he's not involved at all. You'd hope that's the case at least…

Should you choose to confront him, you better have gathered enough information to make a strong case; otherwise he'll ignore you entirely. If you do have a convincing idea of his actions and motivations – he may cave in and admit it outright…but don't expect him to just turn himself in.

He is the law after all.

If you did choose to confront the murderer and bring him to justice – well, it won't bring the priest back, but the authorities will deign to offer you a small reward.

Unfortunately, it can't be anything monetary, but they're certain that it has some value – at the very least sentimental value.

[THE WIND RISES]

~Brave New World~

"You've awoken. Welcome back." An old man's voice, a room that isn't yours, a talking animal…is this a dream?

This…you're quite certain that this has to be a dream – but some memories are starting to come back to you, and right now you're at the point where you're not sure whether this is the real life, or just fantasy.

"This is going to be the last time I intrude on your dreams like this, at least before we have to meet one last time." So it is a dream – that's somewhat reassuring. At least you don't feel like you're in any danger at the moment…no harm in letting the dream unfold.

"Koyukihime wanted to express her gratitude you see – maybe you don't even remember her anymore – but either way, that's why I'm here. I brought some little trinkets along with me; maybe you'd be interested in some of them? In return, I'll take those some of those useless magatama off of your hands."

Just as you'd expect from a dream, the scenery suddenly changes and you find yourself in an old storage room. The old man follows you in and shows you around. "Granted, there's not much here that you might be interested in…but I do have some gadgets that are more modern than others which you might find interesting."

Item	Description	Magatama
Cell Phone	A Finnish cell phone that has withstood a substantial amount of punishment and made it through unscathed – despite not reaching its 100th birthday, it seems that it has become a tsukumogami, attaining some level of sentience. Though you can use it like a normal cell phone, it has a quirky tendency to move about on its own when no one is looking.	100
Memoirs of an Eggplant	A short novel detailing the life of a man who sustained himself on sweepstakes and lotteries alone, while this won't make you an instant lottery winner, it does come with a booklet of coupons you can use at any store which will refresh after you use them. This naturally reduces prices at	200

	shops you visit.	
A Bag of Tsujiura Senbei	It's a large, refilling bag of rice crackers – but each rice cracker has a note attached to it, one that will divine your fortune on a daily basis. It guarantees that something written on at least one of the fortunes you read will happen in the same day – thankfully most of the things written on these tsujiura are harmless or comedic in nature.	200
Hikyou Station	If you happen to take this train ticket – it'll cause a train station to follow along with you in each world you go to. This train station in particular will never be connected to a main line, and will always be located in some distant outskirt. While it is never manned by any personnel, it always seems to be in good condition. You've heard that ghosts haunt this station…but you can't tell if those are simply rumours or not.	200
High Tech Kotatsu	As you'd expect out of a kotatsu, it's there to warm you up in the event of a cold day. However, with the wondrous advances in technology, this kotatsu will allow you to hide inside – revealing a small room within, heated of course. You could use this as a camping tent…though seeing a covered table out in the wilderness might make people wary.	300
Catfish in a Bowl	You didn't think you'd see one, but it's a bowl with a catfish in it. Frankly it should probably be called an aquarium, considering the catfish is quite sizeable. While normally pretty calm and content to just swim about, whenever it gets agitated or feels threatened, small tremors shake the ground all around it. It's been trained to detect earthquakes before they arrive, but with time and nurture, it can create minor earthquakes as well.	300
Denpa Device	It looks every bit like a tin foil hat, and though people seem to ignore its existence, you can't help but wonder if they actually notice and just think that you're insane. However, when you wear this, it releases strange airwaves that can induce paranoia in those within the immediate vicinity. Good for people who want to go around making conspiracy theorists out of people.	400

With this hat on, it seems that people are much more inclined to ignore you – but it also means they'll overlook some of your…not as savoury activities.

Waking up in your own bed, the dream lingers in your head for a moment before it starts to fade away. You've probably had weirder dreams before – so this one too, will pass out from your memories before long. By the time you notice the strange parcel lying on the ground close by, you'll have already forgotten about the old man and the dream altogether.

Enjoy the rest of your time here, from time to time you might notice little spirits scurrying about…but surely it's just a figment of your imagination.

{THE EFFORTS OF MANY, THE CONSEQUENCES FOR ONE}

A familiar sensation hits you as the last day approaches, and Hotei returns to find you, in preparation for what is to come next. He's just as familiar with this as you are – so as your departure gate starts to form, Hotei turns to offer you three choices – something that should come rather naturally to you by now.

ANOTHER EARTH, ANOTHER LIFE

A jump from one world to another and you'll find yourself back home again. If you so desire – Hotei will return you back to your world of origin with everything you possess now.

TURNING BACK

One step away from the gate, but you still have the chance to turn away now. If you choose to turn back, the gate will close – forever. You'll remain in this world for the remainder of your days with what you have on hand – your abilities will be returned to you in full regardless of course.

ANOTHER WORLD, ANOTHER STORY

Without any tuning needed for the gate, it is ready for your departure, towards a whole new world. Just don't forget to pack everything up before you go.

NOTES

Golden Sky Stories, Barebones (Preface)

Golden Sky Stories is a bit of a social experiment TTRPG. Unconventional in the sense that conflict isn't something to be destroyed – rather the traditional concept of conflict in terms of combat and monsters is absent. While focusing on the idea that "the world can be here to help you too", the setting is heavily immersed in Japanese culture, and being a Japanese TTRPG this isn't out of the ordinary at all.

Converting a TTRPG to a CYOA was an interesting undertaking. For themes, sticking to the themes as delivered in setting meant that a lot of the traditional "jump conflicts" that people think of are wholly absent. The Henge, the concept of a small rural village, peaceful coexistence between man and nature were all things that were "carried over".

To increase the immersion somewhat and not leave it just as a matter of "standard slice of life" setting, elements were used from Golden Sky Stories' additional components, implementing more elements from Japanese mysticism (Mostly Shinto influenced). Items, complications, and the "reconstruction" of the town were all influenced largely by various elements present in Japanese culture, both modern and from older eras.

A lot of the original Japanese terminology was left in for those who like to wiki things. Consequently, the titles, the use of terminology, even the use of Yojijukugo in the scenarios are all intentional.

The choice of inserting a Reformer option was a substantial deviation from the TTRPG's premise, but serves as an "out" for those who feel too confined by the initial premise of the Henge. Of course, both scenarios serve as a moderate "bridge". You could say there are four "paths" available here.

But as always, this CYOA isn't meant for everyone. Some people may find the idea of a setting with no obvious conflict to be incomprehensible. Others may find it too mundane for their liking. At its heart, Golden Sky Stories is about relationships between people – the process of making them, cultivating them, and nurturing them. This naturally isn't everyone's cup of tea.

BACKGROUNDS

(Two varieties of backgrounds, to reflect two potential paths – Despite Golden Sky Stories essentially being a story about Henge, one of the five "options" places you on the opposite side.)

Speaking in terms of jump structure, the Henge and Reformer are opposite sides of the mirror – and offer different experiences, the former being more rigid, the latter being more freeform. The pair of scenarios (exclusive to backgrounds) work together to bring things to a bit more of an even middle ground, with both backgrounds working to explore "what if" concepts in the overall design of the TTRPG.

The Henge and Reformer options **are** mutually exclusive.

*__Henge (Overall)__ – The Henge are little spirits, who serve to help out in the little town you start in. As a Henge you can freely transform between human/animal form, and with the options below, you can determine what kind of animal you want to be. As a Henge (barring modifications), you do have your abilities intact. However the nature of Henge is not "destructive" by any means – it serves you little purpose to destroy the town on a whim (actually it is detrimental). You might find other uses for your abilities however.

The Henge, regardless of type, all have some basic abilities, generally related to their animal forms in some way, as well as some basic social "lifeline" skills.

At the end of the day, the intention of not putting a hard limiter was such that people would have the freedom to determine their own narrative. If they want to end the jump in a minute, it's their prerogative, and really nothing to boast about.

***Nichijou** – Nichijou are normal everyday animals, with the most "relaxed abilities", and focuses heavily on the mundane aspect of day to day affairs.

***Mononoke** – Mononoke draw from the various youkai found in Japanese folklore – but despite their often malevolent natures in traditional folklore, here they're rather helpful regardless of their origination stories. Their perks are focused on this negative stereotype of theirs, and general traits of youkai in folklore.

***Jinushi** – Jinushi can be summarized as "guardian spirits" of a locale, and can take up the forms of "earthy" animals like turtles, spiders, snakes and other such terrestrial creatures. Their perks, like the mononoke, are religiously associated to their nature as guardian spirits of a locale.

***Nokemono** – Truly the "odd one out" of the four backgrounds, reflecting the strange stylistic choice made in the last Golden Sky Stories expansion and the Supporter supplement – this allows for forms from creatures of other mythologies and folklore. (The last expansion also happened to include humans, whereas the supplement included witches) Their perks are the most esoteric of the group, reinforcing the idea that they are a bit of an oddity.

*__Reformer__ – Reflecting the last expansion of Golden Sky Stories with the addition of the human as a character choice, the Reformer is focused on overcoming "modern troubles through modern methods". Arguably, they have some of the most mundane perks, reflecting a relatively normal individual, largely focused on negotiation, clearing off day to day life, and skills necessary for life in a modern society.

HENGE PERKS

The perks list below is a "breakdown synthesis" of what the perks do and are meant as a guideline rather than a limiter. As they only serve as a basic guideline, they may not list out the full potential of the perk.

0	Henge Form	*Ability to transform into a Henge Creature form *Can reduce your size to that of a normal person, regardless of the original nature of the form.
0	Human Form	*Ability to transform back into a human form *Can choose a "fitting" human form of your choice, not necessarily your base form.
0	Henge Tendencies	*Some basic traits based off of your chosen animal form. *Cats might have a natural ability to recover from falls, dogs might have a better sense of smell, Kappa might have a natural proficiency towards water, and so forth.
0	Approachable	*Regardless of your form, people are generally tolerant of you and warm up to you quickly.

NICHIJOU PERKS

1	Every Little Thing	*Your ability to notice minute details improves significantly. *Can see past "poker faces" and realize when something is wrong for someone. *Your attempts to help people get through to them more often, and as a result people remember you better.
2	Dear My Friend	*Makes it easier to befriend others, and makes you instinctively aware of some personal quirks they have. *Your attempts to bond with these people improve faster. *People find it easier to trust you.
4	For the Moment	*Everybody around you will relax when you concentrate *This peacefully resolves most arguments, and even people fighting each other will slow down to reconsider. *Can be used to distract a large group of people with soothing thoughts.

6	Face the Change	*Freely shift between your forms, even in front of others, they won't flinch or run away *Of course if you want them to, you can selectively apply this effect *Speeds up the rate of your shape shifting, and reduces any penalties for hybrid forms.

MONONOKE PERKS

1	Poof in the Night	*Increases your abilities in the presence of darkness. *Whenever you're in a shadow, you can seemingly disappear and reappear at will. *Basic night vision.
2	No Fear of the Dark	*Removes the fear of darkness from those nearby *Blesses them with the ability to see in the dark *Can redirect their fear to something else (Perhaps You.)
4	Breaking the Mould	*Allows you to surprise people even when doing normal things. *Shallow form of mind reading, to let you understand what preconceptions people have about you. *Ability to subtly affect people's senses to change those preconceptions.
6	Hyakki Yagyou	*Conjure up a parade of Youkai, good as a distraction *The Youkai will linger around a specific area, guarding it until every member falls. Their strength is relative to your magic power dedicated to them, and they are friendly to individuals you are friendly with. *Stronger at night than they are in the day, they can be friendly haunts, or troublesome spectres.

JINUSHI PERKS

1	Old Soul	*Enhances your magic capabilities slightly *Grants you a bit of knowledge about the land around you when you arrive. *Ability to communicate with wildlife in general.
2	Jichinsai	*Claims a "local territory", roughly the size of a small village. *Within this territory, your rate of recovery for both health and magic increase significantly. *People entering the area grow more complacent to your authority.

4	Guardian of the Earth	*Attunes you to the nearby area – works best if you have a local territory claimed. *Can temporarily borrow the bodies of animals nearby and speak/see through them. *Slows down your aging, very minimal effect.
6	Hyakumonogatari Kaidankai	*Weakens the hold of reality a little, creates a space where tales of supernatural folklore can be brought to life. *So long as a rumour of a creature exists, it can be brought forth (though not necessarily as accurate to legend) *Actually needs a catalyst of a hundred candles (if these are not provided the field and creatures conjured only lasts for a short time) – the field disperses when all the candles are blown out (normally each one blows out after a short period of time)

NOKEMONO PERKS

1	Odd Man Out	*Can instinctively identify individuals who don't belong, and see things that don't belong. *General improvement to your reaction speed.
2	Inconspicuous	*Ability to blend in regardless of the situation. *Able to slip into conversations and events without causing any disruption.
4	The Miko's Art	*Can purge out negative spirits and emotions from others. *Can guide spirits into bodies, allowing them to possess the body (works best when the target body is willing) *Can create boundaries to ward off evil spirits.
6	Empathetic Link	*Joins your mind with those nearby, allowing all of you to convene and align your directives as one. *Can be used to emotionally stabilize others and allows you to act as their anchor. *The more people in the link, the greater all of your mental resilience becomes.

REFORMER PERKS

1	Calm Assessment	*Able to maintain your calm regardless of the situation. *Improves your general observation skills
1	Critical Remark	*Statements you make have more weight than normal, and people are affected substantially by sharp remarks. *Improves your ability to persuade others

2	Expert Hobbyist	*You can use this to pick a field to become an expert at. *Improving your knowledge in that field (be it mundane or not) is easier, and you have "fun" ways of doing it (You can play video games to learn biology for instance)
2	Whittling Away the Time	*Reduces the amount of time taken for anything you do (even things like casting magic) *Can temporarily speed up others when you're doing group activities as well.
2	Talking Your Troubles Away	*By talking about your troubles, you can reduce their mental weight in your mind. *Similarly, by getting other people to talk about their troubles, they can temporarily forget about them as well.
2	Stress Management	*Convert your stress into productive energy! *Increases your efficiency, and you can channel your stress to more productive efforts.
4	Due Diligence	*Sticking around a person, you'll learn more and more "facts" about them at a rapid rate. *Your general learning ability improves significantly, in speed and scope. *You'll pick up stray details about the world around you just by walking around.
4	An Eye for the Bizarre	*You'll be able to notice the subtle supernatural elements, things that normally wouldn't belong in the world. *Abnormalities become more prominent in your eyes, and you can see through attempts to conceal things with magic.
6	Rejection of the Supernatural	*A field radiates around you, suppressing both the magic and supernatural phenomena. *Less effective in a world with magic and the paranormal, you can still reject weaker spells. *Boosts your magic resistance substantially.
6	Follow My Lead	*Your ability to lead others improves substantially *For people who are under your command, you can communicate with them telepathically for an extended range (cell phone coverage) *People are generally more motivated just by being around you, and you can rouse them with words alone.

MUTUAL PERKS

1	Tourou Nagashi	*Allows you to create stone lanterns *These guide spirits and souls to the nearest available

		afterlife in a calm and orderly fashion. *Can calm restless undead.
1	Ethereal Sight	*Can see the spiritual energy within others, generally their life force and emotions.
1	Language of Flowers	*Using the scent and presence from flowers, it's possible to influence a very specific emotion in individuals nearby. *With multiple flowers, you can "hybridize" these target emotions. *While you can use different flowers for general purposes, each purchase grants you one "key" flower with a particularly pronounced effect.
2	Blessing of the Spirits	*A blessing from Nature, which generally enhances your capabilities in some way related to the aspect of Nature. *Restricted to natural elements, such as the wind, the waters, the sun and the moon – and so forth. *The enhancement isn't amazingly substantial and works best if you have existing abilities for it to complement.
3	Timelessness	*Substantially slows down the negative effects of aging (effectively adding on lifespan) *Negates the effect of temporal magic.