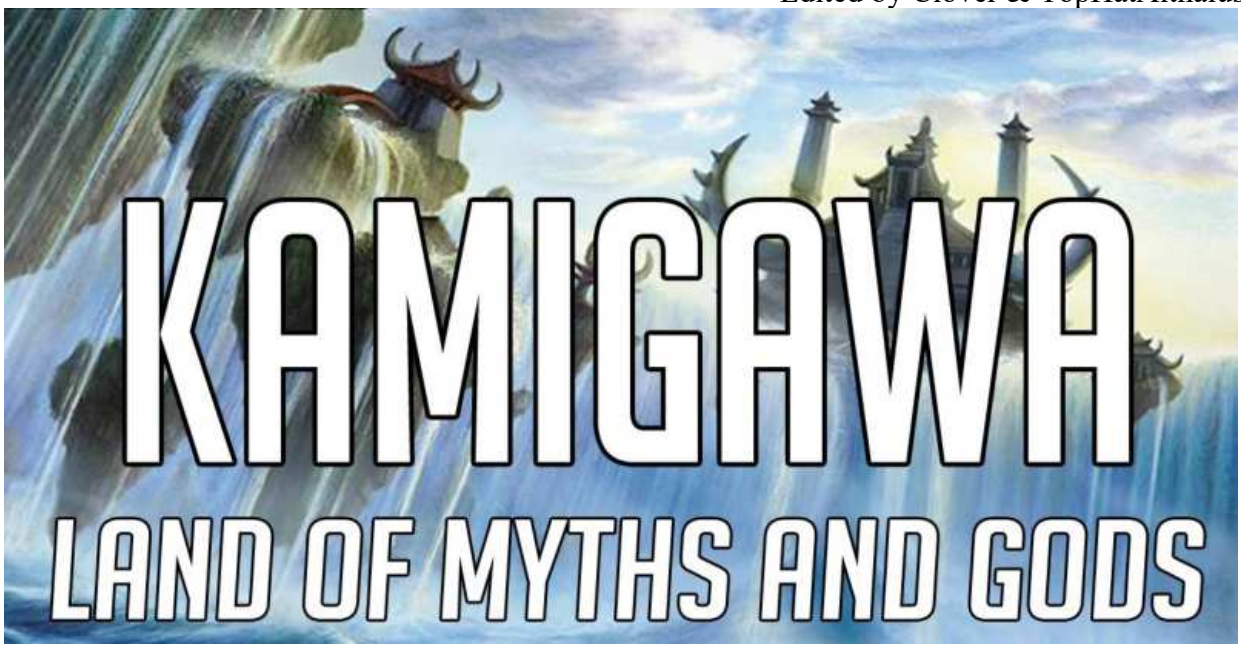
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The world of Kamigawa, positioned far from any other world known to the Walkers, is governed by the interplay between the mortals and the kami, minor gods or spirits of the world. However, when a child of the supreme kami, O -Kagachi, was stolen away, the physical and spiritual worlds gird for war against each other. The Kakuriyo, sometimes called the Reikai, is the spirit world where the kami dwell; its other half is that of the Utsushiyo where mortals live. Together they form a great sphere that makes the whole of the world.

You have come at a troubling time, dear Jumper. The war with the spirit realm has begun. In a world of mysticism and honor, the war is brewing. Spirits launch attacks against humans as, in the shadows, a terror lurks just beyond sight. This world is filled with mysteries and it's depths have yet to be properly understood. So many things are coming to light and old grudges are being settled wholesale and into this world you have entered that the war has fallen into Chaos.

Take this **1000 CP** to aid in your journey in this place.

Age and Gender matter little here.
Age: 20 to 28 should be a decent range.
Free Choice on Gender.

Location Roll 1d8 or pay 100 CP for a free choice of location.

1. Towabara — A massive plain, the name means "eternal field". Within the Towabara is the Araba, the "ruined land", a blasted place filled with craters from kami attacks. Eiganjo Castle is in the center of the Araba. It is the fortification of daimyo Takeshi Konda and his samurai. The humans ride gigantic trained moths into combat. The castle is assaulted by O-Kagachi in the Kami War and badly damaged. Towabara is guarded by Yosei, the Morning Star.

2. Minamo Academy — The Minamo Academy is a school that teaches powerful spirit and human magics. It is built upon the largest waterfall in Kamigawa. Minamo is led by the Soratami, who guide the headmaster and his faculty. They are often prayed to by staff of the school. Soratami are magic practicing moonfolk that live in the clouds above the academy. The school is besieged and ravaged by Hidetsugu, an ogre whose pupil was killed by a Minamo student. Minamo Academy is guarded by Keiga, the Tide Star.

3. Takenuma — Takenuma is a large area of swampland. Here bandits and Nezumi (rat-folk) live. There are also a multitude of Oni (demon spirits) who live in the darkest regions, leaving the place corrupted and void of sunlight. Here the most brutal battles are fought against the kami. Kokusho, the Evening Star watches over the vile swamps.

4. Sokenzan Mountains — The Sokenzan mountain range is the largest in Kamigawa. Akki, cunning goblin creatures, live here, among bandits and renegade samurai called ronin. Godo, a famous warlord of the bandits, lives here. Hidetsugu, an O-Bakemono (powerful shaman ogre) summons Oni spirits here. Deep in the Sokenzan mountain range lay the Tendo Peaks, the steepest mountains in Kamigawa. The Heart of Frost, one of the Tendo Peaks, was haunted for some time by a Yuki-onna. The Sokenzan is guarded by Ryusei, the Falling Star.

5. Jukai Forest — A thick forest that harbors many varying kinds of kami. Here an order of monks train to tune themselves in with nature and the spirit world. Kitsune (fox-folk), live in the Jukai along with the Orochi (snake-folk), who tend to stay in the Western fringes. No one has ever discovered what lies to the West of the Jukai Forest, and all exploration attempts have failed. Jukai Forest is watched over by Jugan, the Rising Star.

6. Mikokoro — A sacred island of crystal that sits amid one of Kamigawa's seas. Also known as the Eye of the World and the Shrine of Enlightenment.

7. Oboro Palace — Oboro is a secret floating palace of the Soratami. It is kept secret from those who dwell on the grounds of Kamigawa. The only non-Soratami ever to set foot in Oboro were human disguise-genius Sakashima the Impostor, the ronin kanji mage Toshiro Umezawa, and the famed Akki wizard Kiki-Jiki, Mirror Breaker.

8. Free Choice

Race

Humans [Free]
Probably one of the most prevalent species in the multiverse. They have a highly developed brain capable of abstract reasoning, language, and introspection. The only natural plane where humans are known not to exist at all is a distant Plane called Lorwyn.

Soratami [Free]
The Moonfolk or Soratami are an enigmatic race of humanoid beings who dwell in Kamigawa's clouds. Physically, they are slim, possess blue-gray skin, and have long ears which they wrap over their heads. They have incredibly long lives and more easily tap into magic, at least in comparison to the average human. They are one and all innate casters of one sort or another.

Nezumi [Free]
A race of anthropomorphic rats native to Kamigawa. They live in the bogs of the Takenuma swamp and on the outskirts of human cities like Numai, sometimes raiding those cities for supplies or fun. They are incredibly skilled acrobats and adepts of stealth from even their youths. Legend has it that Nezumi Ninja have no shadow, cast out no sound nor smell, and cannot be found by Kami magic, but those have to be just tall tales, right?

Orochi [Free]
An anthropomorphic four-armed snake people that inhabit the Jukai Forest of Kamigawa. The orochi of Jukai are segregated into three main tribes: the Kashi tribe, which houses and breeds the warriors of their kind; the Matsu tribe, which are snipers and scouts; and the Sakura tribe, which associates with the race's shamanic rituals and teachings.

Kitsune [Free]
Kitsune anthropomorphic foxes that inhabit the outskirts of the Jukai Forest. The Kitsune are nimble, have a focus on mitigating humanity's excesses here recently and often act as advisers in things spiritual to humans of high rank. They have a natural talent for healing and enchantment magic, to the point that one of their own will become a legend for becoming a living blessing upon his people.

Ogre [100]
Known as o-bakemono, the ogres of Kamigawa are more intelligent than ogres of other worlds and possess considerable brute cunning. They originated in the Sokenzan Mountains, though most of their kind later removed to the swamps of Takenuma. Most of these ogres cared for little but to inflict pain, murder innocents, and worship the demonic oni, though some ogres rejected the oni and remained in the mountains were cursed and made outcast by their brethren; some of these joined forces with the ronin of the mountains and became samurai themselves.

Akki [Free]
The ‘Little monsters’ are goblins that inhabit Kamigawa's mountains. They are highly territorial and obsessed with fire and mischief. A few akki joined forces with the ronin of the mountains.

Origins

Drop-In [Free]
You've entered this world without new memories but you could easily gain some of the local skills really quick. You'll find talent comes to you easily and that things flow from there. Anything from mystical fields' knowledge to martial arts study should come to you fairly naturally.

Noble [Free]
Blood is important in this world. Though with the war getting ready you'd have to be an example of Bushido given form to think you'll survive when fighting against the Kami. Thankfully you are just that. Through your blood runs the lines of lords, as a human you could count even the incredible Daimyo Takeshi Konda as a cousin. This pedigree has gifted you not only affluence but a vast amount of training and resources. You will be able to say you're one who has few equals in this world.

'Ronin' [Free]
People who look at you see a wandering blade that can find no proper place. They see you as one of those whose lives have left them drifting on the turbulent streams of war without a lord. They see only what you let them, unable to see beyond the surface. You know this. Whether it is cutting your own path to glory, or going against your nature to save the world, a 'Ronin' has always walked at least one dark path in this Kamigawa. You may be a 'Ronin' without a lord, but you can have your own honor, even if you have a dark air about you. With stealth you can accomplish what entire armies cannot.

Yamabushi [100]
Hermits in the Mountains, Scholars of the Waterfall Mounting School and many others have the powers of magic upon their side. Usually this is done by creating a link between a Kami and the Yamabushi but with the Spirit World in chaos such blessings are few and far between. Now other methods of magic are being unearthed or researchers and you are at the forefront of such things.

Kami [200]
This counts as both a racial and origin choice.
The 'great spirits', specifically the spirits that associate with all things in the world of Kamigawa. They come in an overwhelming variety of forms, even among the same 'species' of Kami, and their brand of magic is mysterious and instinctive, the heights of which are said to be beyond mortal man in this world.

Perks

Origins get a discount on those choices and 100 CP purchases under their Origin are free

Undiscounted

Mana Seism [100]
Like with some other arts in the world this one draws power from the land and not the spirits or self. As some tell the tale, this is a power that gives no care for the future as it is deeply rooted in the immediacy of humanity. This power drags the Mana trapped within a land out and creates a charge of Mana which can be used to perform great feats of magic, however if this were to be used on a land that couldn't be normally tapped by a shaman or a wizard for Mana then it will ruin the land as it takes all of the plant life within four miles to fuel a single mote of potent Mana and the land will only recover decades after the event in question. On Mana rich lands this magic can be used to gain more out of them at the side effect of it taking twice as long for the land to recover, during which you can pull even more Mana out of it but it would be affected as if it weren't a Mana rich land at that point.

Portents and Omens [100]
It seems you have an innate talent for reading warnings in the world around you. Like a form of precognition, this ability is able to send you a warning of incoming dangers and windfalls in such a way that you will be well prepared for it. This power comes in many shapes, but you almost always can figure out it without having too many false positives, though if one were to look too hard they might just start seeing the future in everything from the play of shadow in candlelight to moonlight on water. The best use of this ability is to let it come to you.

Jumper of Flesh and Spirit [500]
You are something akin to the ones who ended this grand war. Like the Sisters of Flesh and Spirit you are a union of Kami and Mortal and thus you have become greater for it.

Your body and soul are one, in this world even the soul has a Kami that could have been turned against you, and as such you have greater ability to tap into innate powers of the soul even within your mortal coil. Secondly, you have a greater grasp of Mana, able to tap into the energies that compose the world easily and perform feats of magic beyond common understanding.

As a final bonus your personal magic, if you chose to have any, from this world in particular is boosted. If you have Duplication Magic then you can easily maintain the reflection for a day instead of an hour, and Summoning now encompasses creatures crafted whole cloth from the Aether in addition to being you've made a compact with, though you must still be the greater of the two to command said summons. Kanji Magic become even more flexible and powerful thanks to your innate understanding of nature's symbolism and a more instinctive understanding of how the words describe things and Mana Charge gains the ability to grant 'charges' to others..

Siblings Across Spirit and Body [200]
This allows you to exist as two 'siblings' at will. One is the Kami of your soul, forming the major part of your spirit, and the other is the original mortal body and now the pair of you exist as two minds and bodies unified and yet able to move and do as you wish, think of it as a perfect

clone of yourself though if your other half dies you'll be dealt a mortal blow in turn, communication between the two of you is done as if you were one mind but two consciousness.

Legendary [200]
A quality of some figures in this world which denies all imitations. Just like those figures of myth and battlefield legend you have a uniqueness that stops others from creating clones or copies of your form and powers without your direct allowance and intervention. Unless it's willing don't expect successful mimics to ever get your form or powers correct.

Drop-In

Swampborne Swagger [100]
Somehow you've learned to be easy to talk to no matter the walk of life that others have taken. Everyone from the child of Daimyo, Assassins who care about nothing, to even the Kami themselves seem comfortable talking to you. This won't influence how the conversation goes beyond making it easier to communicate your ideas to others.

Like Folded Steel [200]
Whether it's defeating dozens of samurai with simple stealth tactics, trapping the wily Soratama in prepared bindings, or fighting a losing war with the Kami, you have the ability to adapt and overcome roadblocks in your efforts to gain enough strength to survive. This manifests in many ways ranging from being prepared enough for chance encounters to lean slightly in your favor to a slight boost in your ability to learn and comprehend skills in a timely manner. In general, you are more ready for what is coming that an average person would be with days of preparation.

Kanji Magic [400]
Kanji are somewhat like Kami, weirdly enough, in that they represent things and concepts. When given power through both their innate symbolism and Mana a proper Kanji Mage could do things like bind a Kami's powers into the written symbols, create massive wards able to house blizzards in a single location, alter the targets of curses and spells, as well as many other things. You have both an innate talent for the use of Kanji Magic as well as it's teachings, allowing you to figure it out and even maybe teach it to others.

Kanji Magic is limited by some odd things though. Like with many languages, Kanji has it own personal forms of syntax and grammar, and this is reflected in the use of the magic. Basically if you don't know WHAT to say you can't get the effect you want. In addition, Kanji Magic is fueled by Mana and symbolic meaning held innately within it's medium of writing. The life-blood of a mage is a strong default, able to reflect a killing blow back upon the murderer, but something rare and powerful like a princesses tears would net much greater results for less mana, like sealing a Blizzard Kami's Powers into yourself so that you can use them for a while.

Acolyte of a Rogue Goddess [600]
Kami Magic is magnified when used for or by the Kami's Chosen. You are such a person that you have attracted the attention of the Benefactor and in this world, through this perk, this manifests as if you were an Acolyte of a Kami, despite the fact that you should be at odds with them. The powers you gain from this are fairly substantial. Ranging from the ability to tap into the Mana that the Kami has stored away so that your ability to cast is on the short term epicly expanded to the use of special effects like global teleportation using the Kami's Home as a waypoint.

When taken with Jumper of Spirit and Flesh, you have become a Kami of your own right and now have the ability to hand out some weakened forms of your own powers, as well as enhance the powers you personally gained from this Perk to incredible gains. In addition, you may purchase Bizarre Form and it's upgrade for 100 CP each.

Noble

Having a Pearl Ear and Three Tails [100]
Simply put you seem to inspire a strong sense of loyalty in those who work directly with you. Not through any strange aura or anything magical but by being a damn good leader. Respect is earned, not given, in this world and thus you must first earn the loyalty that this perk reinforces but you'll find that you are skilled at being a good leader nonetheless.

Noble Beyond Question [200]
You are truly one of the few who can call themselves noble. Your actions, no matter their seemingly random or odd nature, will be treated with a large measure of respect and people will more often seek clarification on why you did something, rather than skip straight to fighting you. In addition to this you have a talent for adding weight to your words, kind of like how some people in this world are just simply really good at making folks listen to their words at the least before starting a fist fight.

Bushido [400]
The Way of the Warrior is one that is defined by its virtues: Rectitude, Courage, Benevolence, Respect, Honesty, Honor, and Loyalty represent the culmination of a warrior's way of life and when acting within the boundaries of these moral guidelines the Samurai is greater than the sum of his parts. His actions carry greater weight, his attacks become more effective whilst his skill at defense could suddenly boast gains beyond what he has trained for. This effect now encompasses you. Like the Samurai of yore you can gain boosts to your raw defensive and offensive abilities when acting within the virtues and you can even train others to tap into this power as well.

Divine Right [600]
Somehow, you've gained similar protections to those of the greatest of the Kami, whether this power was given or you stole it like Konda did is up to you. Common dangers that threaten most men such as old age or disease no longer affect you but that is simply a side effect to a much greater prize. You are invulnerable, conventional damage simply slides from you like water across a duck's feathers and as such you'll know no harm on most battlefields in Kamigawa.

Be warned, that this protection only wards you against being harmed in the conventional sense. A clever foe could take advantage of powers that do things beyond simple damage, which certainly exist, as well as those who can remove such blessings or harm even those with the divine invulnerability of the Myojin. Should it be removed, it would take a day to return.

You can pass this power off to another, but you do not benefit from it for that time. You may shift your blessings through an act of will, of course.

When taken with Jumper of Spirit and Flesh this perk evolves into a greater divinity, allowing you to pass off this power up to eight times without lessening your own. In addition, you can pass out a lesser blessing that will increase the targets defenses to 'merely' the level of extraordinarily hard armour so outfitting an army with this might still be a good idea if you happen to be fighting a war with Kami.

Ronin

No One Looks Up [100]
Seriously, if you weren't taking advantage of it you'd think these folk needed lessons in detection. As it is, the amount of sheer skill you have in stealth has increased to the point where average human guard patrol are basically ignoble and even those trained to be dedicated lookouts and bodyguards have trouble finding you. Aside from this increase in stealth skill you also have become an expert dissembler, able to break down dozens of patrol routes and spy networks with the effort that most people spare their tea time.

Go for the Eyes! [200]
No matter how tough a foe is, there has to be a weak point. Even the most powerful ogre has eyes that could be stabbed after all. In general, you have a knack for figuring out the best time and place to strike and your blows have become debilitating when they aren't lethal. This feature can be turned off at will.

Gauging Pressure [400]
Patience like the Clam Sea that eroded the mighty cliffs is something you embody. You could take five to ten years observing the same person to learn their habits and never once feel the grating sensation of impatience. In addition to this immunity to the mundane foe known as boredom you can, with repeated battles, learn more and more about a foe simply by being in close contact, the foe need not think of you as an enemy for this to work on them.

Ninja [600]
It is said that there are no such thing as Ninja. The so-called Shadow Warriors are a myth, but if such beings were truly to exist would they do so openly? You have been trained in the arts of stealth and Ninjutsu, able to call yourself a true follower of the Ninja way. You are so skilled at stealth that even when standing in plain sight assassinating seven men, you appear to be doing nothing more than brushing by some folks on a busy day. You tend to surprise people who anticipate power build-up by simply not going through such things. Your attacks are silent and have no 'tell' to really speak of, coming out of nowhere, and skipping build up for sudden results.

When taken with Jumper of Spirit and Flesh you have become something beyond a simple Ninja. Now powers and abilities that would detect you beyond the natural five senses become muted when you are trying to sneak, to the point where someone who can see souls might overlook you or someone else who can feel the vibrations in stone may mistake you for a passing animal or insect, or fail to detect you entirely.

Yamabushi

Mana Fount [100]
You are an amazing individual who can call forth the innate Mana of a land, allowing you to 'tap' into the land for huge gains. Like Ichiga [Who Topples Oaks] you can store this power away for later via keeping 'charges'. This can allow for a massive boost in one's personal physical prowess if you are willing to expend 'charges' to do so, though using more that four charges at once or storing more than eight is currently beyond you, though with time you could train to increase your capacity at both containing and utilising them several times over. The monks of Budoka were able to become hulking beings able to smash down even an Oni with this power, however tapping land in this way is heavily draining. Unless the land is hugely mana rich like those tapped by Planeswalkers you may only tap into such power from a land once every ten years, a land in this case is approximately at minimum four kilometers squared land.

Duplication Magic [200]
This is actually a very common form of magic, though very few other than a single Akki known as Kiki Jiki Mirror Breaker managed to take it to the form that you have gotten it to. It drags reflections, which you must touch, out to form a perfect physical clone of yourself or another, though whilst a perfect physical copy it doesn't have doesn't have any powers beyond its innate physique. Only lives for an hour before fading away, though you can then make another. The reflection can die and will do so if killed, fading when the duration is over. With training you can increase the amount of time before the reflection fades away. You can only produce one reflection and you don't control it, though a reflection of yourself is often amiable to persuasion and reflections of foes are loyal to you.

Summoning [400]
The art of Summoning can allow a mage to make a deal with the Kami, or other beings of spirit, so that they can be Summoned. In addition this magic can be used to Summon forth and command the Summoner's lessers in a very timely manner, though to command someone or thing you must be of a stronger will and power to do so.

At its higher forms this even allows for one to simply create beings that the summoner is familiar with wholly from Mana, but this is draining to the average magic user, who find such things difficult without crutches like mana bonds. Beings Summoned this way are temporary creatures born of the Aether and usually don't last more than a few hours outside the battlefield.

Whilst Summoning from whole cloth is difficult, when this is taken with Jumper of Spirit and Flesh this magic becomes easy. You could power through a few summons before needing to tap into outside sources, and use less energy even then.

God Slaying Arts [600]
These are the so-called ‘dark art’ of the Kami Slayers. On most occasions these magics would be hunted down for destabilizing the natural order, but with the current state of affairs these arts are quite good to know. You have a great talent for the arts passed down in particular tribes of mountain dwelling ogres and humans. These arts encompass a series of rituals and skills that culminate in the elimination of the natural order, once such rites are completed the user shares the same abilities. Rites for these arts are varied and can be anything from quenching weapons in dragon's blood to branding heretical symbols upon the flesh of the victim before unleashing the final blow, however the method will always take a bit of prep work to do properly.

A user of these arts could fight like an Oni to slay a Kami, and the Kami's divine defenses would falter as if against those dark spirits. In more broad strokes this power can be used to reduce absolute supernatural defenses and immunities into resistances. Other things such as innate resistances would become feeble in the wake of these powerful skills and abilities. This doesn’t stack to make any absolute effect feeble.

When taken with Jumper of Spirit and Flesh this allows you to teach these arts, though you will always be better at them than those you teach. In addition this grants a training regimen that could take a normal human and enhance their body, spirit, and mind in a number of ways to the point where one taught these arts would be as tough and strong as an ogre. After buying this perk you are treated as if you’ve already undergone such training.

Kami

Bizarre Form [Free, Exclusive to Kami]
The form a Kami takes is partially representing its connection with the world as well as their own whimsy. This is an alternate form that is inspired by the forms of Shinto/Buddhism and allows you full customization of its shape inside those parameters, though while they are usually grossly affected by their Symbolic Links you are not necessarily held to that standard. This form is decided upon acquisition of this perk. The form must be the size of a human, at least, and can be no larger than five or six story building. This form can become even larger and more powerful, topping out at a body the size and weight of a twenty story building, for a second purchase at 100 CP.

Spirit Attendants [100]
Your state in the world creates energy constructs when you will it. These 'Attendants' are merely spiritual energy constructs formed as extensions of your will and can range a series of shapes from lamps, to hands, to willow wisps, to small sprites. These smaller constructs of your will have enough autonomy to do minor things on their own and at any time you can control it as if it were a limb, disconnection not mattering the least. The largest one of the Attendants can be is around the size of a man's torso. You can easily produce them, an effort of will and a few moments to make one, and have hundreds of them ready to attend you or your worshipers.

Symbolic Link [200]
The existence of a Kami is linked intrinsically to the facet of the world. The Kami of the world represent anything from Secrets and Shadows to Unspeakable and Unknowable. For free the Kami get access to two such links, which can be used to tap into minor powers associated with those things (Such as teleportation from shadow to shadow within line of sight and learning a secret you're looking for by looking into it's owner's eyes and seeking that secret out), but at least one of which must be the land in which the kami is linked. Additional purchases grant two additional links, to either land types or concepts, from which power blooms. A being of any other origin than Kami that has Jumper of Flesh and Spirit get a free purchase of this as well. Kami with Jumper of Flesh and Spirit will get three free purchases, so six links total.

These symbolic links can be used to edit the aesthetics of any supernatural skill you know and having a symbolic link to a land means you can tap into that land's mana with greater ease, almost erasing the cost of many lesser spells and halving the cost of strenuous spells.

Kami in All Things [400]
As with the beings like the Unspeakable you have learned how to pass on a series of spells or rituals that facilitate instant communication between yourself and the users of these techniques. This ability also allows you to be instantly summoned, if you are willing to be summoned at the time, as well as allows you to have a strong knowledge of the inner nature of anyone who makes claim to worship you, to the point that any who invoke your godly blessing/curses will be as known to you as if you had observed them for a few months.

Divine Intervention [600]
You are, by your very nature, a symbolic and conceptual anchor that allows others to tap into a power that you represent. You and those who pray to you may gain slight powers in the vein of your Symbolic Links abilities, you and those who devote their days to your worship will find their own powers and magics emboldened. Shrines raised in your name will actually be holy/unholy at your bidding and grant benefits and curses as you wish, within the boundary of your chosen Symbolic Links. Whilst these powers can never be greater than city wide effects at their most advanced they are up to you to decide.

When taken with Jumper of Flesh and Spirit this power extends to the point where you can create avatars to represent each of your Symbolic Links, forming a pantheon of Kami who serve you as lesser reflections of your Kami-self. Whilst this pantheon is limited to purchases within this Jump they allow for a great amount of delegation.

Gears

Origins get a discount on those choices and 100 CP purchases under their Origin are free

Undiscounted

Starting Gear [Free]
Everyone has to start from the beginning. While these tools are for a simple man's survival you could use them to get your feet under you better. This comes with a cloth bag, clothing appropriate to the area you start in, and a minor weapon of no real significance.

Least God of Cuteness [50]
An eight headed jade serpent with eyes like tiny stars, or some other little Kami has joined your journey. Whilst as smart as a fairly mature child this plush Kami's nature is to be cute and adorable and thus it continues to do so. It can look like any of the known Kami for no extra cost, though they always seem to be plush and adorable by default.

Drop-In

A Well Worn Jette [100]
A very useful sword breaker, sometimes used as a badge of office by some. This one has a very sharp tip and is nigh unbreakable by mundane means, though even if it broke you'd find it whole and well maintained the next day.

Calligraphy Kit of Exotic Means [200]
This kit is filled with a series of materials for those who practice calligraphy but in addition to the normal ink- stones and brushes there are a series of bottles that can be filled with special liquids. Once filled with a liquid the bottle will constantly refill with that liquid over the course of an hour. There always seems to be more bottles but it never crowds the kit… somehow.

Crystal Blades of Zo-Zu [400]
This pair of weapons, odd short Naginatas, are formed from clear gemstone and bear a powerful property. These weapons can deflect any magic they block away from the wielder if the wielder is good enough to get the blades in the way of such attacks. The weapons themselves are incredibly sharp of blade and hard of haft, to the point of being nigh unbreakable. You may import one or two weapons of your choice to gain the aesthetics and/or powers of this on weapons you already possess.

Shadowgate [600]
A mirror which is seemingly made of Obsidian bathed in oil. This mysterious artifact allows its possessor to travel through the shadows as if they were doors to another world and using this shadow realm one could easily infiltrate even the most secure of places with time and effort, or so the folk around here say. In truth, this allows teleportation to any shadow in any location that the user knows well enough to give a thorough overview of it's general description. If you don't have such knowledge ahead of time then you could try dipping into the shadows for hours at a time, finding the general location before stepping out of the shadows. Two things makes this artifact stand above others. First it has no cost. Second, it is unlimited in the distance it crosses as long as the location is in the same Plane.

Noble

Hair Strung Koto [100]
A twelve string koto, a lap harp strung with the hair of a mad poet, it sometimes plays a mournful tune seemingly to itself. Playing a song on it seems to put people at ease.

Moth Rider's Stables [200]
This is set of stables that are used to raise and rear the giant moths on which the Daimyo's army flies, which you can set in any location you wish or access through a door in the warehouse. The stables contain an egg sac and all the instructions on the proper care and feeding of Moths as well as the training techniques used in Kamigawa to make these massive moths worthy of battle. This is enough to start and continue a line of Riding Moths, enough to outfit entire decisions of armies. You'll just need a little time and effort to get them.

General's Kabuto [400]
Blessed armor of the Mad Daimyo's Generals. The wearer of this armor will survive the worst the physical world has to throw at them without even a scratch, and magic slides right off this mystically enhanced vestment. The only problems are that the armor itself can be shattered by a canny opponent, attacks that would slay you instantly break the armor automatically though you'll survive, leaving you bereft of its impressive defenses for a year and a day before it'll appear on an armor rack in a property you own or in the Warehouse, at your discretion, and the amount of energy it takes to keep these miracles running is beyond most mages much less those less than magically inclined. A general tip would be to only activate the magics during emergencies.

That-Which-Was-Found [600]
A disc of stone, warm to the touch and three feet wide, which has a carving of a dragon coiled in repose upon it's facings. There is an air of something more to this simple item. In truth this is a prototype to the same disc that allowed That-Which-Was-Taken to be sealed way. With this, one's life will know age only when one wills it so, wounds fade within hours that once would have taken days, and the power of this stone can even be used to seal away a single being you personally defeated in battle. This sealed being can then be used as a source of Mana, though a strangely Colorless kind which isn't known well around these parts, tapping the beings lifeforce for power as if it were a land. The greater the being sealed the more Mana can be tapped, though it would take a being on the level O-Kagachi, a being who was the Kami of the Border between the human world and that of the spirits and one of the strongest beings in Kamigawa besides, to get even three Colorless Mana per tapping. Once sealed the being stays within That-Which-Was-Found until such a time that you seal a different being into That-Which-Was-Found at which point the being returns, diminished to it's original world with no chance of being caught or used in any other way.

Ronin

Tools of the Trade [100]
Those who walk the path without a guide must cut their own path into the world. This is a large selection of odds and ends that would help the weary soul but looking deeper one can find things that are just out of place. A sword as long as you are tall, a series of plates in otherwise mundane clothes, a selection of poisons so powerful they can take down even oni. Just who or what these things are for is up to you, but this is more than just some mere wanderer's tools. These are the Tools of the Trade, links to an art of murder as old as factions and politics.

Armor of the Lost [200]
Armor that shimmers with an aura of ill intent. Power, dark and murky flows off this armor but it seemingly does nothing except being fairly unsettling. If a person dies, or a corpse is dressed, in the armor they are immediately stripped of all but bones and armor and a new suit appears in your warehouse for your use. Skeleton soldiers made this way are undead. With this armor comes a scroll that teaches how to perform the curses needed to produce this kind of effect on other armors.

Purple Camellia Blooms [400]
A spell weapon created and used by Kiku, a ruthless magical assassin. This comes in the form of either a tattoo or an actual Camellia flower which replicates itself when you use it. Whilst you are immune to it's effects anything organic that the roots touch will find themselves the bed for those roots. This can only affect organic things but seemingly ignores all natural toughness and even some armor isn't enough to keep the roots from digging into a body and killing the person over time as it uses them as a seedbed to produce more lethal camellia blooms. With proper treatments, which are lain out in a series of scrolls you get with the original Purple Camellia Bloom, you can even grant the immunity to their roots to others.

A Clay Tablet Named Vengeance [600]
A clay tablet containing a curse of vengeance. This is one of the most potent acts of magic a group of casters can manage without being empowered by the mana of an entire land. This potent curse allows one to control shadows to form fully physical constructs able to fight even the likes of a Kami, an empowered ogre, or even an Oni in shear strength and on top of that the shadows fill in damages at an astounding rate to regenerate from injury. The damages that one can mete out with this curse are indeed astounding and one only has to break the tablet with a grudge in mind and the power will embolden every action towards that grudge's completion. However the tablet is first and foremost a seal that holds the curse back, as the full force of such magics is terrifying to those with a lesser will, and even those who have nerves of steel will find the mental pollution of this curse trying.

Once broken a new tablet can be found in your Warehouse, or among your belongings, in around a week. The curse runs it course one grudge at a time and can't stack for one grudge.

Yamabushi

Monk's Livelihood [100]
Monks of this world live a life of hardship to ingrain spiritual lessons upon their spirits. However, no man or woman can live with nothing so the tools to live as monks do are efficient and often simple. Ofuuda, prayer strips, which banish spirits and the lessons needed to create them. A spade or ringed bo staff to tend the land and warn the animals of the world. Geta, worn to minimize the contact with the world and thus increase spiritual sensitivity. Everything that makes a monk's outfit is here and has deeper purpose than would first be anticipated.

A Small Shrine [200]
A shrine is not just a place of worship to the Kami but a location of communion with which those of the material world can connect with the spirit world to greater effect. In this small shrine the Mana is rich in the air and flows easily. If this property, which can be summoned into the world by your will, is settled upon non-Mana rich lands it will allow one to tap the land without endangering the local flows of energy. If placed upon a land rich in Mana then it can double the energy gained per tapping of the land's formidable Mana. This Shrine also acts as a negotiation ground for spirits and beings of the material world, a fact that most will respect and all can feel.

Stone of Torments [400]
Stone of torture that keeps folks from dying way past their time. The stone will not keep death away from the mortally wounded but it will always take the longest possible amount of time for expiration to happen. Around this stone even the unconventional beings like the most strange
Kami feel pain as a mortal would. Whilst this may not make them as fragile as a mundane being they will surely feel the sting of your blade in this stone's presence.

Consume [600]
A message. A directive. A lesson. An example. This scroll holds a series of writings in which the author goes into gross detail about the rituals and sacrifices made to learn the All-Consuming Oni of Chaos' final lesson. This is the lesson that teaches how to feast upon the flesh of Kami and gain some whimsical shadow of their powers. This power allows one to, once the foe is defeated and before they are slain, use a series of rituals to prepare the foe before consuming them alive so as to take on some of their power. These powers manifest like the Symbolic Links of a Kami and have around the same limits.

Kami

Honden of Jumper [100]
Honden's are the inner sanctums of the Myojin, strongest spirits of the world of Kamigawa besides O- Kagachi, and thus they are places of power. This one seems to be mostly for show though, as it allows you to aesthetically alter the Warehouse to appear like an impressive palace upon a large mountain or something else. The exact details are yours to decide, but you must remember it is still the Warehouse, not a true world. The walls are still there, merely changed aesthetically into a sky box. This interacts with attachments and such in a simple way, allowing you to make those simplistic doors to other places much better looking and you could even make the doors into entire buildings, though then they'd take up space within your limited warehouse.

A Long Forgotten Gohei [200]
A simple wooden wand of white oak with a pair of zig-zagging streamers of milky white paper. Used in all manner of rituals that cleanse, this Gohei has the special ability to reduce the use of magical energies expended in a spell by a significant amount. In addition, this reinforces beings of spirit in the material realm, allowing them to hit harder and take harder hits.

Taisha of the Outsider [400]
Prayer and worship grant power to the Kami and now you have a Shrine which speaks of your virtues and holds prayer. This Great Shrine is a property which you can summon into the world unobtrusively. It will gather people who are like minded to you and slowly develop a pseudo-religion if you don't have one of your own already in place, if you do they will practice that instead of making their own, this has several benefits. Firstly, the prayer of those who follow your way, you need not be a god, will embolden your form, allowing you to survive on the prayer alone and granting you virtual agelessness as long as the prayers keep coming from at least one like-minded person. Secondly, prayer can be stored away to be tapped into as a potent reserve in the cases of Divine magics and supernatural abilities.

Mask of the Kami Jumper [600]
This mask makes its wearer take the shape of a common race of the world and cloaks their divine aura. Other than this base deception, this mask can be used as a lens to magnify the power of divine casting. This could elevate a simple boon like luck to the point where even the most naive would begin watch in wonder as one good thing after another follows a person around or a power to teleport through shadows could grow to the point where you could go anywhere there is shadow in all the Plane.

Companions [100/300/500]
Bringing friends along for the ride is the right thing to do. You may import your companion to any race and origin for free and have a whopping 500 CP to work with. 300 for 8 Companions. For an additional 200 CP all the imported companions get either Legendary or Siblings Across Spirit and Body for free.

Canon Companion [200]
A companion from this realm willing to leave to new worlds? A few are willing, though the Kami in general are far too attached to this realm to leave. Any non-Kami/Oni you want to bring along for the ride will certainly think about coming with this, the invite works on whoever it sticks to not one person alone, but to bring one of the spirits with you would need you to entice them with a land of their own type, so they don't lose the advantage they have here upon this world. You can buy this multiple times.

Lands

A bonus stipend of 200 CP has been set aside for you to spend on lands

The lands of this world are rich in mana, which is the easiest way to cast without any risk to the self in many of the magic styles you can learn in this jump. Bonding with a normal land takes days, but these lands available to you will instantly have a bond and their power can be 'tapped' once per hour, which may not seem like much but mana from an entire land is enough to fuel army killing spells at the least. You may 'tap' a land you are already bonded with for mana at any time, though the sudden upsurge of mana might intimidate some folks. Each basic land may only be tapped for a single mana, two for the named lands.

To physically access a land you can either access it through a door in the Warehouse or via summoning the land into the world. People will likely notice you summoning large masses of land into the world so be careful with that. Bonds with lands bought here do not break as you continue Jumping, in case of confusion.

Changes to the lands do carry over from one Jump to the next.

'Basic' Land [50]
Mana rich environments which can be summoned into the world, this may raise a few eyebrows, which comes in five flavors. The classical Island, Forest, Mountain, Plain, and Swamp are available, they need not *be* those things exactly but they should follow the premise closely. One may buy a bundle of **five Basic Lands for 150 CP.**

Eiganjo Castle [200]
The 'Eternal Rock' is a fortress that, even during the Kami War, was never broken, never infiltrated, and never successfully seized. In the heart of a small town, populated by a series of non-entities who can maintain the town and fortress but not much else, this land allows one to draw upon White Mana, the fortress itself is immutable, unchanged in spite of any attacks that would try to destroy it. Must be summoned upon an open plain.

Minamo, School at Water's Edge [200]
The School at Water's Edge is an academy first and foremost. It can be used to draw upon it's rich blue Mana, but more importantly the land brings forth a school that scholars you allow entry can learn of your teachable powers. The school carries with it a large number of teachers who can teach your arts in your stead. Must be summoned upon a great river near a waterfall.

Shizo, Death's Storehouse [200]
This land is steeped in death. Once verdant and filled with flowers, the land has become a monstrous shadow after nearly a thousand samurai were slain upon it. The plentiful blood and harsh rains have made this place into a marsh and the death has made this land rich in black Mana. This place isn't as useful as the others, featuring only a dark past, however during summoning you can arrange this land however you wish, allowing you to create a protective ring of dark, haunted moor around other lands if you so wished, and when we say haunted we mean it, over eight hundred zombie samurai roam this land and even when utterly destroyed they will appear again in a few hours, though they will never leave the swamp itself.

Shinka, the Bloodsoaked Keep [200]
A massive Pagoda, a tiered tower, a hermitage where ogres were trained in blood magics and terrible arts such as Oni Summoning. In addition to allowing one to draw upon it's rich Red Mana, this place allows one to train volunteers into Yamabushi in the classical sense of the word. These folk will develop to be tougher and stronger than many, some may even match Ogre depending on the skill of the teachers in question. Shinka must be summoned on a mountainside.

Okina, Temple to the Grandfathers [200]
The largest temple in the Jukai Forest; whose name means 'Shrine to the Grandfathers'. It is a rich land whose Green Mana could be used in spells. In addition to that, this land possesses the scrolls and teachers of the budoka and kannushi monks, who are willing to take select individuals into their fold to pass the teachings of their ways on. This land must be summoned in a forest.

Oboro, Palace in the Clouds [200]
A free-floating palace that during the Kami War was repurposed as a Flagship. It can be used to tap into Blue Mana and it flies around the same speed as a swift steed. It can produce small clouds that are solid enough for entire parties to stand on for a long while and act as a mobile base with relative ease. The Palace in the Clouds can be summoned anywhere there is enough open air to fit it, needing around a square kilometer a few hundred feet tall to be summoned.

Drawbacks [+600 Maximum]

As Depicted in Myth [+000]
This world is slightly different. The themes are much more... classical in tastes. Among the changes this effect has on the world are kitsune having the ability to take a human form, but otherwise often look like normal foxes, and spirits both benign and malevolent beings even stranger in the manner with which they present themselves.

Fool's Errand [+100]
You'll soon find yourself in the midst of the the Kami War with a set of objectives that will be taking you from one end of the material world to the other that you'll need to get done. Whilst this will never overtly endanger you beyond the norm, it does make you a moving target that will become visible at points to beings able to track you. And there will be more than your fair share of folks who want that list of objectives to never be complete.

Exorsize [+100]
Some foolish sect of priest have gotten it into their heads to exorcise peoples Kami of Soul out before killing them. This can at best leave a person in shock and at worst leave them in writhing in unending pain. There are a group of them that hunt you to exclusion of all others, for reasons unknown, but if they manage to kill your Kami of Soul then you'll be left in unending pain. Enough of it to make even you think twice.

The Tip of the Iceberg [+200]
One of the overlords of these lands is gunning for you in particular and they've got an army of hired muscle and magic to throw at the problem that is you. Whilst they're still merely an overlord of these lands they are trying their damnedest, even in the midst of the Kami War, to make you dead.

A Reckoning [+200]
You've gone and done it now. Hidetsugu, ogre leader of a large faction of Yamabushi Oni worshipers, has found a grudge to hold against you for some imagined slight. This is a being who will easily summon hordes of lesser Oni to seek your head. Has killed more of his own students than he taught, though the ones who he's taught are rulers of nearby mountains, and believes that if a grudge is had, real or imagined, he lets it burn within him, gathering ever greater intensity until the final moment of vengeance. He has spells that if if could only gain a drop of your blood would allow him to kill a normal human thousands of times over and even Kami avoid allowing him such an advantage.

You-Who-Took-It [+300]
The Great Old Serpent, O-Kagachi, has set his sights upon you as he believes that you, and you alone, are the reason why he's missing That-Which-Was-Taken. This is a being able to erase entire legions of armored soldiers and the very representative of the the border between the spirit and the flesh. Prepare for the worst for you are now the very focus of the being who commands every Kami on the Spirit World's side and more he'll be hunting you personally as soon as he can free himself from the boundary between spirit and material realms.

Night March of 1000 Oni [+300]
Every night Oni, fierce spirits of fury and fear, begin to spawn nearby. Hundreds of them vie for possession of your soul and if they get what they want your adventure ends on the fields of Kamigawa. If this were not enough then the damned things seem to sack everything with a few miles of your position before being banished by the rising sun. Advice: Sleep during the day, you'll need your energy during nights.

Scenarios:

Elder Dragon Highlander

For ten years you've toiled and grown in this world and now you feel something. A Gathering, it's the best way to explain the sensation, and with the proper step you are allowed into a timeless place. The event that transpire here, in the Time Rifts, won't affect your results from Kamigawa but now you stand before a being whose dormant spark also has felt the Gathering.

This massive dragon, an Elder Dragon to be exact, turns towards you and you both feel the powers you've gathered over the years start fading, it'll only be a matter of time before both of your powers wan to the point where you'll be fighting with only your bodies. Doing battle with this dragon will take ages, as even though he isn't the beast he'll be 24, 000 years from the date of his entry into the Time Rift he is still a formidable foe who has survived the wars of dragons.

Who is the foe you do battle with in this world where your powers are failing both of you? This is a past shade of Nicol Bolas, Elder Dragon and legendary figure.

Victory will grant you 600 CP to spend on perks in this Jump, defeat comes in two flavors either you are forced to flee out of the Time Rift, or you were slain by the Elder Dragon. If slain you chain ends, and even surviving the fight may end with dozens of memories lost to the Touch of Bolas or mental traps prepared that only the Elder Dragon himself will be able to sense and trigger. The risks are myriad.

Nine Tailed Sage (Kitsune Only)

Humanity has long since been aided by the advice of the Kitsune, honourable fox-people who agree with the Kamigawa regimen of Bushido. This has allowed the Daimyo to have an advisor of exceptional pedigree, a Kitsune Cleric of the highest caliber whose powers allow them to act as a mediator between the worlds of Flesh and Spirit. This traditional post has been passed down to you Jumper. Instead of awakening to the Kami War at your door you are one year before the mad Daimyo will wrest That-Which-Was-Taken from the lord of the Spirit World.

Had you no past you have one now. A long history as a sage of the highest calibre able to manipulate common magic as easily as a poet works the written word.

If you were free of responsibility, no longer can you be so carefree. The Daimyo is slowly figuring out how to perform the event that will result in the Kami War, using research that you drafted. This will blight your honour beyond any redemption and you'll be forced to cut off half of your Ninth Tail if it comes to pass, casting off your honour by doing so and living in shame. This also counts as failing the Jump.

However history is not yet written firmly in stone. You need to aid the Daimyo, as your station and honour demands, but if you could heal the madness within him before he causes the world to fall into chaos with the knowledge you have gained and yet know then your knowledge and honour will not be stained with the ideas of your maddened Daimyo.

The source of his madness is insidious, an ideal which if complete will allow the world the live in perfect peace and thus all of his actions are in his opinion worthy means to the greatest of ends.

At the end of the year if you have saved the world from it tragic future you may, if you so wish, slip out of the world as you know it, secure in the knowledge that you saved it, or stay for the next decade to give this world a true try without such pressures upon you.

If you manage this feat then you will gain an intimate knowledge of how to bridge the material realm to that of the spirit in such a way as to allow for one to communicate with gods and demons whilst being safe from instant reprisal, as well as knowledge of That-Which-Takes, the very spell that the mad Daimyo plans to use to wrestle Divinity from the Divine. The spell allows one to target the powers of another and steal them for one's own self. This is basically enough to create or develop a new Symbolic Link with the base being whatever the target of the spell was good at. They are reduced for a while afterwards, O-Kagachi would feel the effects of That-Which- Was-Taken for a couple of years before he took to the field but the time it takes for beings of other worlds to recover from spiritual wounds and afflictions should be taken into account, as those could see the beings recovering faster than expected. In addition to these secret arts, you also have A Small Shrine which you can take with you to use at your pleasure.

(You still have to deal with the choices you made so Drawbacks are still in effect)

The Children Are the Future (Orochi Only)

The Orochi's eggs are their future and the hatcheries are held as holy as the shrines to the Kami. This fact, instilled in every child as soon as they can understand language, has left most of the greatest shaman, wise women, and warriors in an uproar as the Kami War shutters into motion. The hatcheries must be not only protected but also nurtured in this time when the Kami have stopped granting their aid in the cycle of Orochi life.

Thus, the tribes have come to you. The decision was final. Two Hatcheries and enough forested land strong in mana that with a set of shaman aids you'd be able to hide away from the horrors of the Kami War, hopefully, and keep the serpent children alive and well. This will be made even harder as the Kami of Life's Web dies, and the main patron of the Orochi people with it. With that the lands will lose their strength leading to a shortage of proper energies to give to those who nurture the hatchlings. Even further in the year and some of the tribes will panic, sending warriors to hunt out this sacred retreat and retrieve the hatcheries for themselves.

If you can wait until That-Which-Was-Taken has been united with the mortal and the Kami War ended, about a year from the beginning of this scenario, you'll gain a massive forest, worth four of the basic lands, as well as an Orochi Hatchery of your own to take with you through your journeys. The hatchery, beyond being the place that the Orochi continued their race, is able to hatch eggs of any type, though they must go through their normal gestation period. In addition, you have gained the skills of the Orochi peoples for channelling green Mana, forming magics with leylines, skill at archery and forestry.

The Folly of Fools and Lords (Soratami Only)

Everything is falling into place. Each player of this story has begun the opening moves that will create the inevitable world after the ending. The Kami march and the mortals gird themselves in armor and magic.

Fools all that they break the union that has so long supported the world.

Do they not understand that the Kami are nature? Do the Kami not understand that Mortals are needed as well?

Wise is the Kami of the Soratami who leads his subjects through plots and ploys. Tactics and stratagems are employed at the Kami's guidance and in the centre of this all is a child that should not be.

You are called Green Rabbit by most, an affection of times past now, and you are the rightful ruler of the Soratami people. By your hand alone can the entire Soratami people's path be changed, but to diverge from this path is to know the Kami's wrath. But you know that the moonfolk will not benefit from the actions your Kami guides them to do. You have Seen with eyes unclouded through the story that has begun.

As you are your youth, so tender at the age of eight, impedes you, but you must turn the Soratami from the path that Mochi has lain out for you as you know that once the resolution of this comes to pass the mortal world will turn on those who chose the Kami over the mortal.

Success is measured when you have successfully saved the Soratami from reprisal and aided in the proper negotiations of balance with both Kami and mortal. This is a long and arduous process, taking perhaps beyond your normally allotted decade to do so that deadline will be pushed back.

Failure is measured if the Soratami come under the scorn of ANY races entire factions from their actions during the Kami War AFTER the Kami War is over, which should be in sixteen years if the war goes as your prophecy predicts.

Success will grant you a copy of Oboro [Palace in the Clouds] as well as a powerful gift for prophecy, equal to the skills one would have if they had both the Portents & Omens as well as Like Folded Steel Perks. On a more personal level, you've gained a skill in the Soratami art of cloudcrafting, with which clouds can be treated as very solid objects and crafted into a number of things such as chariots and islands on which the Soratami have made their lives, and skills that befit a King of the Sky, such as the political acumen able to take on the mazelike system of lordships that is a feudal era world that has fast enough travel that each nation is aware of it's neighbours as well as charisma to rule an entire people at age eight, from your time as the king of the Moon Folk.

Lost but Seeking (Human Only)

You do not miss Jukai Forest. It was not your home. Your home is Kamigawa, its people, family. Wherever you set your pack and rest your head, you are home. This has been your way of life for many years. This wanderer's life was perfectly fine before the Kami War broke out, but now you find that doors once opened are closed and with your new insight from outside the world perhaps your old life was something you'd treat as wistful or foolish.

Nevertheless you were a wandering monk of great skill before gathering the new life you've chosen in this Jump. The skills of Mana channelling, a rite for ensuring the land has Mana, and a form of Kami summoning magic for dealings are all yours to do with as you wish. In addition to this you have a copy of Okina [Temple to the Grandfathers] whose location is kept close to heart.

However, there is a problem. When the Kami turned on the mortal realm a Kami you'd dealt with called in it's debt from you in a binding blood oath never to do harm to a Kami or mortal again whilst in this world. The enforced total pacifism is fairly kind, mostly you deal with the odd ache from stepping on bugs and such, but to harm either of the named factions and the reprisal will be fatal.

That wouldn't be so bad but your order swore an oath, again enforced by blood magic, that you must maintain the order. You were to maintain order between the Kami and mortal races, and banish the Oni where you could. Now that oath is tested. As you continue to wander you will find the Kami War crashing around you, and you are compelled to maintain order where chaos is crashing the systems once beloved. If you can manage this till the end of the Kami War then you will be victorious.

The Last Rite (Ogre Only)

The world is drowning in Chaos and everyone seems to be settling old grudges. Well that's fine you've got a few things to do and some blood would have been needed to spill for it to happen anyway.

Now first you have to collect all the ingredients. Usually getting a materialized Kami takes hunting down a mystic and waiting for the right moment but with open war among the mortal races and the Kami they're everywhere so that will be easy enough. Next, you'll need to get some blood from each of the races, a living sacrifice would be preferable but enough blood to kill a person of the race in question is enough to work. Finally, you'll need the skill that you've honed over a hundred years.

Skill in combat and magic. The style of tooth and claw that can take on entire armed and armored squads of samurai like fire to rice paper and the massive spirit slaying weapon nearby are proof that you hadn't let yourself go in the combat department. The summoning magic and the spells gleaned from the Oni on how to keep a bit of what you kill and consume also stand as proof that your magic is without a doubt strong.

With this and your ritual you'll be doing something unexpected. You'll use a powerful spell of blood magic to summon forth the patron Kami of each race in turn before turning on the Patron of Ogres and subsuming it completely before the witness of the other Patrons. Using this method you will gain not just a shard but all of the Patron of Ogres powers establishing yourself as a Kami of Ogres, granting you the ability to be treated as one of the patron deity of a race and the Symbolic Links Strength, Cunning, Mountains, and Ogres. In addition, you may treat Bizarre Form as if it were free to you, and you can get it’s upgrade for 100 CP.

Failure is death, of course.

Goblin Jumper & Ryuu (Akki Only)

The world is going to shit and the Kami have decided to make war on the mortal races. Well that's nice and all, but the leaders of the various Akki tribes have decided that it's time to march on the human nation... like idiots.

Perhaps it's the fact that you speak with a mirror scaled dragon. Perhaps it's the magic that comes so easily to you, wither channelling the fiery energies of the mountains or shaping their stone. Perhaps you were just born better. Whatever the reason you are one of the smartest Akki you've ever heard about and the plan the tribal leaders have come up with is... well.

The humans have a dragon on their side and the Kami's blessings have been weaker as of late. How do the Akki leaders think that they're going to make it happen? They are depending on sheer numbers and on the toughness of the Akki race to pull through. That's not strategy! That's a suicide charge. The human nation has great numbers as well, they have flying soldiers and casters from the distant school of magic, AND THEY HAVE A DRAGON!

All of this comes to a head when your tribe puts you on the line up for the initial attack, most likely because of your vocal protests to the stupid plan. You've been left out to dry and thus you've come to the cave of the mirror scaled dragon. After much cursing, the non-magic kind, and bemoaning your fate the dragon leans in and proposes an idea.

The best way to make this stupidity go away is to be the leader and kick out all the idiots in power. The mirror scaled dragon is more than willing to back you up in this plan and uniting the Akki race so that they can actually be force to be reckoned with would be a noble cause, right? After that you could go off and see the world knowing that your entire race wasn't committing suicide.

Your objective is to prevent the Akki invasion of the human nations, bring the Akki people under your rule, establish a society that does more than chunk rocks at folks (though that IS fun), and create a civilization for these barbarians.

If you can manage it before the Kami War is over then it will impress the mirror scaled dragon enough that it will wish to join you on your journeys. The mirror scaled dragon as a companion has 500 CP to its name is a Kami with three Symbolic Links free and will grow to be the size of an upgraded Bizarre Form in a few (7-10) thousand years.

If you can manage it only after the Kami War is over then you'll get a copy of Shinka, the Bloodsoaked Keep instead.

Failure means that you fail the Jump.

The Debt Must be Paid (Nezumi Only)

A ninja knows no honor, for such a thing would get in the way of duty, but to those who hold a Ninja's debt know a shadow of loyalty. This is true in your case. You owe a debt of lives spared, your clans to be exact, to the Soratami known as Chiyo and she's going to be in the thick of the Kami War's most subtle and brutal power-plays. Chiyo has asked you to pay for the lives her dealings with your clan saved and thus you are driven to save her no matter the cost by a combination of life-debt, blood magic, and duty.

This debt will take you from one side of the world to another many times over. Ciyo is a soratami prophet, tactician and warrior. She's also the most advanced disciple of Uyo, the silent prophet, a devoted follower and the right hand of Mochi, the Smiling Kami of Crescent Moon, the patron spirit of Soratami. She is ruthless and cunning, capable of armed fight and short-range psychical attacks. However she seems far too easily surprised at the oddest of times, some would even go so far as to speculate that her foresight is being used against her, and her powers of prophecy seem to have holes in it. She is arrogant in the extreme and has stringent requirements upon you as may never show the form you are most comfortable with for the duration of your bodyguard duty.

This will keep you in the very thickest plots in Kamigawa's history and you must keep the Moon Folk alive through it all. Even as something conspires to kill or torment her, you must counter a seemingly endless series of dangers or see you duty broken and your Jump failed.

However successfully protecting the arrogant Soratami for your entire ten year stay and you'll gain the secrets of True Ninjutsu, the practice of crafting a quasi-real summoning around one's self to create a form which can be worn until betrayal and ambush are ripe for the picking. In addition, your memories as a Ninja and a bodyguard will teach you many insights into the nature of political and more mundane assassination techniques. Beyond even that, you will have earned the favour of the Soratami in question and she'll be willing to come with you on your adventures if you so wish. She's a Soratami with 500 CP in addition to the rough equivalent Portents & Omens, though she relies upon it pretty heavily.

However, if you do not wish for a Soratami companion the compensation of Shizo [Death's Storehouse] will hopefully abide you.

God From the Outside (Kami Only)

You are a Kami who is not from here. How you got here is mystery. Your arrival has lessened your Divinity to the point where even you're strongest powers are wavering echos of what they were. Thankfully all you'll need to do to get back those powers is to establish yourself a base of operations here in this world... Why is everyone fighting?

You must, during the Kami War, establish a place of worship and maintain a religion to restore your powers. You'd need over a hundred villages sending prayers to get back everything you've lost and the folk are currently having it out with the local Kami.

Should you manage this they will build you the Taisha of the Outsider on a massive section of land, you may choose the type for the basic lands which it will count as four of, which you can take with you and use on your journey. They will also record your role in the Kami War so that any who wish to start a religion around you would have a far greater base, the historical text is taken as fact in worlds with magic and/or gods and is taken as a religious text in good standing in world less blessed by such marvels.

This option is for those who wish to go as a Drop-In but also a Kami. You have no knowledge of this world and have to deal with it as you are. It places you at odds with lots of folks because basically all Mana Lands in the world of Kamigawa is controlled by one or another power bloc of Kami. As a slight bonus though you have a powerful alignment to the Mana Lands and thus have Symbolic Links with each of the five colors before you even get to your own purchases.

At the end of your journey you come to a choice:

Go Home, Dear Jumper
It's time to return from this endless waltz.

Together With Friends
You and any companions who wish can stay here if you and they so wish.

Forward, to New Worlds
The journey continues as long as you are the one to walk it. Good luck.

Notes

A warning to those who wish to journey out to the Blind Eternities.

1. You'll need a method of navigating them, either via Planeswalker aid or some other means.
2. Kamigawa is 'far' from the other Planes. No idea what this means, but it's good to note.
3. The Blind Eternities are called that because going into them seemingly blinds you, in truth you're just seeing all the Void that fills the Blind Eternities.
4. Reality Acid is bad. Breaks down reality.
5. The Weatherlight, artifact skyship which can navigate the Blind Eternities, was made by Urza, a Planeswalker, and has seemingly no navigation system of it's own.
6. Events in the world may not be how or when you thought they were. Kamigawa is set a few hundred years before the most recent upheavals of the Multiverse.

On the subject of Mana and magic:

Mana from a bond can be tapped to create a unit of Mana, the gross excessive mystic power produced by the land itself, which can take hours, usually one to five, to recover. Creating a bond is a relatively unknown practice as most folks rely on their own power and this is reflected in the Jump. However if you wish to use them then here is what it does in broad strokes.

Drawing on these sources of Mana for spells increases their relative effectiveness, a twenty foot wide Fireball spell could be pushed beyond its usual limits to become a conflagration able to scorch an entire battlefield and leave all but magic resistant foes scarred for life with enough Mana poured into it. If the spell produces an effect, supercharging it with Mana will usually increase it's effectiveness or range.

Most mortals don't have Mana bonds in Kamigawa, with the Kami having them on tap, but you have access ot the Lands section so I'd expect you to have one or more.