

Nurarihyon no Mago/ Nura: Rise of the Yokai Clan

400 years ago the yokai Nurarihyon eliminated the kitsune Hagoromo Gitsune with the help of a pilfered spiritual blade and Hidemoto Keikain, the 13th air to the Keikain onmyouji family. Moments before her death she had cursed the Keikain family's male heirs to have an early death, and the Nurarihyon to never bear an heir with a yokai. Rikuo Nura is a boy that's only ¼ yokai, and the heir to the great Nurarihyon. Unfortunately the young heir wants nothing to do with his father and grandfather's legacy, opting to live as a human. That is until he is forced to, the yokai world becomes involved with him, Hagoromo Gitsune has revived again, working on a ritual to bring her son back to life as well. In the process of attempting to stop these developments, our hero Rikuo and during this he learns to accept who he is. You start the jump at the point where he first mobilizes his own night parade against the rat yokai.

REBORNanon
V1.0

Starting Location: Roll 1d8 to determine your starting location, or pay 100cp to change it. You can arrive at any point within the starting area.

1 Tokyo: Containing the heart of the Nura clan, the main house. In addition to this the city itself has a lot of nightlife, perfect for a yokai.

2 Shikoku Region: A mountainous region, the main point of attraction here is the danuki clan.

3 Kansai Region: Including Kyoto, which houses Hidemoto Keikain the head of the Keikain house. This region is likely the least safe for yokai in the beginning, but the most safe for an onmyouji before Hagoromo Gitsune invades.

4 Tohoku Region: A hidden region in Japan, containing a small village of yokai who extensively train their "fear".

5 Chubu Region: A region bordering the ocean, this region houses the Great Ape Alliance and the Shogawa River Valley, a World Heritage Site.

6 Nishikigoi District: Affiliated with the Nura Clan, this district contains a great number of rare trinkets, both useful and not.

7 XX Village: A dangerous village created by the Hyaku Monogatari Clan, the inhabitants appear human on the outside, but are truly monsters.
8 Free Choice: You can arrive at any of the above locations.

Gender and Age: Keep them from your previous jump, or change them for free.

Origins:

Drop-In: You arrive in this world with everything you have gained in the past. While you have no memories or connections, any purchases you make here will have a passable backstory in-universe.
Paranormal Investigator: You were a normal human, going about your day to day life with little thought of the unknown. And then you saw it, a yokai in all its glory. Since then you have dedicated your life to proving their existence, and have a wide amount of trivia knowledge on yokai.
Lord of the Night: A natural born yokai, or a human who stumbled along this path from torment and torture. You likely have at least a few yokai under your command, and have a talent for avoiding detection from normal humans and onmyouji.
Onmyouji: Trained from a young age in the ways of fending off yokai. While you are still relatively young and have much to learn, you have a talent in what you do.

Races:

[0] Human: What you were before jumping, humans can have impressive powers, but alas are still mortal and die of old age.
[200] Yokai: From the lowly Natto to a Nurarihyon yokai, you are a full-blooded demon. Because of this, you either have a very long life-span, or can reincarnate a number of times instead depending on the yokai. Each kind of yokai has the ability to project, and be empowered by a certain kind of fear. For instance, a Kappa would represent the fear of water, and as such can effectively waterbend, and becomes stronger when near large bodies of water, and if people are scared of water then the kappa becomes stronger as well.

[100] Hybrid Yokai: Perhaps you're the spawn of a nurarihyon and a yuki-onna, or a tengu and a kitsune. Regardless of the pairing, you are equal parts of each parent, allowing you access to a hybrid form, and each of their fears. If you just want the additional fear, you can choose to look like only one of the species that you're a hybrid of.
Import: If you have an existing traditional yokai form, you can import it here to gain the fear empowerment at no cost.

Perks

Drop-In

[100] Last Second Save: Sometimes things happen too fast to react properly, things that, if not responded to immediately will have dire consequences. No more is this a problem, so long as your intention is to react immediately to a threat, time seems to stand still, granting you with just enough time to reach whatever goal you have.

[200] Powerful Princess: Although their numbers had a very sharp decline about 400 years ago, it seems that the strength of the noble bloodlines had not diminished completely, explaining your current power. Because of your bloodline, you have been blessed with incredible beauty, a longer lifespan, and a peculiar power. What is the power? It depends on the individual, which range from being able to cry flawless pearls, to being able to heal any injury on a person, including those caused by a yokai or spiritual blade. Also, your liver is supposedly the best tasting thing to other yokai.

[400] Day and Night: Day and night, light and dark, human and yokai. You embody two different worlds perfectly. Any powers that you have merge flawlessly together, even if they should otherwise be blatantly contradictory, and count as a pure-blooded being of either sort whenever it is convenient for you as well.

[600] Jumper of 100 Tales: Much like Sanmoto, you are capable of turning the fears and stories of people into demons, if you had something like his tea kettle that absorbed fear, it would be possible you could eventually create yokai out of your own body as well.

Paranormal Investigator

[100] Connections: Experts in the field, whether in a scientific field (like chemistry) or supernatural (like on certain yokai). You have a talent for finding talented people in fields you're interested in, and more often than not you can convince them to meet up and give you personal lessons, even if they are the type that would normally decline.

[200] Researching: How did Kyotsugu even know which articles are yokai, and which ones were fake? Not once did he even seem to mention a piece of faulty information that he had acquired. Like him, you know instinctively which sources are real, and will stumble upon websites that contain a great deal of knowledge on a subject, more than the setting would normally have. Now go out there and learn!

[400] Sheer Luck: Maybe your ancestor was a land god like Rinko, or you have a blessed bloodline of some sort. You'd rarely if ever lose games like gambling, and when danger does occur you seem to just… luck out. Enemy blows will miss when they should have hit the mark, being caught in a terrible traffic accident will somehow just destroy the vehicle and leave you with just a few scrapes and bruises.

[600] Fearless: Fear is a powerful thing in this universe. It is capable of bringing forth powerful illusions, empower abilities, and even curse or bind someone. Or rather it would be, if it could work on you. You are immune to fear, which by extension makes you immune to almost all yokai attacks, while being highly resistant to the remaining types of supernatural attacks. Being struck by a blade of fear itself yould phase right through you, while a fireball would just leave you with a few burns.

Lord of the Night

[100] Leadership: Creating your own night parade is no easy feat. There's countless individuals you need to appease and otherwise win over, some with conflicting interests. Your charisma and leadership ability is top notch, making it so that creating and leading your own night parade of 100 demons is something that would be very possible within 10 years.

[200] Better Fear Empowerment: You're better at utilizing fear than other yokai of your type. Simple ice shards become full on blizzards, and any fear you evoke empowers you more than the average yokai as well. In addition to this, you have great control of your fear, enabling you to have specialized modes shifting your own attributes into something like "attack" or "defense".

[400] Hagoromo: Some yokai have an eternal life, while others have a large number of human lives. You are one of the latter, and should you face death your spirit will find and possess the nearest unpowered "human" of the setting, effectively giving you a second chance to complete a jump. You retain full powers after possessing someone, and the power can only be used every 10 years.

[600] Matoi: Also called equipping, matoi is the process in which a part-demon will "wear" any other demon who mutually trusts them. This leads to the half-blooded yokai to gain a marking resembling the yokai worn (it is normally permanent, but you can instead opt for it to be temporary), and the powers of those worn. Wearing a yuki-onna would coat your body and weapon in ice, or a kamaitachi with flowing wind. In addition to this, using matoi augments your own fear and strength, making both much stronger than the two individuals would be. There is no limit to the amount of people you can perform this technique with at once, so long as they have any sort of supernatural power, but the more you use, the greater the strain will be.

Onmyouji

[100] Onmyouji Basics: Summoning barriers, crafting simple shikigami, and wielding weapons to fend off yokai. These are all things that onmyouji are taught, and serve them well in combat.

[200] A Dishonest Exorcist: There's more to being a talented onmyouji than just being able to control powerful shikigami. Instead of training to use lots of shikigami, or just very powerful ones you've honed your mind instead. Playing up your own weakness to bring the opponent to a false sense of superiority, only to strike them moments later when they lower their guard, or maybe just giving out half-truths of how your powers work. Either way you are a mastermind when it comes to battlefield deceptions, making you all but immune to them yourself.

[400] Prodigal Daughter: One shikigami per onmyouji, it's not a rule so much as a fact. The reason for this is because humans don't have enough power, not enough control to summon and order two shikigami around at the same time. Not you however, you were blessed with a great amount of spiritual ability and control, enough so that starting out you can control four powerful ones at the same time, and have managed to excel at shikigami fusion, a technique that greatly empowers the users own abilities by fusing themselves to their summons. With a bit of time you can control even more shikigami, and even apply the fusion technique to other summons you have.

[600] Hagun: A technique passed through the Keikain family through the ages, Hagun summons all of the previous ancestors of the house to the user, while simultaneously enhancing the users own abilities. Beyond the power boost given, these ancestors are still very much cognizant, and can serve as a font of knowledge for anyone wishing to know about specialized techniques, and even crafting spiritual blades!

Companions:

[50/150] Create: You can create a single companion, who gains 1000cp and a free origin. If you wish to create 8, then the other 7 companions only have 800cp.
[50/150] Import: You can import (1/8) companions, with each one gaining 800cp.
[200] Canon: By paying 200cp you'll encounter a canon character on friendly terms, and at the end of the jump can take them along with you.

Items

Drop-In

[100] Tsukumo-Gami: Antique items that have been tended to for generations, cleaned and loved will sometimes become Tsukumo-gami's, yokai that represent the item that they once were. These sentient items gain a human(ish) form, and are much more durable than their previous item was. You can import a single item to become one, with it being perfectly loyal to its master.
[200] Yokai Market: A hustling, bustling market filled with stalls, booths, and even shops staffed by yokai. The goods here change from day to day, with some vendors carrying food, others knick knacks, and the occasional rare artifact. This market square is yours, following you through jumps and giving you a comfortable profit to live off of.
[400] Fancy Tea Kettle: An heirloom relic from the Edo period, this tea kettle could nab you a small fortune if you sold it. If not, it serves as a container for ambient fear that you collect, never seeming to reach a max fill. You are capable of using the fear, brewing it into a tea that boosts your own powers when consumed, or to brainwash those with unsure minds.
[600] Hagurugama: Also called the "Frenzy-Toothed Sickle", this spirit blade is composed of smaller spirit blades embedded on discs that rest on the hilt of a scythe. While lacking the ability to empower itself from slain enemies, or the ability to cause yokai to eject their power it has a different property. The bladed discs can be ejected and remotely controlled by the wielder, rotating as a deadly saw enabling it to cut other spirit blades by doing so. In short, it is a telekinetic chainsaw scythe.

Paranormal Investigator

[100] Yokaipedia: An easy to use book, containing detailed information about all kinds of yokai, including their strengths, personalities, and weaknesses. This item updates with each jump, containing info on other exotic species as well.
[200] Bag of Feathers: Perhaps you encountered Zen on a good day, or managed to stumble into a Yokai market and purchased it on a whim. These feathers are something special, besides being a beautiful ornament, they are in fact, incredibly toxic. Indeed, by

even touching one of these feathers you begin feeling violently ill, and should you manage to insert the feather into someone's body it would be a guaranteed death sentence. You start off with a kilogram-sized bag of these feathers.

[400] Surveillance System: Combinations of cameras, microphones, and other detection and recording devices, this item contains an infinite amount of these surveillance devices, with each one having a power battery that doesn't run out, and no lag time. In addition to this it comes with a deception to play the live footage on, if need be.

[600] Sacred Shrine: A quaint shrine located on a beaten path in a park, or on another property if you so possess one. Praying to this shrine will grant good luck, and praying for others will heal their injuries, no matter how severe.

Lord of The Night

[100] Ornate Pipe: an ornate smoking pipe of Japanese design, while not only being immensely durable, it can also grow to fit the size of you, enough so that it can even be used as a formidable weapon. It also comes with containers of various smokable herbs, with each one never seeming to empty.

[200] Sakura Sake: A special wine used by the Nura clan's third heir, by pouring this sake into a container, and blowing the top of this sake at a target, it becomes engulfed by an infernal vortex of flame, with no escape until the ripples of the sake quell. You could also just drink it instead.

[400] Nura House: A large Japanese style mansion that sits on a sizable plot of land. It comes fully furnished, and doesn't have any monthly fees associated with it. Relaxing under the tree in the courtyard with someone will strengthen their bond to you.

[600] Mao no Kozuchi: Also known as the Demon King's Hammer, or Sanmoto's Heart, this weapon was created when the leader of the Hyaku Monogatari split his body apart into 100 different pieces. This weapon is capable of taking on the spirits, fear, and hatred of those slain into itself, making the weapon, and the wielder by extension, stronger.

Onmyouji

[100] Infinite High Quality Soy Sauce: A large clay pot with a ladle and a lid. Contained within the pot is a very tasty, high quality soy sauce, perfect for making Tamago Kake Gohan with. Interestingly enough the jar never seems to run out of soy sauce, meaning that you can enjoy this condiment forever!

[200] Keikain House: A sprawling Japanese house in the middle of Kyoto. What makes this place special is that it is protected by a particular barrier defense. Said barrier is formed by a series of spiraling temples, each one protected by a lesser barrier and a powerful onmyouji. The only way to break into this house would be to destroy each temple along the way to the main house.

[400] Yang-Force Pills: A set of pills in an ornate package. When taken it channels yang energies directly into the body, providing a superhuman boost, enough so that a frail middle-aged man would become beyond peak human in physicalities.

[600] Nenekirimaru: A special spiritual blade crafted exclusively for slaying yokai. When the nenekirimaru cuts through a yokai, it prevents healing and causes the supernatural energies to quickly rush away from the person cut. Said blade is guaranteed to be

super-effective against any supernatural being, but is otherwise rendered ineffective when used to attack a human. Purchasing the blade here removes that secondary feature from the blade, so while it isn't super-effective, it still works as a perfectly functional blade.

Undiscounted

[400] Jumper Clan: 10,000 yokai under your command, willing and able to serve you. While most of these yokai are individually weak, some even more weak than an average human, there are also those who are stronger. About 72 of these yokai will be on a level equal to your own. If you would prefer, this can be changed from yokai to onmyouji instead.

Drawbacks: A max of 1200cp can be gained from drawbacks, any more will just be for fun.

[100] The Long Road: Instead of starting off in the modern era, you instead begin in the beginning of the Nura Clan story, right after Nurarihyon befriends Natto-Kozu. You will have to live through both incarnations of Hagoromo Gitsune's conquests unless you can find a way to prevent her rebirth.

[100] Bad Smell: Natto-Kozo, a yokai born of, and composed it as well. He is quite friendly, but others don't exactly like playing with him because he reeks of fermented soybeans. Thankfully you aren't as weak as him, but you still smell like him.

[200] ¼ Demon (yokai only): You are only about a quarter demon, while this doesn't affect your power in demon form, it does limit it. For the remainder of the jump you will only be able to access your powers and your demon forms at night, or in areas that are incredibly dense with yokai fear.

[200] Toilet Yokai: You have a watchful friend! This disgusting looking yokai will watch you whenever you use the restroom, and while it won't attack you, it will never really help you either. but will be creepy and annoying. Killing it just makes more of them appear to watch you.

[400] Chibi: You're adorable! And only at a fraction of the power that you would otherwise possess. For the most part this only affects your offensive abilities, with your defenses being close to what they would normally be.

[400] A Bad Walk: Occasionally you'll take walks that ultimately end in you wandering into the world of a yokai, these yokai can range from being lonely spirits who want some sort of company, to hungry beings that wish to feast on your body. In order to escape you'll need to overcome your "fear" or to be able to cut the fear of the area itself.

[400] Fearful: You're a bit of a scaredy-cat. While in other jumps this wouldn't be too bad, in this jump this means that 1). You're more scared of Yokai in general, making it harder to think straight while fighting them, and 2). Any yokai you face against will be significantly more powerful than otherwise, feeding off of the Jumper's fear giving them an immense boost to their powers.

[600] Fear of Failure: Fear is a powerful thing, capable of bringing demons to life. You've had fear, haven't you jumper? Fear of failure, fear of death, and maybe even worse. Your past fears have followed you into this world, and have manifested into a single, powerful Yokai. If you can face your fears, and overcome them without killing the demon borne of it you can take fear as a companion.

[600] Jumper's Mom: You're dead. But that doesn't matter because one of your companions will bring you back to life, by giving birth to you. While you can minorly influence the outside world, you are otherwise reliant on your "mother" and if she dies, or fails to complete a complicated ritual to bring you back you fail the jump. She will not physically give birth to you as much as summon you back from beyond the grave. A male companion can be your "mother" if you'd prefer.

Scenario

Night Parade of 100 Demons: The night parade of 100 demons. A procession of a great number of yokai, led by the lord of pandemonium. Different regions have different lords, with the most notable being the Nura Clan, leading over 10,000 demons. Your goal is simple, to become the ruler of all yokai in Japan. If you can recruit or subjugate all major houses in Japan under your banner, and most stragglers. While there can be some unaffiliated yokai, the grand majority of them >80% must be under you. If you complete this, then all yokai that are under your command will become followers. In addition to this as a secondary goal; If you can convince the Nura Clan to join you without harming them (a fair duel or contest to determine leadership is ok, holding hostages or outright hurting a member is not), then you will be able to take along Nurarihyon, Rihan, and Rikuou as a single companion. Each of them is a powerful Nurarihyon yokai, each capable of projecting illusions with a technique called Kyoka Suigetsu.

Notes

- Origin discounts are 50%, with the 100cp perk/item being free.
- If you fulfill the second part of the scenario you can bring their wifes along with them in the same companion slot. They're not as strong as their husbands, but it'll make the both of them more happy. Fanwank who Rikuo ends up with.
- Onmyouji each have a shikigami that they are familiar with, and each one has at least a single shikigami. If you can't decide what you want your shikigami to be, look at https://nurarihyonnomago.fandom.com/wiki/Shikigami for ideas.