SHIN ANGYO ONSHI (IC 0.5)

"A wish that brings life, a wish that brings death, and the kingdom stuck between."

Well, you came right on time; we've finished all of the preliminary surveys in this world. On second thought, it's probably better to say that you came at the wrong time, since you've gone and missed all of the action. But don't get the wrong idea, there isn't either the time or the luxury to sit back and relax. You see… well, it's probably better to explain from the beginning.

The land you're entering was formerly known as the kingdom of Jushin. It would be apt to call Jushin a medieval kingdom, but classifications don't matter much anymore. You see, Jushin fell to ruins a short while back – the entire kingdom collapsed from the capital outwards. Now all that's left of the proud kingdom is ruins and refugees, and it isn't a pretty sight.

What remains of the kingdom has stabilized, if you can call it that, and has largely fragmented into many individual communities, all self-governed. As a traveller I don't think you'll have too much trouble… provided that you're used to travelling through monster infested lands.

You see, even back when Jushin was prosperous, it already had a demon problem of sorts. Nowadays that problem has grown without checks… so whether you decide to settle down in a village or wander the world, it's very likely that you'll come across demons… and it's very likely they'll prove to be problematic.

With that being said though, that's what our team is here for. The idiot who liked to play underwater handball is on vacation, but we'll make do. Our preliminary efforts should be more than sufficient in preparing you for your stay here.

That's right, you'll be here for a decade...and it's very likely that things are going to change dramatically within the decade. The rumours say that the man who caused the fall of Jushin is on the move. The rumours also say that Jushin's old secret services, the Amhaengeosa, have been active again. They're just rumours though, so take it all with a grain of salt.

Before anything, here, take this – standard formalities on the house.

+1000 CP

No need to thank me, we're here to get you on your feet after all. Who knows, you might meet us again in the future. If you see the Lady, do put in a good word for us. But until then you'll be in our care. First… some basic details to go over.

[Making Your Acquaintance]

For starters, your appearance may be a matter of concern. The humans in this world are rather fearful of anyone that doesn't appear human, and perhaps rightfully so given the series of

bloody wars they've had to endure with the demons. While certainly, if you don't care to live and deal with humans, your appearance shouldn't be too much of a problem, if you do have concerns, we can arrange for you to obtain a human body.

The gender and appearance, well we believe you should have the right to decide that for yourself. As for your age, well, we can modify that if you wish, or you can retain your current age. If you'd like us to modify it, take that dice over there and roll for yourself.

Age: 10 + 1d8 (50 CP to choose, ranging from 7 - 77)

To better help you adapt to this world in ruins, we've prepared some basic training, segregated into different roles depending on your preferences. You don't have to choose one of course, but if one of these catches your eye, you can choose it, and we'll take care of the formalities.

Background	Description
The Wanderer	As a wanderer with no ties to this world, as a drifter without any connection worth speaking of, you might feel like an alien in a strange land. But you might find that you have more in common with the locals than you think, starting with basic objectives for one. After all, you're going to fight and survive, aren't you? You'll find plenty of kindred spirits across this devastated land – plenty of folks fighting tooth and nail to live just one more day. Hopefully tomorrow won't be your last.
Amhaengeosa	A relic from a time that has gone and left this land, the Amhaengeosa were a society of peacekeepers and law enforcers who originally acted undercover, investigating into illicit dealings from the local government and other affairs normally "off limits" to commoners. In the country's current state, the society has been dissolved, but some folks bearing the title still roam the land, hoping to bring a fragment of justice back to the people.
Sando	A role traditionally seen alongside the Amhaengeosa, Sando have transitioned easily into new roles as the country changed around them, as bodyguards were still largely in demand. While Sando in service of the Amhaengeosa could be either human or beast, most of the Sando who make a living as a bodyguard nowadays are strictly human.
Bang Ja	Also a profession that was more commonly present when the Amhaengeosa were active, the Bang Ja have found it slightly harder to adapt than the Sando in these trying times. Originally seen as helpers who would primarily conduct

	preliminary investigations for the Amhaengeosa and help maintain secrecy, as the country broke down and politics changed many Bang Ja found their affiliation to the dissolved secret society a hindrance in finding a job with the local government. Many opted to change their lives entirely and cast aside their old titles.
Demon	Demons aren't supposed to exist, but few can deny that monsters roam the land now, preying on unsuspecting travellers and ill prepared parties. You would do well to hide your presence, as the humans don't need any prompting to begin hunting you down. Can demons and humans coexist? Well, it has certainly happened in the past… but very few humans understand the true nature of demons or their origins… and even among the demons there aren't many who can attest to know either of those. The weight and consequence of your actions will be undoubtedly immense.

There's the matter of where you're going to end up… we've surveyed a number of locations where it should technically safe for you to start finding your bearings. Much of this continent remains relatively unexplored outside of the civilized Western country of Pretinica and the former lands of Jushin, so for safety's sake, we'll have to drop you off somewhere within one of those locations.

You've been handed a dice, **1d8 for location. (50 CP to choose)**

Location	Things to Note
Jushin, Border Town	A small town on the border of Jushin's old territories, aside from a beaten up main road crossing through it and desert all around, there really isn't much here to speak of. There are some stragglers who survive here scavenging and trading, but the monster packs that roam the desert make daily life a desperate struggle for nearly everyone. Following the main road will get you to some other territories, or towards the old capital… but most people recommend heading West instead.
The Western Reaches	Part of the border that kept the Jushin of old isolated from the rest of the world, this mountainous region still has a vibrant population, in part due to the troops which are still stationed here, and a main road that facilitates trade with the West. Unfortunately, the lord of the area is said to be cruel and despotic… and there are rumours that the lord has a fondness for human flesh as well…
Old Capital of Jushin, Outskirts	Not a good place for the living to be, the former capital of ancient Jushin still stands, but it is no longer a city of vibrant life.

	News that comes out from the old capital is generally delivered by those who have tried to scavenge things to sell from it… and of the few who return alive every single one speaks of horrors and demons, and all of them warn others never to venture anywhere close. It would not be wise to stay here for long – the main road is close by, and should lead you away to safer places.
Hwalbindang Territory, Kimhae	A town under the influence of a bandit gang called the Hwalbindang, the townsfolk aren't as uncomfortable with this arrangement as you might expect, given that the presence of the Hwalbindang has also kept the monsters at bay. The Hwalbindang however, won't be too tolerant of anybody that could present a problem to them sticking around. So either lay low and don't attract too much attention, or be ready to get on the road.
The Chilgap Mountain Range	At what could be truly called the border between the West and the East lays this mountain range, where a small kingdom resides free from the influence of old Jushin. However, this freedom comes at the cost of substantial influence from the kingdoms in the West instead, and it is lately that this small kingdom will be broken and consumed by those in the West soon.
The Port Town	The towns closest to the sea have suffered the least from Jushin's fall, kept alive by trade with foreign lands. To this end the Western lands have contributed significantly to keeping these towns alive, and travel from here to the Western lands of Pretinica is possible via ship. Otherwise, this is likely one of the few places in Jushin where one can make a stable living.
The Western Capital of Pretinica	Likely the safest and most advanced place on the continent after the fall of Jushin, you could likely spend all of your time here without a care in the world. Well, we say likely, but it isn't like the Western Capital is free of problems. With its rise to power, and a general improvement in living quality, there are plenty of folks who now have the time to delve into… less savoury pursuits. Lately it seems that demons have been discussed in some local circles…
Free Pick	Well, you're lucky… in some sense of the word. You can choose for yourself from the locations above where you'd like us to deploy you.

Well it's good time for you to take a look at what options are available to you as far as preparations go. There's the matter of preparations related to your background, but also your companions, and items that might assist in your time here. Additionally, if you want to help us investigate this world's oddities a bit… we do have some opportunities available. That hotshot scientist was particularly interested in the effects of a certain plant the survey team found…

{PERKS}

Depending on what role you would prefer, the training which you can take to help you fit in with the world a little better will vary. To help you along, the training within the same role is discounted, with the first option free. That being said, there are some options available if none of this preparation interests you. Don't feel like you have to take any of this, considering it's all just basic training to help you fit in.

THE WANDERER

Mutual Hardships 100

Most people like to remember happy moments, and forget the times when the situation turned for the worst. But when they aren't given the luxury of choice, and every day seems to be a struggle for survival, you might be surprised how quickly they'll bond with one another over common misery.

Times like these normally make people more wary and jaded towards strangers, but you have a knack for getting past the initial layers of distrust. People warm up to you quicker and whether it's a matter of giving aid or receiving it, there's less resistance all in all. Even in a world as run down as this, you don't necessarily have to be in a world of strangers.

Enduring the Wasteland 200

Even long before a kingdom collapses completely, the first signs show up in the infrastructure as neglect and corruption eat away at the foundations. Villages and roads have fallen apart, and travelling through the land will be definitely ensue in many nights spent out in the wilderness, perhaps without any stable source of food or water.

The boosts to your stamina from the training should at least greatly reduce the time it takes to travel from one bastion of civilization to another, regardless of what terrain you have to travel through on the way. In addition to this you won't have to worry about missing meals or lacking hydration for a largely extended period of time. It won't remove the necessity completely, but it should at least tide you over until you reach the next town.

The Unknown Factor 400

When Jushin was prosperous, it was a demon which plotted its downfall, and humans which were the chess pieces. With Jushin fallen, humans continue to dance on the demon's palm, playing their parts in a farce whose ending is unknown to all but the director. As a stray wanderer, you don't have a place on this stage.

Regardless of what plan people attempt to insert you into, your presence alone throws things beyond anyone's expectations. The process becomes convoluted; attempts to predict the outcome fall flat, and even those with prescience lose sight of what the "future" holds in store.

The more critical your presence is to a plan's outcome, the more chaotic things will become, and the more likely that drastic incidents will occur to everyone involved.

Demons against Demons 600

In a world with demons and monsters, the safest way to travel is with a demon at your side. Well, to clarify, it's likely safest if you can call forth a demon at will – having a demon around constantly is likely going to attract just as much trouble, but being able to summon a demon out at will can defuse a potential battle instantly.

Being a country with a history entwined with demons, Jushin has its fair share of summoners which conjure forth beings that may as well be demons. In the last war between Jushin and the demons, the demons which defected to Jushin's side took this art and enhanced it further.

The resulting approach to summoning is a form of magic inherently different from the other forms of magic used in this land. Summoning is a contract formed between spirit and summoner – and once formed, the summoner can call forth the spirit with minimal time and burden. Unlike a conjured flame, the summoned spirit acts autonomously in this world until it is destroyed, but it cannot be summoned again for a time after its destruction. To bypass this, it's possible to send the spirit back before it is destroyed.

AMHAENGEOSA

Furtive Investigation 100

The country may have fallen, the people may be scattered, but the job of an Amhaengeosa remains the same. In the old days when Jushin stood strong, the Amhaengeosa's job was already dangerous. Rooting out corruption necessitates digging into places people don't want to see revealed, and even back then, people were willing to kill others in order to make sure some things remained buried.

Now times are even darker, and people are willing to kill for even less. To continue walking this path, you'll need to be capable of ensuring that no one can follow your tracks. Whether it's by disguising your appearance or by eliminating evidence of your presence, your skills at concealing yourself have improved by a fair bit. As long as there's somebody else capable of taking the spotlight, you can remove yourself from the center of attention.

A Matter of Public Justice 200

If an official commits crimes against the people, then it only serves to reason that they need to be appropriately punished. In the days when Jushin had a judicial system in place, the people could place their trust in the system to do what was appropriate. But now that the system has fallen apart, perhaps it is more fitting to leave that punishment to the people.

With the right words, with the right evidence, you can rally together a mob, be it against an individual or against an ideology. Given a simple, understandable cause, a mob can withstand

all sorts of manipulation and interference. But if the cause is too complex, if the reasoning is too specific, you'll find that rallying supporters and maintaining their motivation can be inordinately difficult. When people rally together in such a fashion, they can easily accomplish things that they wouldn't be able to do alone.

Sentencing 400

Even in a world where justice has abandoned the masses, it's still possible to make one pay for their crimes. The individual who committed the crime is the best person to act as judge and jury… especially if they have no choice but to face the consequence of their actions. To survive in the wilderness, there are many who have put aside morality and committed heinous crimes. Through words, through actions, you can focus upon a specific individual, and force them to recollect everything that they may have done in the past.

The more one suppresses the pain and suffering that they've caused, the worse the backlash becomes when it is all forced onto them at once. Naturally, some people are capable of ignoring this sense of "empathy", some people are capable of filling themselves with selfish justifications. But this will only add to the weight that drags them down, first mentally, then physically, until it destroys them from within.

Badge of Office 600

Long ago, the King of Jushin gave each and every Amhaengeosa a badge of office – a medallion with horses inscribed upon its surface called the mapae. In an Amhaengeosa's most desperate moments, they could reveal the badge and summon forth the strength necessary to turn the tide. Even if the Amhaengeosa was alone against the entire office of corruption, the power of the medallion would be enough to sway soldiers, even armies, or in the worst case scenario… call forth legendary soldiers from Jushin's past.

The badge of office, also referred to as the Mapae, was crafted specifically for each Amhaengeosa to reflect their rank. This training will instruct you in the process to forge the Mapae, though whether you have the necessary magical basis to create a high ranking Mapae will be dependent on your own abilities.

The technique to create the Mapae has essentially been lost since Jushin's collapse. As one of the last inheritors to the technique, it would be wise not to make word of your ability too well known to the world. Being an Amhaengeosa isn't necessarily the best occupation to boast about.

SANDO

Avatar of Battle 100

Each and every Sando share a common purpose, living in the defence of the Amhaengeosa. By nature of this purpose, all Sando are forced into battles, both the ones that they didn't start, as

well as the ones that they never asked for. By nature of this purpose, all Sando must possess some form of martial ability, and you're no different.

Pick up a weapon, and it becomes an extension of your body. Be it a sword longer than your body, or a claw twice the size of your arm, you can still use it naturally in battle, ignoring the normal limitations such weapons may have.

Threat Neutralization 200

A Sando without an Amhaengeosa is little different from a samurai without a lord to serve. But whereas a lord can reside in safety and walk in the daylight without fear, the Amhaengeosa's path takes him into society's bowels and recesses – the lord doesn't look for danger, but the Amhaengeosa must dive in headfirst.

As such, the Sando must be wary of danger even when it isn't directed towards them. Even if your eyes can't see, your body can instinctively tell when there is danger pointed towards the Amhaengeosa you're guarding, or anyone else that you're guarding. With a single assassin it might be easy to follow their movements with your eyes – but corrupt officials aren't necessarily stupid officials, and rarely will they send assassins to move in alone. In the face of multiple threats, your body will instinctively assess the most pressing threat and move accordingly.

Hapki Control 400

Jushin's history has been nothing if not turbulent, but though long years of war against the demons devastated the country and its people, it also forced the growth of abilities which may have otherwise remained latent. Necessity breeds innovation after all, and the ancient warriors of Jushin learned long ago to harness and develop the energies within their bodies to combat the demonic threat. This became the basis of hapki, a technique that fallen into obscurity with the fall of Jushin.

Hapki awakens the flow of natural energy within an individual, and with this under control you can largely amplify your strength, while also drawing strength from your natural surroundings. At low levels, reinforcing the body to make it more resilient than steel is simple, but as one progresses, techniques such as waves of energy and explosive bursts of power devastating the surroundings becomes possible. By the time you've developed the technique fully, you can in turn nullify the same techniques used against you if they are at a weaker strength.

A Sword Where There Was None 600

In the last days of Jushin's war against the demonic horde led by the Matriarch Kaidaten, faced with a battle against a measureless amount of demons, every man who marched to the field fought until their blades broke or their lives were lost. For many, both of these happened at the same time. But for some, the loss of a blade woke something else up instead.

The most elite of swordsmen in Jushin – the Hwarang – all possessed legendary skills with their blades, but only some of them possessing the most extraordinary levels of bloodlust could awaken a power that surpassed even Hapki control. Their blades were formed out of desperation, the edges honed by bloodlust, and the shapes that their blades took changed based on necessity. To commoners who did not possess any experience in combat, it looked as though these masters wielded nothing but thin air, but these phantom blades could tear through flesh and armour with minimal resistance.

You may not have the same life or death experiences that the Hwarang possessed. You may not have the same lust for battle, nor the same lust for death, so the blade that you conjure forth may not turn out as sharp or as flexible. But experience is something that you accumulate with time – and compared with the deceased Hwarang, you have a definite advantage there.

BANG JA

The Walls Have Ears 100

The first thing an Amhaengeosa needs is information, and as the Bang Ja, you have to be able to collect information through as many means as humanly possible… perhaps even through supernatural means. After all, the more information you can collect, the less likely the Amhaengeosa will walk headfirst into a trap.

Rumours, hearsay, and gossip will be your allies here, and unlike trying to pry into vaults and archives, this kind of information can come from everyone beside you. Your appearance seems docile enough that everybody trusts you with

Through Fire and Ice 200

When push comes to shove, collecting information alone may not be enough for the Amhaengeosa to get the job done. But there are many tasks for which neither the Sando nor the Amhaengeosa are appropriate, whether it's because a blade isn't the right tool for the job, or whether it's because the Amhaengeosa's cover cannot afford to be broken.

For those times when you absolutely cannot fail, for those times when the task at hand weighs upon lives, you can enter the necessary state of mind to push aside any physical or mental distractions that get in the way. As long as the task is not complete, you won't sway or break to anything that's thrown your way.

Spirit Letters 400

Working as an Amhaengeosa isn't anything that can be boasted about, and in this walk of life, a single misstep can mean one's head on the block. But whereas the Sando will fall in the line of duty, whereas the Amhaengeosa can be captured and executed, the Bang Ja is left behind, as the only one to remember the Amhaengeosa's legacy.

For one who has seen so many pass on before them, the Bang Ja often have a special attunement with the dead – similar in nature but still different from the Sando and the Amhaengeosa. Some speak with the dead through letters whereas others leave physical markers behind, your own method may wary but you can also interact with the dead.

The more recently deceased the person is, the easier it will be for you to contact them, but how they respond to you varies from person to person. The longer they've spent deceased, the less likely you'll get anything coherent out of them, but some people die with strong convictions, so they'll probably retain a more coherent sense of self.

Determined to Make a Difference 600

Becoming a Bang Ja requires a simple measure of conviction and diligence, and unlike some other occupation, there isn't any typical job interview that goes on. But a lack of necessary experience doesn't mean that anybody can fit into the role. The Bang Ja is the first and last line of support, and wherever there is a deficiency, the Bang Ja needs to be there to fill in the gaps.

Should the Amhaengeosa be lacking in any facet, the Bang Ja should help them remediate their shortcomings. The skills that they may not have, the skills that they may need, with your eyes you can see what is necessary for the objective they have in mind. But the important thing is that you can help them gain a foundation in those skills, working out the techniques and practices to help them learn quicker.

But seeing as you're a Bang Ja, there may be many cases in which you don't have the necessary skills either – but that's where your skill as a teacher comes into play. You can adapt quickly to the situation at hand and learn the skills necessary to help your charge. The greater the need, the greater the motivation, the quicker both teacher and student can develop the necessary skills.

DEMON

Demonic Visage 100

You're a demon, but it doesn't mean that you have to appear like a monster. In many cases it isn't too advantageous to appear like a monstrosity, especially not if you have to linger around humans for any extended period of time. While transforming your body entirely may be out of your grasp at this time, you can however affect the people around you in such a way that their perception of you will be skewed. The "you" that they see will likely shift depending on what they expected to see, so it may be good to build up a good reputation for yourself before making any introductions.

Careless Whispers 200

Humans are frail, delicate creatures, and despite all of the potential that they possess, they are easy to turn against one another, easy to turn against themselves. The strong desires that they

possess can be exploited, the strong emotions they demonstrate can be twisted against them. It can be remarkable how some words, taken under different lights, can change a man's life.

To know the enemy is to control the enemy. Though you may not intend it directly, your words can reveal the desires and intentions of those around you, as long as you notice how they react. The power of your words is such that those who hear them will subconsciously react in accordance to what they desire. Stay around the same people for long enough, and even without words they'll subconsciously reveal these desires to you.

The Heart Guides 400

The existence of demons is a strange one, something that perhaps not even the demons can properly explain. From their origins to their purpose, their motivations to their behaviour, very little is known about them – even in light of what was made clear by demons that had defected during Jushin's time.

It is known however is that despite lacking many "human" characteristics, demons employ a strange sort of caste structure, such that weaker demons are often wholly subservient to stronger demons. Indeed, such behaviour was made apparent as per battle notes from Jushin's conflict against Kaidaten's brood. The brood fought fervently in defence of the "matriarch" demon, not even faltering when she decimated their numbers in a last ditch defensive measure.

As a demon, your own strength will dictate whether you can bring others under your control. The stronger you are, the more demons you can rein in line, and these creatures act unerring in deference to your will. Anything determined as a threat towards you will be eliminated, anything that you decide as a target will be destroyed – such is the behaviour that the subjugated creatures exhibit.

Of course, it goes without saying that humans too can be subjugated in such a fashion – but the human tendency to have strong individual wills may prove a bit problematic.

Saving Graces 600

Despite all of their amazing powers however, the most notable power of a demon is their resilience and tendency to recover from what a human would consider fatal. A human that attempts to cheat death generally fails, but a demon has ways of their own – the creation of new "life" being one of them. Demons don't procreate in the same fashion as humans; rather, they create other demons in a process that is best described as budding.

Normally it takes a fair bit of time for the new spawn to completely form, but it can proceed ahead even while the demon is otherwise preoccupied. When the spawn is completely separated, it then enters a different phase in its "growth", one where at any time, its body can be taken over by its parent. As such, a demon can escape death by hopping into another body – provided the timing is right.

Given too much time, the spawn may develop a level of individuality of its own, but the original master still retains the power to forcibly seize the body for themselves if necessary. Excessive distance between the parent and the child however, will interfere with this process and cause it to fail. That being said… it's not as though you're limited to just a single child…

UNAFFILIATED SKILLS

Manipulating the Human Condition 200

For an outsider looking in, humans can be a very amusing species. More so than any other species, they have always depended on something – whether that something is another person, a deity, a set of beliefs, or a mission, the element of dependence remains the same. Interdependence has helped humans develop the society they have now, but with individual dependence, a person can be strung up like a marionette.

Introducing a dependency is something anyone can do, but the fashion in which you fixate the dependency goes beyond something that chemicals are capable of. As your method goes without chemicals, you can subject an individual to an addiction for nearly any given object. Of course, if you make it too hard for the addict to obtain the item of addiction, it'll likely result in the addict breaking free… so perhaps an addiction to something more mundane would be preferable.

But humans being what they are, even addicts aren't alone in their struggle, and with kindred spirits around even addicts can build up a society. A society built up by addicts is a society regardless – and the more people that contribute to it, the stronger it becomes… even if the society was built up on twisted reasons. That being said, by that point, their addiction may just become an obsession when bolstered by others with a similar mentality.

A Transient Peace 200

As long as differences persist, conflict and strife will live on. At least, that might be how the scholars of Jushin would have justified their long, war torn history. From the first invasion to the last, from the first war to the last, Jushin has a history of conflict… a history of differences. But if anything, Jushin served as proof that peace can be even more terrifying than conflict.

After all, the largest amount of executions of the common populace in Jushin was conducted during a period of peace. A peace where people became absorbed within their own worlds, a peace where they could turn a blind eye to the atrocities conducted by the country… wouldn't that be a wonderful experience? It does lend credibility to the notion that ignorance is bliss.

Though you have to be close enough to actually take hold of their body physically, you can send other people into a sort of trance. They'll continue to "live" as far as biological considerations are concerned, but their mind will drift off into a world of their own creation. What they see, what they experience can be anything their imagination can call forward, but

giving the body some time off from the mind isn't necessarily a bad thing. Without the strains of daily life, you'll find that their bodies will quickly heal from any wounds present.

Whether they wake up though… well, the person sleeping may not want to wake.

Death Gazer 200

With enough experience, even a man can recognize the familiar visage of death. It might take one death, a dozen deaths, or a hundred deaths, but eventually the signs become apparent when a man crosses that threshold between life and death. Your eyes and your experience go a bit further than that however. Long before the poor soul crosses the threshold, even when they're hours away from death's cold embrace, you can see the reaper lingering around them.

The reaper's appearance is vague at first, nothing more than a dark aura which seems to hover about like a stray shadow. But as the person's time draws close, the reaper's appearance will be clarified. When the reaper's appearance becomes completely revealed, you'll know that the person is truly steps away from death.

A World with No Borders 600

(Discounted if Manipulating the Human Condition is taken)

In their ability to be self-conscious, in their ability to recognize their position relative to the world around them, humans have created a special society of their own, one with distinct ranks and castes. But at the same time, this awareness of theirs has also created inherent biases that humans alone possess. A self-awareness that causes them just as much pain as freedom, wouldn't it be better if that was all removed?

If biases alone were the problem, perhaps words and opinions could change it. But if self-awareness is the root cause, then perhaps a more drastic measure is necessary to help free the poor humans from their condition. If you were to reach into their minds and crush the notions of these biases ever existing in the first place, you'll likely ensure that they can never form any such bias ever again. Destroy enough of their biases, and you'll be helping them transform into an all new person entirely.

If their minds become a little scarred in the process… well that's just the cost of freedom isn't it?

We Are Finally Humans 600

(Discounted if Transient Peace is taken)

For demons, coexistence with humans has never ever fallen within the realm of consideration. After all, these are alien beings which have fought a long and bloody war looking to eliminate all demons; if anything it was humans who decided long ago that coexistence is impossible. But

impossible or not, some demons have still struggled to make ends meet – starting by shifting their appearance.

The method that the demons took to achieve these means wasn't necessarily the most savoury one, but it is something that you can have creatures emulate, if they want to become more… human themselves. There's some merit to the phrase "you are what you eat after all". Indeed, demons tend to consume a fair number of humans in order to attain a more humanoid appearance. But the visage isn't the only thing they attain.

The growth that these sacrifices bestow is one that affects both the mind and the body, capable of granting normal creatures sapience even if they lack it, provided that enough sacrifices are made. Eventually when a creature crosses that threshold where it can be finally considered a "human", it won't need any more sacrifices – though of course, you can still feed them some sacrifices to see how far they can continue to grow.

Hoe Gwang Ban Jo 600

(Discounted if Death Gazer is taken)

Hoe Gwang Ban Jo refers to a specific phenomenon, a last moment of brilliance from a candle before the light dies out. For some people, this can be analogous to their lives – such that just before they cross the final threshold, their lives reach one final peak. In their last moments, these people seem to draw out a miraculous strength, or a resolve they've never demonstrated before.

Your ability to incite this condition into others will naturally work best if they're close to death themselves, though even normal individuals can see a small, temporary boost to their abilities if you attempt to use this on them. On a proper target however, just like the candle's last magnificent flare, until their moment of death, they'll appear as if they were wholly reborn.

In what little time they have left, they'll be able to use their body to its full capacity. They may take blows, they may be struck countless times, but they'll continue to retain full function with their body until their flame fully expires.

[COMPANIONS]

The ruins of Jushin aren't exactly a tourist attraction, but having friends around should at least make your time here a little more tolerable.

The Fellow Survivors 50 CP

You probably trust the people who have stuck along with you all this time right? We don't have anything against you taking them along with you, but if you want to give them the same opportunity to make preparations and fit in… well that's going to be an extra bit of paperwork, so I hope you're ready to pay for it. We'll make all of the other necessary arrangements for your companions, don't worry.

Import a companion for 50 CP; they gain 400 CP to spend as they wish, and the same entry conditions as you (appearance, age, background).
You may import in a batch of 8 for 300 CP, with the same benefits.

The Original Survivors 50 CP

The fall of Jushin did not leave behind many survivors, and even fewer are aware of what happened that day in the royal palace. But those who did survive are a hardened bunch; folks who know how to make ends meet even in the face of relentless calamities. This land produces strong folks by tossing hardships at them without mercy – but even those with strength require allies… If you can successfully convince them to join you we can arrange for them to receive the same benefits as your other companions.

So long as you can convince them to join you, you can adopt a companion from any of the locals in this land. While they gain 400 CP to spend on skills along with a free background, choices made to help them won't take effect until you can successfully convince them to join you – and backgrounds won't affect their actual forms.

Lingering Sentiments 50 CP (Special)

The survey team came across a very interesting relic while they were touring around the ruins of Jushin – a magic artefact known as the Mapae. From the old records found, it seems that the Mapae took the souls of ancient soldiers in the Jushin army and bound them to the medallion, so that the soldiers could still serve the country even after in death.

It's an admirable notion to say the least, fighting for your country even after death. But if you can get your hands on a mapae, we might be able to tweak it a little for you. After all, you're not necessarily from this world – having soldiers dedicated to Jushin doesn't really make sense if you aren't dedicated to the country yourself. If you're so inclined, we can instead make it so that the spirits of companions who would otherwise be in stasis can be conjured forth through the mapae. Of course, you're not going to be able to import them for as long as they remain within the artefact, and as the procedure itself is rather complex – we're going to have to do it one by one. In

any case, choose from your reserve companions carefully, because once we finish modifying the mapae, it will be set in stone.

Requires a mapae capable of conjuration – it doesn't matter who possesses the Mapae. A special "companion conversion" option that changes companions into a summon spell facilitated by the Mapae. Companions chosen in such a fashion retain the abilities they had at the point of conversion (or re-conversion).

Companions used for this are essentially non-active and cannot be imported or acted upon – as they fill the ranks of the Mapae. Companions used in such a fashion are unique – such that even if you have multiple Mapae, you won't conjure forth the chosen individual multiple times.

However, in the event that they are chosen as active companions while preparing to enter a new world, they will leave their spot in the Mapae vacant until their time as an active companion is up – after which they return to the Mapae.

[ITEMS]

The store is a bit run down, though perhaps this too was just a preview of what you should come to expect in this land. The shopkeeper herself doesn't look like she has much life in her, but she doesn't seem to have any problems introducing you to the store and her stock. All of the items she has in stock were largely scavenged from her initial survey, but she points out that there's a special item in stock… something she arranged from the support crew after her travels.

SYNTHESIS ITEM – THE MAPAE, 0 CP

A special item deserves a special container, the shopkeeper says, as she pulls out a small medallion from the display case. This piece is a replica of a relic from the old Jushin kingdom before it fell for reasons unknown. At a glance, it may appear to be a simple medallion with a horse inscribed on its surface, but as the shopkeeper explains, this artefact was once used to a great extent by many of Jushin's internal attendants

Unfortunately as it is, the replicas that the shopkeeper produced don't carry much power, so she doesn't mind giving it to you for free. Still, it does have its uses in such a state. Show it to the locals, and they'll recognize your authority even if the kingdom of Jushin has fallen. Their recognition of you however, does come with some measure of responsibility, as the locals are well aware that only Amhaengeosa possess the Mapae.

THE HORSES 100/200/300 CP

The strength of the Mapae is inherently related to the number of horses inscribed upon the medallion. Unfortunately, the process for inscription is inherently tied to this land and its customs, so artificially attempting inscription will likely weaken the mapae all in all. However, while you're still here, the shop-keep can make modifications as you see fit, provided you can cover the cost.

The process of inscribing an additional horse is extremely magic intensive however, and thus going from one horse to two must be done separately from adding a third horse. The addition of a fourth horse is largely theoretical, but the shop-keep reckons that it should be plausible. You should note however, that the process of adding an extra horse will cost 100 CP each time.

But of course, as the customer, you're probably more interested in what the mapae can do for you rather than the process of its synthesis. With the addition of an extra horse, the magic within the mapae is sufficient to conjure forth normal soldiers. These are magic constructs of course, and as such after the magic fades, the soldiers too will return to the mapae. These soldiers can certainly hold their own against other humans, and their spectral nature can come in handy in this land, but they may not be a match for this land's stronger demons.

A third horse hits the limit as far as the natural mapae is concerned, and the soldiers it conjures forth are not normal soldiers, but Phantom Soldiers specialized in army subjugation. There is a

distinctive difference in terms of resilience, strength, and flexibility of the Phantom Soldiers in contrast to normal soldiers conjured by a two horse mapae, enough that these soldiers can hold their own even against demons for a time. The Phantom Soldiers, with their distinctive masks, can be easily recognized by anyone with any knowledge of Jushin.

But going beyond this to a mapae with four horses, one would expect a substantial change in the nature of the conjured soldiers similar to the shift between two horses to three. In practice, the few examples where four horse mapae have been used have brought forth phantom soldiers capable of wielding formidable magic, enough for them to bring down even substantially large demon troops.

LEGION 50 CP

The mapae can only manifest so many soldiers without becoming a burden on the wielder. Once it burns up the magic contained within, maintaining the spectral soldiers requires either the wielder's energy, or they will simply vanish. At first, the mapae can handle roughly a dozen soldiers at most.

But instilling further magic into the creation of the mapae is feasible for the shop-keep, while you're still here for her to tinker with the artefact. For each time you proceed with this, the mapae should be able to support another half dozen soldiers at once, and the speed of conjuring the soldiers forth increases.

THE PHANTOM MASTER 100 CP

The original Phantom Soldiers were based off of a squad within Jushin's conscripted forces. After their death, their appearance and general abilities were transcribed via magic into the mapae, which in turn formed the basis for the tool used by most Amhaengeosa on the most dangerous of missions. The shop-keep reckons that it's possible to tweak the appearance of these soldiers somewhat, provided that you have the ability to conjure forth soldiers in the first place.

However, you should note that this only modifies their physical appearance and won't affect their general size. You may shift things to include various extra appendages and such, which may add a fair bit of functionality and versatility, but otherwise the changes won't be all too significant in terms of how proficient the soldiers are.

That being said, one should be wary about changing the appearance of the soldiers too much, as conjuring forth demons for example would likely cause widespread panic if done in a crowd of humans. Of course, that might be exactly what you're going for…

ENCHANTED ARMS 200 CP

Firearms were a relatively new introduction to this land and were largely redundant while magic was still common place in Jushin. With the creation of the mapae most prevalent during the time

when Jushin was still prominent, the soldiers conjured forth by the mapae reflect Jushin's preference for more… antiquated weapons.

The shop-keep is convinced that modernizing the soldiers somewhat such that they can utilize more efficient firearms is possible, but the cost will be rather substantial. On top of this, if you want them to wield weapons which would otherwise be impossible to find in this world, you'll have to be able to create the weapon yourself proficiently, so that the shop-keep has a template to follow from. Of course, seeing as the conjured soldiers are generally the size of humans, you should keep that in mind when preparing a weapon for them.

Just keep in mind that like the appearance and shape of your conjured soldiers, making it too flashy may not necessarily be a good thing.

STANDARD ITEMS

The more "mundane" items, as the shop-keep describes them, she keeps them stocked for more regular travel and survival purposes. While they certainly aren't essential, the shop-keep has confidence that they'll come in handy, particularly for any novice traveller wandering in a foreign land.

A Bag of Gold Coins 50 CP

While depression doesn't even begin to describe the current state of the economy within the land, the worth of gold still hasn't changed. Perhaps an indicator of how resilient greed is rather than the worth of gold itself, regardless of the reason, this bag of gold coins will last you a fair ways in your travels as long as you don't decide to throw the gold away everywhere you go.

Basic Armaments 50 CP

A large box of firearms and assorted medieval armaments that the shop-keep has no problems admitting she ransacked from wrecks while on her survey. There's essentially any sort of firearm utilizing physical ammunition that you could be looking for here, from pistols to shotguns to grenade launchers. Thankfully, you don't need to worry about restocking ammunition, as boxes of applicable ammunition and weapon repair kits will appear where convenient on your travels.

A Box Marked with Red Western Language 50 CP

The writing marks "Explosives" if you're interested or illiterate in the local language. As the name implies, it constantly restocks explosives, though you might want to find a safe place to store this box on your travels. The explosives contained within vary from short fuse timer bombs to high yield explosive clusters, so it would be wise to go through the box in a safe fashion and get to know what types of explosives have what effect.

Ki Resistant Coating 100 CP

You may have already heard of it from elsewhere, but there are folks who are proficient in handling ki energy wandering about in the land. Most practitioners of the hapki tend to apply their energies in a destructive manner… so having the appropriate protection may be helpful when wandering the land, just in case you encounter bandits with dangerous talents.

The coating can be applied to any physical surface, allowing it to disperse the force of ki when the two clash though excessive force will still damage the item. With repeated stress, the coating will slowly wear off, so it would be wise to reapply the coating from time to time.

Mandrake Extract 100 CP

The extract comes in a box, along with a warning. Mandrake, while seen by some as a natural herbal addition, is most often used as a poisonous sedative. Introduced into the victim's body, the mandrake disconnects their mind from their body, sending the former into a cold trance while keeping the state of the latter frozen in time. Victims of mandrake poisoning are said to relive the happiest… or most traumatic moments of their lives, never to wake. Of course, given that few experimental trials have ever been done, it's hard to tell if a different stimulus could break the effects of the mandrake.

It's possible to reproduce the extract – by tainting plants with the extract itself. Growing mandrakes however, is not advised for novice gardeners, given that handling mandrake requires a very high level of finesse and safety equipment.

Yang Gwi Bi Seeds 100 CP

A narcotic that happens to be particularly popular over in the Western continent, the Yang Gwi Bi grows rather beautiful flowers… with a rather peculiar effect. During the period when the Yang Gwi Bi initially blooms, it releases toxic fumes which can make handling of it difficult and generally drives wildlife away from the area. Despite being particularly beautiful, the yang gwi bi flower in bloom is one of the more dangerous forms of plant life. Even after the fumes subside, one should note that the yang gwi bi flower can still release fumes which induce forgetfulness in those who are exposed for long periods of time.

Binding Seal Paper 100 CP

Though it is another relic from Jushin, the use of seal paper was uncommon even in the later days of Jushin's prominence, as the threat of demons subsided following the war. However, in its earliest days when demons threatened the country, these were used commonly to both ward off and trap demons. The magic in these seals is still formidable – enough to make normal weapons effective even against supernatural entities.

Gofu 100 CP

One of the more forgettable tools at the Amhaengeosa's disposal, these paper charms were used largely for ensuring the Amhaengeosa could remain undercover during their period of active service. Despite being no bigger than a human palm, these charms can be used to either create lifelike human decoys, or even replace the face of the Amhaengeosa with the face of another for a period of time. The stack of Gofu available to you will replenish after a period of time.

Demonic Banner 100 CP

In the dying stages of Jushin's war with the demons, Jushin mustered the greatest army it had witnessed since the fall of the Three Elite Patrol groups. Faced with logistic issues and realizing a protracted war with the demons was impossible, Jushin forced every man to the field in a last ditch effort to take down the demons.

To face the logistic challenge of coordinating this massive army, demonic magic was employed – these devices project a massive image that can be seen even kilometers away. All those who see the image will be connected to the speaker via telepathy. Of course, in the end, this was not the element which turned the tide of the war, but it was certainly one of the elements which held the ragtag army of Jushin together.

A Pair of Dice 200 CP

A pair of die used for gambling purposes, while these are generally indistinguishable from normal die, the influence that they have upon a person's actions are most definitely influenced by some sort of magic. The "consequences" of the roll don't seem to be tied to the actual outcome upon the dice, but each roll causes seemingly "coincidental" events to occur, affecting the person who rolled and individuals nearby. A tree may fall, a door may open, a bystander may stumble in the way, but regardless of what happens, the "magic" set loose by the dice lingers within the surroundings for a little while.

The unpredictable nature of the events caused by rolling the dice bypasses even entities with strong levels of prescience. From the moment the first roll is made until the effect of the magic fades, those with prescience focused on the roller will find their abilities rendered void. With each consecutive roll, the effects on those bearing any sort of prescience become more severe. Repeatedly rolling the dice however, will drain them of the magic, until time restores it to them.

Meteorite Shard 200 CP

Long ago, it was said that there were no demons, neither in Jushin nor in the Western continent. To date, the origins of the demons remains unknown, but a Jushin old wives' tale related to the moon may hold some weight. Whether or not you believe that the demons came from outer space, the behaviour of this strange shard cannot be denied.

It certainly doesn't create demons, but it acts as an irresistible lure, pulling demons in from all over the local area. Whether they're attracted to the shard out of instinct, or the magic within the shard itself is pulling them in, the stone's influence on demonic creatures seems to blind them from their surroundings.

The more sophisticated the demon, the weaker the distracting effect of the shard seems to be. However, the shard's power can also be turned on the demons, driving them to kill one another in fits of madness.

The Incense Pot of Temptation 200 CP

The effects of the shard are largely negative towards demon kind, but the demons themselves have their own equivalent tools for achieving similar ends. A rather bland incense pot that wouldn't look out of place in an antique shop, when a flame is placed inside, it pulls demons into the wielder's sway.

While it is particularly effective in herding and controlling small groups of basic demons, it also has an insidious effect on humans, slowly eating away at their willpower. Initial exposure doesn't leave any visible traces, but repeated exposure often induces hallucinations strong enough to leave lasting trauma. As the incense was always intended for use for demons, creatures with mentalities very alien to the human mind, it is easy for humans exposed to its fumes to become addicted without ever realizing it.

The Twin Winged Necklace 200 CP

A charm made from an unknown material, in the shape of twin wings, one white and one black, most appraisers who look at the charm will tell you the same thing about it. It's absolutely worthless, though it certainly is pretty.

The charm serves as an expression of its creator's sentiments. The conjoined wings represent the mixing of "good" and "evil", fitting for a being which understands neither concept and acts on "desire" alone. Those who come into possession of this charm are unaffected by any attempts to sway their mind, distort their perception, or affect their perspective. In this fashion, the charm acts as a shield – but that it is not its purpose.

In the presence of a demonic creature, the charm acts to link the bearer with the demon, initiating "synchronization" between the two. The complete link forces both parties into a mental struggle, with the victor draining the mental energy of the loser. There is only one demon for which this seems to fail, which is fitting, given that the charm was made by that specific demon.

Scattered Journals of a Wandering Warrior 200 CP

In the first war between Jushin and the demons, Jushin was outnumbered and outmanoeuvred to such a degree that elimination was all but assured. In what was a hopeless war, it was the presence of warriors utilizing hapki that equalized the battle field. Whereas individual soldiers

were hopelessly outmatched by individual demons, these fighters could destroy groups with ease, even if it meant rearranging the local landscape in the process.

In the time after Jushin's fall, knowledge of hapki and its applications has been lost for the most part. Jushin's annals and records were burned and its scholars either massacred or scattered across the continent. However, there are still experts who have retained some knowledge of the ancient art.

Hapki, being inherently related to the body and spirit, is an art that anyone can pick up, provided they know how to create the necessary fundamental basis within their body. These notes are sufficient to create that basis, but for any improvement to be made, it'll require an adequately developed body and spirit.

[DRAWBACKS]

There are very few people in this land who can look around them and say with complete honesty that this is a good place to live. Even if there were no monsters here, the land itself is a shadow of what it once was, rendered inhospitable as far as the eye can see.

So forgive me for being crass, but are you really certain that you'd want to make things even more challenging? Certainly we're capable of doing that – letting the world turn its influence upon you is a very simple matter, but you should consider carefully whether you want to make a harsh experience even worse.

Of course we'll compensate you for your undertaking, if your mind is made up. But perhaps you should take a look at how the world might influence your stay before you make any decisions?

The Affliction 100 CP

Illnesses and diseases are a common sight in these times, with medicine and the know how to treat them being in short supply. But what you have… well it's better to call it a curse, because no medicine is going to help you with this.

Affecting one of your major organs, the symptoms of this curse will cripple its functions periodically, and while generally it will always drain you of your stamina, depending on what organs it affects, there may be other effects as well.

The curse itself can't be treated or removed, though it comes and goes periodically. You can take this multiple times, affecting another organ each time… but be wary that if you allow too many curses to stack up, you may never have any time to rest.

Fear & Loathing 100 CP

In times like these, you can't expect people to accept strangers at the drop of a hat. Unfortunately, it doesn't seem likely that anyone will accept you at all. From townsfolk struggling to survive to monsters on the road, everyone seems rather keen on fighting you if you draw too close.

Convincing the natives to accept you before they shoot you will require a fair bit of luck, even if you happen to look human. Convincing the monsters not to kill you… well, you're probably better off fighting them, even if they come in droves.

Through the Eyes of Another 100 CP

We did warn you that there were plenty of demons roaming the land, and even some dead as well, but well, as far as we can tell, your condition is a little bit different from other folks.

We'd like to tell you not to be too alarmed if you start seeing demonic creatures wander about, but you'll have to get used to it yourself, most likely. This world's influence has affected your vision unfortunately and this effectively means that you'll see both humans and demons as strictly demons.

The previous patients in which we observed this phenomena unfortunately all succumbed to a maddening blood thirst, but we believe that was due to their horror at witnessing all of the demons, and not because the condition itself caused the madness.

The Corruption 200 CP

To say that "corruption has taken hold of local governments" would be a bit of an understatement. With the fall of Jushin and the dissolution of the Amhaengeosa, there is nothing left to keep local governments and warlords in check, and as such conflict and oppression are pretty much what you should expect from nearly everyone who holds even the smallest bit of power.

It wouldn't be so bad if you were willing to listen to everything they say and follow their commands to the letter, but give them an inch and they'll a mile. Step out of line once, and you can expect to see yourself on the executioner's block. It might be better to avoid civilization altogether at this rate or well… minimize contact at least.

Out of Sight, In the Mind 200 CP

Demons wandering around the world isn't a good thing for humans, but isn't it so very common for people to create demons of their own? The demons of our own making are the ones that are truly formidable. Demons attacking from the outside are things that you can render silent… but the voices that speak to you inside, well… they choose for themselves whether to be silent or not.

Accept the presence of the voice, and more will come, filling your waking moments and your dreams with their chatter. Sometimes their chatter is mundane, sometimes it is nonsensical, and other times… it is all too personal. They are you after all, so it only makes sense that they know you just as well as you know yourself… or perhaps even better.

Thankfully their influence is strictly over your mind, and not so much over your body. However, you may find it hard to concentrate to begin with… and with your mind in their control, well, sometimes the mind sees things which aren't there.

No Rest for the Weary 200 CP

The living might have it tough, but right now in this world, the undead probably have it worse. Unable to separate themselves from this world, unable to move on to the next world, those who succumb and become undead will experience unending torment… until the root cause of all this is eliminated.

Unfortunately, it appears that you and many others within the land are inherently tied to this root cause, as foes which fall by your hands will soon return as the undead. You can expect that they won't be too happy that you felled them either and they'll probably hunt you down for another round. Until the demon that's at the heart of this matter is purged, it won't be likely that the undead will rest any time soon.

In a World of Myths 300 CP

Each world has its own set of laws that it follows, each world has definitions by which things are recognized, but when those laws and definitions are cast aside, all that remains is utter chaos. In this world where magic can run rampant, it's hard to draw the line where reality ends and fantasy takes hold.

This phenomenon will not likely affect you directly, but rather, you'll witness the changes in the world around you. Animals which transform into humans in the mist, demons which spring out from the shadows, phenomenon such as these will become common place all over the world – but it will be most apparent in the regions around you.

The longer you linger in any given place, the more intense the changes to the local region will become. Forests springing up in cities, weather patterns turning over, even the dead reappearing and acting as though they never died. Given that the origin of the phenomenon linked to the land and its people… and with you being one such person… be wary that if you linger for too long, even your inner demons may come to life.

[SCENARIO]

궁하면 통한다 (+200 CP)

The old man reminds you that the resident scientist was extremely interested in the local mandrake plant – and in particular, he has a proposal for you if you're willing to spare some time for him. Unlike some of his other experiments in other worlds that the survey team has visited, this time, Threnos isn't all too sure what the outcome of his experiment will be.

Well there's a bit of a lie in that statement. For one thing, he rarely knows just how his experiments will turn out. This time however, he'll freely admit that he's even more in the dark than normal – but that's a large part of why the mandrake plant appeals to him so much.

Give him your time, and Threnos won't waste a second of it. The premise of the task is very simple. You, and anyone planning on following along with you, will be put under with a heavy dose of mandrake extract. Based on the trials conducted on some volunteers from the Yojin tribe, Threnos has already determined the safe dosage to ensure the extract won't kill anyone outright. Of course, the rest of it will be up to you.

Of course, you can't really be a valid test subject if you happen to be completely immune to the hallucinatory and mind separating effects of the extract, but Threnos can help you by waiving that immunity – at least until the experiment is over. He'll helpfully remind you that this experiment is, of course, entirely optional.

That reminds him of one thing he needs to warn you about. For the entire period where the mandrake extract has its grip on your mind and body, you and your fellow companions will all still be somewhere in either Pretinica or what remains of Jushin. In the event that you're worried somebody might come across your body – well, Threnos offers you a compromise.

There is a pair of local individuals Threnos has contacted who are willing to lend a hand in watching over your bodies during the period of the experiment. Threnos assures you that until the experiment ends, you'll be completely safe. He'll even let you choose who you feel most comfortable watching over your body, as a sign of good faith.

He's pretty sure they're friendly in any case. They smiled very nicely when the survey team gave them "interviews".

But that's of course, assuming that you're willing to go through with the experiment. If you aren't, Threnos will understand, and you can go about with your business here as normal, assuming this never happened. He still has plenty more volunteers from the Yojin tribe as well after all, and they didn't have anything better to do than raid villages anyways.

믿어선 안될 말 / WORDS WHICH SHOULD NOT BE BELIEVED

Introduction – Dual Guardians, Myo Wol & Yuui Tae

살다가 / AS WE LIVED

The First Dream, how demons and men came to war

기억을 걷는 시간 / TIME SPENT WALKING DOWN MEMORY LANE

The Individual Dreams.

내 모든 세상을 너에게 줄게요 / MY ENTIRE WORLD, I'LL GIVE TO YOU

The Last Dream, The fall of Jushin

죄와 벌 / CRIME & PUNISHMENT

The Dream Breaks (I) – The Gluttonous Demon, A Lust for Life, and the Demon Who Lusts

태워도… / AS WE BURN

The Dream Breaks (II). – The Fallen Angel, Death, Life, and Rebirth

시작의 끝 / THE END OF THE BEGINNING

The Dream Ends.

[A TIME OF ENDING]

By the end of ten years here, or however long it took, you might be more than happy to leave. No one will deny that this world doesn't have much to attract travellers with. But then again, you spent a fair bit of time here… so perhaps you found something for yourself?

In any case, there's one last matter to address.

You still have a choice to make, one to determine your fate.

WAKING FROM A LONG DREAM

Whether you're homesick or just no longer keen to keep travelling through foreign worlds, we'll make all the preparations necessary for you to return back to where you came from. Your companions, your valuables, of course, will also come with you. Other than that, this should be the last time we'll hassle you with formalities like this again.

THE DAWN BREAKS ON A FAMILIAR LAND

Well… if you found a reason to stay, we won't try to dissuade you. We'll leave you with whatever you have on hand, so the rest of your stay should be at least… comfortable. Hopefully you've set this place on the right course, and if not, you have plenty of time to see to it.

FURTHER INTO THE DARKNESS

Well… there isn't much to be said, but good luck on your travels.

Notes

PERK NOTES

Wanderer	
Mutual Hardships	*Bonds to people via misfortune, and helps others sympathize with you more *People are more likely to accept aid from you without doubt, and similarly, help you when you're in a tough pinch.
Enduring the Wasteland	*Reduces your body's necessity of food and drink *Increases stamina for long distance travel, and adjusting to harsh terrain
The Unknown Factor	*Turns you into a "wild card element", such that your presence alone brings about chaotic changes to plans in motion *Reduces the effectiveness of prescience used against you, by rendering all possibilities equally likely at once.
Demons Against Demons	*Korean Style Summoning, which generally involves conjuration of massive creatures. The Hwanung is the first of such beasts which comes to mind. The style of summoning has its advantages in that once the conjuration is complete, the summoner and summon aren't tied to such an extent which hinders the summoner. However, only one summon can be active at a time. *It's similar to FFX's summons to that extent, though the summoner is notably more "free" as to what they can do, and the general summons appear to be larger in size. *It's possible to tie the summoning to an object (like the Baron's Top Hat, and his demon bird summon)
Amhaengeosa	
Furtive Investigation	*Improves your ability to disguise yourself and conceal your own tracks. *Draws the focus of attention away from you.
A Matter of Public Justice	*Makes it simple to incite others using simple arguments, and stir up mobs against an individual or a cause. *The simpler the argument, the more resilient the mob becomes, allowing them to resist attempts to break them apart.
Sentencing	*Forces the notion of empathy upon the target, and based on what they've done in the past, may turn that empathy into "guilt" *The target in question, should they attempt to resist or ignore their "guilt", will only make it grow in hyperbolic fashion until it overwhelms their daily presence.
Badge of Office	*Allows the Amhaengeosa to forge a Mapae of their own using magic – it functions regardless of the "horse" count (See the synth item itself) *The spirits conjured forth are "standard", restricted to beings you can naturally create with your own magic.

	*It functions in sync with the companion option. *Aside from that, it can fool others into recognizing your authority, even in areas where you should have none. This effect will weaken if forced.
Sando	
Avatar of Battle	*Quick adaptation to using new tools and weapons for combat purposes *Allows you to quickly adapt to the weapon for use, regardless of its size or shape
Threat Neutralization	*Automatic risk assessment of the greatest "threat" towards a target you're protecting. Generally the designated target that a Sando protects is a human, though it can be something else besides… like a demon, or even an inanimate object. *In the presence of multiple targets, those presenting the greatest risk to your charge appear most "prominent".
Hapki Control	*Allows for control and channelling of hapki, drawing out energy from both within the body and the outside environment. *Similarly, allows for control of "flow" of external ki, dispersing it or redirecting it elsewhere.
A Sword Where There Was None	*Converts "killing intent" into a manifested form of energy, capable of use as a weapon. As the weapon is constructed of "killing intent", the shape and strength is malleable according to the user. *As such, it can pass through solid objects when necessary, but the process of solidification and separation requires extreme control
Bang Ja	
The Walls Have Ears	*Speeds up rumour gathering by funnelling them to people close by. *Lowers the guard of others, coercing them to tell you more points of interest.
Through Fire and Ice	*Dulls the effect of pain and stress while active, and allows complete disregard for physical and mental distractions until the task is complete. *Converts all forms of harmful stimulus towards motivation for achieving the task at hand, weakening attempts made to cause distraction/mental disorientation.
Spirit Letters	*Allows one to communicate to with the deceased, the more recently deceased, the easier it is to form a proper connection. *Messages conveyed tend to be in the form of sentiments or wishes, but it's plausible to extract information from the dead as well.
Determined to Make a Difference	*Helps train other people in skill fields that they themselves aren't proficient, or have little fundamental basis in, even if you don't have a basis in that field either *Accelerates their learning pace based on your willpower and theirs. *The greater the influence that the skill may have on helping the person in question achieve their ends, the greater the extent they can learn the skill in question.
Demon	
Demonic Visage	*Allows you to change your appearance depending on the observer –

	but everybody may have slightly different perceptions based on what they want to see.
Careless Whispers	*Puts a twist on the way your words are taken by people, influencing their perception of the way you speak and what you intend with their own subconscious bias. *Draws out the desires and follies of people you speak to, through what they say, and how they express things – in a fashion they don't notice themselves.
The Heart Guides	*Subjugates nearby demons, leading them to "follow" you as the leader, acting as an extension of your own body. *In such a state the demons will instinctively prioritize the leader's safety above all else. *The more demons collated, the harder it becomes to subjugate more. Subjugating humans is also possible, but may take more willpower.
Saving Graces	*Essentially a body separation ability, the division of bodies allows for the base entity to survive as long as a single component is alive. *The process of division takes time, but doesn't drain energy away from the master. Growth of the divisions is possible, but takes time. *With enough effort each individual body can establish their own individuality, though the "master" retains control over the divisions to a fair extent
Unaffiliated Skills	
Manipulating the Human Condition	*Allows you to instil a psychological dependency within the individual. *Who, or what, they depend upon, is up to your discretion, though the more exotic the element of dependency is, the more likely it is that the individual will break free. *When individuals with similar dependencies are around one another, they instinctively bond under a mob mentality, deepening the dependency within one another. *The more people which become part of the mob, the greater the dependency interferes with their lives.
A Transient Peace	*Completely envelops a person within a trance of their own imagination *Requires physical contact, can be resisted. *While entranced, their body recovers from physical wounds at an accelerated rate, but they are otherwise completely isolated from their physical body. *Unlike Mandrake extract, their "trance" isn't necessarily a pleasant one, and rather than revisiting a "memory", it visits a realm of "imagination".
Death Gazer	*Allows you to "perceive" death as it affects another individual. *The closer a person is to dying, the more apparent the reaper becomes. When the reaper's features are completely revealed, the person will be ready to walk on the road to death
A World with No	*Eliminates the concepts of prejudice from beings that possess biases

Borders	and prejudice. *Unlike "enlightenment", rather than an "acceptance" or "recognition" of these biases, their minds become incapable of forming an opinion on these matters and will disregard them as "inconsequential". *As it is deletion rather than conversion, the effects will likely forcibly change an individual, or destroy their individuality.
We Are Finally Humans	*Allows you to uplift other beings into humans, using humans as an offering to begin with *The more human souls (or flesh) which is offered, the more complete the end result becomes. *Once the being develops its own individuality as a human, it's no longer necessary to continue the feeding process, but growth is possible by continued feeding.
Hoe Gwang Ban Jo	*A technique used to instil a last measure of life in a dying individual. *In a normally healthy individual, it only strengthens them by a little bit. *But on an individual close to death's door, it awakens a final drive within them, for the short duration that this remains active their body and mind will respond as if they were in their prime. *Regardless of what injury they take, they can still press forward – until their body or mind is completely broken down. *This however, can only delay their death for a little while.