SWORD OF THE Stranger

無皇刃譚



It is the Sengoku period of Japan's history, and one of that era's many dramas is soon to play out. A eunuch has prophesied to the Ming Emperor of China that a ritual performed at midnight on a certain day will transform the blood of a chosen child into the xian medicine, an elixir of immortality.

On the orders of the Emperor, a band of Ming fighters have chased the prophesied child, the orphan Kotaro, across the sea to Japan, where he was taken to a temple by a kindly monk. Soon, within a month, that temple will be burned to the ground and Kotaro will flee, pursued both by the Ming agents and the samurai of the greedy lord Akaike who has made a bargain with them, building the great altar on which Kotaro is to be sacrificed.

All that stands between the prophesied child and that fate is his luck, his faithful dog Tobimaru, and a mysterious, nameless ronin…

Take 1000 CP.

Location

Begin in the location corresponding with your Origin, or roll 1d6 to determine your starting location.

1. **Fishing Village:** A tiny, run-down fishing village on the coast, barely a handful of windswept houses, and a small temple in the hills above. Chosen Ones and Ronin may start here.
2. **Castle Akaike:** The heart of Akaike Province, and seat of Lord Akaike and his men, this fortress has stood firm against the tides of war which sweep over the region. So far, at least. Retainers may start here.
3. **Mountain Village:** A small village in the foothills of the mountains, between the fishing village and Mangaku Temple. There is a hot spring in the mountains, not far above the village.
4. **Mangaku Temple:** A Buddhist temple-complex, home to the bishop Zekkai, and perhaps safety from the struggles of the world.
5. **Altar Fort:** A wooden fort built atop a mountain, with the half-completed altar of cedar wood reaching high above, ready for the sacrifice. Foreigners may start here.
6. **Free Choice:** Start in any location within Akaike Province.

Origins

Choose one Origin. Any can be taken as a drop-in.

Chosen One: You don't have much in the way of skills in the world, but you have cunning, a talent for trickery - and perhaps there's something special about you.

Retainer: You are a fighting man, having found employment in the retinue of one of the lords of this era of warring states. Perhaps you may yet rise still further…

Foreigner: You are a traveller from across the sea; from Ming China, or perhaps yet further afield. You have strange ways and strange skills.

Ronin: Perhaps you were once in the service of a lord, but not anymore. Now you wander the roads of Japan, seeking for a purpose.



Perks

Discounted perks are 50% off. 100 CP perks are free to the corresponding Origin.

General

Painterly Style (Free)
At will, you may choose to see the world as if drawn and painted by a skilled animator - people drawn in clear detail, and backgrounds like watercolour paintings. Likewise, you can hear a soundtrack similar to the movie in your mind, with tones and melodies appropriate to the moment.

Stock in Trade (100 *or* 200)
For 100 CP, you have a competent, but not exceptional, professional's skill in some mundane trade fitted for the era, from farming to sailing to blacksmithing to acting as an apothecary.

For 200 CP, your skill is instead notably exceptional; if a blacksmith, your swords will be renowned for their strength and durability, a farmer could bring a remarkable vitality to even poor land, and an apothecary could formulate effective cures for poisons in animals they have never treated before.

Chosen One

Cute Charisma (100; Free Chosen One)
Something about you seems to strike people as cute or innocent, and you're good at making that impression work for you. People will tend to trust you just a little more than they maybe should, or think of you as less of a threat than you are.

Like a Fox (200; Discount Chosen One)
You're a natural trickster, able to lie easily with a straight face and perform all kinds of other cons and deceptions. You could set up distractions to lure someone away for a few moments while you steal from their house, or convince someone the treasure you're offering them in payment is far more valuable than it actually is, with little fear of discovery.

Friends I Haven't Met (400; Discount Chosen One)
You have a strange knack for finding allies and friends in unlikely places - and for convincing them to help and protect you. Within a few weeks, you could form strong enough bonds that someone would be willing to risk their life to protect you.



Retainer

Borrowed Power (100; Free Retainer)
…May not be as good as power you have yourself, but it's better than nothing. When you're acting in the service of someone else, you're better able to use their authority, taking advantage of your position to get more than perhaps you ought.

Man of War (200; Discount Retainer)
You're a skilled fighting man; a skillset much in demand during this age of warfare. You may not be truly exceptional, but you're skilled enough to be an elite compared to ordinary soldiers, and you're a good leader in the heat of the moment - not a strategist, but you'd be a good sergeant.

Above and Below (400; Discount Retainer)
A good retainer should win the loyalty of those below him, and curry favour with those above. You're skilled in both, able to clearly recognize opportunities to do so in both cases, and how to present things to ensure that you're the one the higher-ups will look to for promotions, and who those below will see as their most direct benefactor.



Foreigner

Manhunter (100; Free Foreigner)
You have exemplary tracking abilities, able to follow a person across vast distances and locate them reliably, even in a setting where news travels slowly, and word of mouth is often the best evidence of a person's passing. Part of this skill is also the ability to predict to some extent where a person is likely to go.

Strange Bedfellows (200; Discount Foreigner)
You have an unusual ability to convince other groups to help you, playing on their own desires to overcome differences in culture that might otherwise interfere with their willingness to give aid. You could convince the nobility of a notoriously-xenophobic era to aid foreigners with relative ease - and maybe some gold to cross some palms.

Martial Way (400; Discount Foreigner)
You are highly – near -supernaturally - skilled with an unusual or remarkable fighting style appropriate for the period. Whether you fight with dual swords, explosives and early gunpowder weapons, a segmented chain-sickle, a pair of chain axes or simply with a great guan dao and enormous strength, you could fight and beat a dozen skilled soldiers at once.



Ronin

Wandering Road (100; Free Ronin)
As a masterless samurai, you've learned how to survive the road. You can hunt and fish for yourself, navigate reasonably well, locate shelter and otherwise deal with an existence relying only minimally on outside civilization. Moreover, you are good at bearing long stretches of time alone.

Feels Like Flying (200; Discount Ronin)
You are an exemplary horserider, able to stay in the saddle no matter your speed or the tricks you do, leap from it without harm should your steed be hurt, and spur a horse to incredible lengths to do what you want. Beyond this, you're also well-skilled in tending to horses, able to tell good animals from bad, tame them with relative ease, and take care of them.

Do It, Coward! (400; Discount Ronin)
It is all too easy to become trapped by expectations, trauma, regret and the inertia of past actions. Not for you, though. Though it may not be easy, you will always be able to bring yourself to overcome such hindrances and do what's right or seek redemption for your past sins. If you work towards such redemption, while the forgiveness of your victims may not be assured, you will be able to earn some kind of peace eventually, even if only with your own conscience, and within your own soul.



Capstones

Discount one Capstone perk.

God-Given (600)
Perhaps in a hundred years, they might tell tales of you being an avatar of a war-god. You have a seemingly god-given skill when it comes to personal fighting, able to use all manner of weapons to an incredible degree, and harness your environment to bring yourself the best possible chance of victory. You could cut through ordinary soldiers like a scythe through grass, and only sheer, overwhelming weight of numbers, or some kind of trick or ambush could allow ordinary soldiers to defeat you. Additionally, pain does not hinder you during fighting; rather, it only sharpens your senses and will to live - though you still feel it, and this offers no protection from actual harm.

Jumper-Sama (600)
You are no mere commoner, or landless samurai; you are a lord of a province within this war-torn Japan, with authority to match. Your lands are not massive, but they are defensible thanks to mountain ranges, and have fertile valleys and shores. Moreover, you're actually good at your job; a born strategist and administrator, able to manage your domain to bring out the best of its potential, and organise its defence against the many others who would wish to take it from you.

Prophesied (600)

There's something special about you - or, at least, about your blood. Whether you were born at an auspicious moment, from a confluence of powerful families, or some other source, your blood has a mystical potency not seen in others. If used in any ritual or magic which demands blood, yours will satisfy any required conditions, and if the ritual could have been done with your blood ordinarily, will amplify its effects. Additionally, once per jump (or ten years; whichever comes first) you may use your blood to satisfy any requirement for a human sacrifice or similar, without dying.

Sage (600)
Many disbelieve in the supernatural powers claimed by Daoist priests - and perhaps in most cases they're right to do so. Whether or not that is the case, you're the exception. You have the knowledge of a Daoist sorcerer, able to divine the weather and other large-scale phenomena in broad terms ahead of time via astrology and other methods of divination. Furthermore, with specific herbs, minerals, and perhaps more esoteric ingredients like the blood of a chosen sacrifice, you can prepare pills, potions and unguents with seemingly-supernatural properties, and you have a great deal of expertise in Daoist philosophy.



Items

General

Basic Kit (Free *or* 50)

You have clothes appropriate to the era and your Origin, enabling you to blend in with others of your kind. Additionally, you get further items according to your Origin; items belonging to other Origins may be bought for 50 CP each:

- *Chosen One:* An iron pot for cooking.
- *Retainer:* A simple weapon fitting for your skills.
- *Foreigner:* A simple weapon fitting for your skills.
- *Ronin:* A katana, and a pair of very sturdy sandals.

Hot Spring (200)

You have found a hot spring somewhere in the mountains of Japan, which no-one else seems to know about. The water is always hot and clear, bringing rest and relief to aching muscles, and something about the place seems to help clear the mind and help people open up, to themselves and others.



Chosen One

Provisions (100; Free Chosen One)
A small bag, containing rice and dried meat and vegetables, as well as a waterskin that inexplicably seems to clean water you put into it. There always seems to be just enough food in the bag for you to get by.

Jade Treasure (200; Discount Chosen One)
This small bar of green jade is about six inches long, and worth a substantial amount of money if sold - though it looks more valuable than it technically should be, and if you're clever you could probably extort someone for quite a lot based on the promise of giving them this. If your treasure is sold, lost or destroyed, you will receive a new one one month later.

Hidden Temple (400; Discount Chosen One)
This little old temple is hidden away in some cleft of the mountains, and although no worshippers now come here, perhaps a little of the Buddha's grace still remains. Although it may not be the most comfortable of homes, those with hostile intentions seem always to be led astray if they try to follow someone there, or otherwise unable to find them while they hide here.



Retainer

Symbol of Authority (100; Free Retainer)
This is an age of warring clans - and, when it comes down to it, that basically just means gangs. Well, lucky for you you have your gang's sign; a symbolic item or emblem of some kind which allows you to speak with more authority with those who belong to your in-group, and ensures that those outside that group will know who you serve and who they're messing with - though that won't necessarily be *good* for you.

Home and Hearth (200; Discount Retainer)
For all the chaos of this era, it is possible to find some rest in between the wars. This is your little slice of peace; a nicely-appointed home for a well-to-do retainer. Something about the place seems to bring a sense of peace of mind, and help to smooth over interpersonal conflicts. A place to retreat from the struggles of war and ambition, and appreciate what you have.

Income (400; Discount Retainer)
You don't make loyalty by paying your men nothing - and your pay is very nice indeed. You have a substantial, regular income, giving you personal wealth to match a middling noble. There's plenty of uses to which such money could be put.



Foreigner

Messenger Hawk (100; Free Foreigner)
Normally, messenger-birds are pretty limited; they home back to places they know, and can only be used to send messages to those specific places. This hawk seems a lot smarter, and seems to have become attached to you. It can recognize faces and names, and search for people to bring messages to, and will be a happy pet the rest of the time.

Ming Drugs (200; Discount Foreigner)
These small, round pills don't look like much, but they have a miraculous quality: For about a day after taking one, a person becomes immune to pain. They can still feel damage to their body, but the pain won't in any way impair their functioning, concentration or actions - though the actual damage might. Normally the withdrawal from these is pretty brutal, but these pills don't seem to have the same issue. There's about ten pills in this small bamboo tube, which re-fills weekly.



Astral Clock (400; Discount Foreigner)
This strange and miraculous timepiece, about a metre high and covered in Chinese characters, seems like an over-complex clock at first. And it is, to an extent - but what this device tracks isn't simply the times of day, but celestial alignments and occult convergences. Through the use of this timepiece, you will be able to divine the best times for all manner of rituals and magic precisely and, with some extra work, even triangulate the best location to do so. It is also an excellent prop to use when convincing others.

Ronin

Dye (100; Free Ronin)
Japan during the warring states period is an insular place; standing out can be bad for your health. This collection of useful herbs and nuts can be boiled to make a variety of dyes and cosmetics, letting you turn red hair black, disguise the contours of a non-Japanese face, blacken the crest on a stolen saddle, or similar - and it comes with a small manual on how to use them.

Noble Steed (200; Discount Ronin)
This horse is excellently-bred - perhaps even coming from the far side of the Ming dynasty. Stocky and well-muscled, he or she is faithful and obedient, willing to charge into battle and able to run longer than most other horses. If your horse is killed or lost, you will find another of similar rarity within the day.

Steel Soul (400; Discount Ronin)
You have a sword. That in itself is nothing rare, but your sword is something special. Perhaps it was forged by a master, or perhaps you have simply used it long enough that it has become almost an extension of your body. However it came about, your sword seems to have an intangible kind of power; it will never break, jar your hand or be disarmed when fighting against opponents of lesser skill than your own, and against equals it will seem to become lighter and faster, moving almost as much with your will as with your hand. The greater your dedication to your battle, the more your steel soul will guide you.



Capstones

Discount one Capstone item.

Altar (600)
A great altar of cedar-wood, painted red with blood, ready for the sacrificial ritual to create the Xian Medicine. And, it would seem, many other rituals, as this great altar serves as the perfect ritual site for all manner of ceremonial magic. Although it won't make up for lacking ritual components, it will always serve as an appropriate location for any ritual, and any magic requiring sacrifice which could be performed anywhere will be more powerful if performed here.

Castle (600)
You have a significant fortress of the Warring States Era under your control; a castle with stone walls and a well-trained garrison force, set atop a high hill with a good view over the surrounding land. From this seat of power you could project your authority far over the land - assuming someone else doesn't manage to take it from you.

Army (600)
You have command of a major force of soldiers; mostly trained peasant levies numbering about five thousand, but you have a core force of about seven hundred samurai as well. The former are good enough to stand in a regular line of battle, while the latter have the equivalent of the **Man of War** perk. You won't be conquering Japan with this army alone, but it's a solid beginning to work up from.



Elite Force (600)
But perhaps you don't put your trust in the masses? You have at your command a force of a dozen highly-trained fighters, each with their own version of the **Martial Way** perk. Maybe they're ninjas, legendary samurai warriors, or mercenaries brought from overseas. Whatever the case, they count as followers, and would be just perfect if you were intending to launch some kind of surgical strike…

Companions

Companion Import (100 or 400)
You may create a companion, or import an existing companion, into this jump with 600 CP to spend, along with an Origin. They may only gain up to 400 CP from Complications. You may spend your own CP on companions as well.

For 400 CP, you may instead import up to eight existing companions this way, save that they get 400 CP each instead.

Canon Companion (100)
You may recruit a person from this world to join you on your journeys, assuming you can persuade them to join you.

This may be taken as many times as desired.



Scenarios

By taking either scenario, you will become involved in the plot of the movie, and forget any meta-knowledge you might have of that plot - including that gained in the scenario itself. All you will know is a faint sense of your ultimate goal.

One Child's Life

During your time in this jump, you will find the chosen child Kotaro - but it seems that the nameless Ronin who would have protected him in canon is nowhere to be found. Perhaps he wasn't convinced by Kotaro's promises, or simply never encountered him in the ruined temple above the fishing village - or perhaps you have used Another Time, Another Life to replace him. Whatever the case, his task will fall to you.

In order to succeed in this scenario, you will have to defeat the Ming warriors hunting Kotaro, and ensure that he can safely disappear into the swell of humanity. If you can do this - but it will be no small task, with the efforts of both a Japanese feudal lord and a band of dedicated near-superhuman warriors set against you; not to mention the martial prowess of Luo Lang, the mysterious foreign swordsman.

> If you take this scenario with **Historical Fantasy**, the capabilities of the Ming warriors will be increased. The fighters will have abilities closer to a wuxia novel than real life, while master Bai-Luan will have the equivalent of the **Sage** perk, able to divine the future accurately, albeit in vague terms.

Reward: Rising and Falling Sun
Immortality is not for human hands to grasp - not at such a cost. In completing this scenario, you have resisted the ultimate temptation, and put your life on the line for beyond valuation. As a result, you have the strength of will to resist any temptation and face any fear, no matter how great - though this will not make you reckless or ascetic, either. You will gain an irrepressible sense of the small beauties in life, never becoming tired or jaded towards its delights, no matter how long or short you may live. Finally, your wholehearted embrace of life has sharpened your sense of self-preservation, allowing you, in moments of utmost need, to perform a miracle: To evade any one attack, reducing its severity greatly such that a fatal blow becomes merely a severe wound, even if this would seem to be impossible. This can only be done once per day - but it may still save your life.

> If you took this scenario with **Historical Fantasy**, your miraculous ability extends to more esoteric assaults, allowing you to defend yourself against even distant curses - though you will still suffer some weakened version. Additionally, you have an intuitive sense for the weaknesses and vulnerabilities in supernatural effects or martial styles; with only a few moments' observation you could start

picking out the vulnerabilities in an enemy's transcendent martial arts, study a curse on yourself to learn a way to lift it, or with a little research start practising a method which obscures you from divination - assuming you know of the method being used against you. This won't necessarily allow you to perfectly protect yourself, or achieve victory over your enemies, but it will be a powerful asset on your side.



For Eternity

What would a person not give for the greatest prize of all: Life itself, unending. A eunuch in the Ming Emperor's court has prophesied that the blood of a certain child, sacrificed on a great altar at midnight on a specific day of the year, will be the key ingredient in creating the legendary Xian Medicine, a draught of immortality - and you have been charged with completing this mission, in place of Bai-Luan, Luo-Lang and their companions. The child has so far evaded capture in China and has fled to Japan. You must ensure that you have an appropriate altar to construct the sacrifice on by the chosen date, and perform the sacrifice successfully, without either a certain nameless Ronin, or entanglement in the wars and strife of this divided land interfering with your work.

> If you take this scenario with **Historical Fantasy**, it seems clear that whatever gods watch over this land would not see your aims brought to fruition. Luck and fate seem to favour Kotaro in his escapes from your clutches, to the point of seemingly-supernatural coincidences occurring to stymie you, while similar disasters will plague the construction of the altar; unseasonable rains or snow, workers suffering nightmares that convince them your work is unholy and so on.

Reward: The Xian Medicine
You have created it; the dream of mankind. Immortality. Or, well, longevity - the crimson-red liquid in this small vial is a panacea which greatly enhances the body's healing capabilities, allowing it to fight off all but the most dreadful of diseases, infections or poisons, heal injuries rapidly (though not to the point of regeneration), resist atrophy and retain health far into old age - though not retain or regain magical youth. As a result of this resilience, the drinker's life will be extended, perhaps to as much as one hundred and twenty years on the outside, and in the meantime they will be far more vital and healthy.

You have one dose of this miraculous medicine, and will gain another every ten years, or per jump, whichever is shorter. If you choose to give your first dose to the Ming Emperor, he will name you a duke and invest you with nobility and significant political power; effectively, you will gain the lands and authority (but not the skills) described in **Jumper-Sama**, as well as a **Castle** and **Army**, all within China.

> If you took this scenario with **Historical Fantasy**, the qualities of the Xian Medicine are greater still. In addition to the effects described above, the elixir will prevent the drinker from ageing beyond their present state, you will simply be immune to mundane diseases and poisons, though only highly resistant to magical ones, and the healing abilities it confers will escalate to a degree to true regeneration; fast enough that scratches would heal completely in minutes, while a limb could be regenerated fully within a season.

Complications

You may take as many Complications as you wish, but may gain no more than 1000 CP from any combination thereof.

Another Time, Another Life (+0)
Instead of inserting as a new character, you may instead take the place of one of the existing characters in *Sword of the Stranger*. In order to do this, you must take Origins, perks and items to approximate what that character begins the story with.

Historical Fantasy (+0)
By default, this jump assumes that the setting is essentially historical, and leaves it ambiguous whether or not the 'xian medicine' is essentially a fraud, perpetrated by a Ming eunuch in order to curry favour with the emperor. By taking this complication, you can adjust the level of magic in the jump.

By default, this Complication transforms the world to be slightly less mundane. No-one's likely to be throwing around ki-blasts or similar, but this would put the setting more on par with a wuxia story than a mostly-historical tale. This applies both to the abilities of others, and the perks you gain - e.g. taking **God-Given** with Historical Fantasy would put your combat skills into a mildly superhuman tier, rather than merely peak human, while **Martial Way** would expand to be able to include things like techniques to harden clothing to fight with or use it as armour, or low-level wire-fu techniques. The most overt magic will be things like the **Sage** perk; divination, medicines, ointments or poisons with supernatural effects, communication with obscure and non-obvious spirits and similar.



For the Long Haul (+0)
By taking this Complication, you may alter the length of your stay. You may either extend it to as long as you wish or, if you take a Scenario, leave this jump at the end of that scenario.

Gauntlet Mode (-1000)
By taking this Complication, you begin with 0 CP; i.e. all CP must be gained by taking Complications. If you opt into this mode, death during this jump does not mean chain-failure, but you will lose any Perks, Items or Companions you took during this jump - though if you manage to achieve one of the scenarios but die afterwards, you may retain the scenario reward.

Blood Knight (+100)
Something in you only feels alive in the midst of battle and combat. Sparring will do to take the edge off this tendency, but you'll find yourself reflexively seeking opportunities to test your martial abilities against others, and prioritising the joy of battle and mastery over the most expedient ways to win.

Gaijin (+100 *or* +200)
Your appearance has some trait which marks you as obviously foreign, and alien to the insular world of Japan in this era. For 100 CP, this trait is something which can be concealed, like your hair colour. For 200 CP, there is no way to reasonably conceal your foreign nature - your eyes, facial features, hair and more all mark you as an outsider. Expect to face fear and ostracization unless you can find some way to blend in.

Addicted (+100 *or* +200)
You're addicted to some intoxicating substance. For 100 CP, this addiction is a powerful desire, and you will find yourself driven to seek out your vice and indulge, whether it be alcohol, opium or the pain-drugs used by the foreigners. When unable to do so, you will find yourself listless and craving your fix. For 200 CP, withdrawal from your vice of choice will cause truly debilitating symptoms and may lead to death with enough time away - and in the meantime, you will be driven fanatically to regain access to your vice.

The Arrogance! (+200)
You're an arrogant, prideful person, with a tendency to overestimate yourself and your abilities, and underestimate others. This can easily lead you into trouble,especially as you will reflexively respond to perceived insults to yourself or your honour.

Red Hands (+200)
You have suffered terrible trauma in war, whether as its perpetrator or its victim, and memories of this suffering pervade your nights and haunt your days. You will regularly experience terrible nightmares, and your traumatic past and memories will affect your

waking life as well. Although you can function in a martial or violent context, it will take a profound emotional toll upon you afterwards and your inner life will be, to put it lightly, pained, and if things deteriorate beyond a certain point you may be totally unable to forgive yourself, and seek to escape your pain by… Other means.

There is a spark of hope, though. If you can bear the work and effort of it, you may be able to confront your pain and overcome it with time - not remove it, but master it - and move on with your life.

Curse Your Sudden and Inevitable Betrayal! (+200)
At some point during this jump, someone you trust or who is close to you, will betray you. You won't know who, when or how they will betray you, and while it won't cause absolute certainty of death, it will be at a choice moment to put you in grave danger.

Binding Oath (+200)
You have sworn a binding oath which you feel deeply obligated to uphold, and which limits you in some crucial area of life. Perhaps you have sworn fealty to a lord, or never to use a bladed weapon. Only circumstances which threaten your most basic principles - not necessarily your life - will be able to provoke you to break your oath to overcome those circumstances.

Rival (+200)
There's someone out in the world who has chosen you as a rival, and will stop at very little to destroy you - for the challenge of it. Build them with 1000 CP (500 CP if using Gauntlet Mode) and the ability to take a budget of Complications equal to what you take. The jumper does not know who this rival is until they reveal themselves.

I Don't Really Believe In That Stuff… (+300)
Lose access to all supernatural powers or items, and technology advanced beyond the era of this setting for the duration of this jump. This doesn't include Perks or Items purchased during this jump. Perks representing mundane skills or fortune still apply, though luck will be more fickle and less reliable than usual.

Blood Hunt (+300)
A secretive band are convinced that your death will bring them something they desire above life itself. Each member of the band has the **Manhunter** and **Martial Way** perks, as well as the **Messenger Hawk** and **Ming Drugs** Items. The leader of the group also has the **Strange Bedfellows** perk. If you take the Rival Complication, your Rival will be this leader.

Ending

Your time in this world has come to a close. Will you…

Stay here? There is a certain beauty and simplicity to this place, for all its violence.

Go home? You've been away long enough, and you have plenty to return with.

Move on? The road hasn't finished with you yet.



Notes

On Properties

After the end of this jump any Items you have purchased which represent locations (e.g. Hidden Temple, Castle, Home and Hearth, Altar etc) may either be attached to your Warehouse, if you have one, or inserted into successive jumps in an appropriate location. Alternatively, you may choose to treat such properties as 'new finds'.

Additionally, you may merge properties; such as by having your Hot Spring attached to your Home. Any special qualities only apply to the relevant part of the merged property (e.g. if your Hidden Temple is inside your Castle, the protective effect only applies to the temple, not the castle as a whole).

On the Astral Clock

Essentially, the clock allows you to determine the place and time a ritual or magic can be performed. If a ritual could be performed anywhere or at any time, doing it in line with the clock's predictions will make it easier, more effective or more efficient.

Complicating One Child's Life

If you take the Rival or Blood Hunt Complications, as well as the One Child's Life Scenario, these enemies will be in addition to the canon factions which want to sacrifice Kotaro.

Prophesied and For Eternity

If you (or a Companion) have the Prophesied Perk and take the For Eternity Scenario, you may use your own blood to perform the ritual and make the Xian Medicine - but will have to fight a force equivalent to the Ming Agents in canon to do so without dying, as they believe that *all* of your blood will be required to do so properly.

Doubling Up On Scenarios

You can, hypothetically, take both Scenarios in this document, though unless you or a Companion take the Prophesied perk, or you have some other way of both gaining the power from Kotaro's blood but not killing him, you won't be able to successfully complete both. Additionally, any such merciful approach will meet the same opposition as described in the above note.

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