MONONOKEHIME (F 1.0)

"The time for gods and beasts is coming to an end, but that's no reason to assume that they'll go quietly into the night…"

There's an old man waiting for you as you come to, but he probably isn't what is catching your attention. There are others watching you, many, many others – strange little white creatures with heads that rattle as they observe you. But the old man gestures for you to approach – they mean you no ill will, but you happen to be in their home, or well, the home that they've adopted so far.

Judging from the bark texture of the room you're in, you're within a tree, so presumably these creatures live here. As the old man says, where you are right now isn't what is important – rather, it is the world which you'll be entering that you should pay attention to. It wouldn't be inaccurate to call this Earth and it wouldn't be inaccurate to call the country that the survey team scoped out as Japan – but it's a different age, and as such this Japan is likely far different from what you'd expect.

For one thing, massive forests of organic trees cover the landscape, rather than booming cities and railway lines. You'll be here for a decade, traveller, and with this country lacking most of the amenities that you might know it for…well, making good preparations will most surely help you.

For that purpose of course, the old man is authorized to allot you with some resources.

+1000 CP

The old man and his colleagues on the survey team have attempted to scout out the region and from there, provide you with as many opportunities to prepare yourself as possible. You'll have plenty of time to look over that – but what might interest you is the current state of the world. You see, humans aren't the only ones who reside in this little island country of Japan. They share the island with all sorts of spirits and deities – the Japanese people in particular call these creatures the mononoke or the kami. The variation in nomenclature seems to be determined by whether the creatures are feared or respected.

It's likely that similar spirits exist all over the world, though the survey team didn't have the time to confirm anything in particular. There's enough conflict going on here on this little island already. If there was once a time when humans and the spirits coexisted…well that time seems to be coming to an end. Perhaps Japan being as small as it is has played a part – but the humans are expanding…and encroaching into the land which once belonged exclusively to the spirits.

While conflict amongst humans has never been anything too uncommon, conflict between humans and spirits has traditionally been rare…with the odds skewed horribly in the spirits' favour. But now it would seem that the humans have gotten their hands on something to even the odds...and so a new war begins, one to decide the fate of the land. Will you participate? Will you do nothing? Well, the team is here only to ensure that you're prepared, regardless of what you plan to do.

[Administrative Records]

But before he can let you go off and attend to your preparation, there are some administrative details to attend to. You can consider this as the first step to get you ready. In the event that something unfortunate does happen to you, it's good to know that there's a backup record ready. Normally to help you fit in with the world around you, this would be your opportunity to determine your physical appearance as well as your age.

However, with the options available to you this time there's a bit of an oddity involved in the administrative process as well. You see, there were four general backgrounds that were decided upon, and well…one of them doesn't fit in with the rest. While the Ihoujin, Emishi and Yamato backgrounds are all human in nature – the Mononoke vary dramatically as far as their appearance goes, and they tend to generally be quite old in comparison to humans.

So depending on your background, the appearance options available to you may not be exactly what you were expecting. For anyone who chooses to adopt one of the Ihoujin, Emishi, and Yamato backgrounds, you may choose an appearance befitting a human, and your age ranges anywhere from 4 to 40.

For those who choose to become a Mononoke however, a Mononoke's form varies wildly depending on what type of animal they are. That is to say, you can adopt the form of animal native to Earth, though naturally if you plan on living on land you would probably prefer a terrestrial animal – becoming a whale spirit on land is probably not the wisest choice considering that humans are now happy to hunt down the old spirits. Mononokes have been around for much longer than humans, but your age ranges anywhere from 100 to 200 years old.

But appearances alone probably won't tell you enough for you to decide on what background suits your intentions – so the old man offers to give you a short introduction to each one. Each background has their own advantages as far as preparations go – so you should probably choose whatever helps you the most.

Background	Description
Ihoujin「異邦人」	A background suitable for foreigners who don't really feel like they should belong in this time or place. While foreign influence was minimal during this age, foreigners themselves were largely seen as "aliens", perhaps a sentiment that never really left the people of the country for a fair while. As befitting an individual who travels extensively however, your skill set is especially tailored towards understanding your new environments and adapting to new hazards.
Emishi「蝦夷」	The Emishi tribe were one of the few indigenous tribes which unfortunately, according to our records, disappeared sometime during the country's history. Even now, the Emishi tribe has isolated themselves in a hidden valley, preferring to live out their lives at one with nature and secluded from the rest of society. The skill set available to them

	emphasizes this bond of theirs, and largely emphasizes working in harmony with nature.
Yamato 「大和」	All of our records suggest that this tribe of people – the most numerous in the land right now – is most likely the "originator" of the modern Japanese people. Regardless of whether this is entirely true, there is no doubt that they are the most engaged in the process of expanding and developing their infrastructure and territory. Naturally this demands a substantial amount of resources and land and well, they aren't necessarily too considerate of those already living there. The skill set available to them is geared towards creating what is necessary, and acquiring the resources necessary to do so…regardless of the means.
Mononoke 「もののけ」	Mononoke generally refers to the human name given to the spirits – who would probably refer to themselves as kami instead. But a name that others affix to you isn't so important – Mononoke or Kami, you're still a spirit with a tie to the land far stronger than any human could fathom. Whether you choose to wait and see what the humans do or whether you take a more aggressive approach to preserving the land is your prerogative, but don't make the mistake of those before you and presume that the humans will remain idle forever.

As you might have suspected from what the old man had said, the survey team didn't particularly spread out their investigation too far away from the island of Japan. Unfortunately, this does mean that while you have some freedom in choosing where you'll be deposited after your preparations are complete…you will be restricted to the island country of Japan. And no, airports aren't anywhere close to being built yet – so if you'd like to travel elsewhere…well, it could be a fairly long journey to say the least.

As far as preparations go though, the old man's colleagues can provide you with a wide variety of options – whether you're looking for something for yourself, for allies, or even for physical supplies. Aside from that however, should you find that you require additional resources…well, there may be opportunities available for that as well.

[PERKS]

For preparations that will directly affect you, each of the backgrounds has their own set – and these are discounted, with the very first tier free for each respective background. There are some special options that don't fall under any specific classification, but these aren't discounted for any background. The Survey Team has additional notes on what each preparation option is meant to help you with – in case you require it.

IHOUJIN「異邦人」

Strange Lands, Stranger Customs 100

This land is old, very old, and you'll likely find that the people of this time have very strange practices, with much of it influenced by religions notions or cultural differences. Regardless of what your own practices and opinions are, it's likely for the best if you don't accidentally antagonize anyone over these differences. But for that, you'd have to be able to recognize them first.

Thankfully, people seem to recognize that you're a traveller and not necessarily the most well versed in native traditions. Whenever you find yourself in a foreign place with foreign people, you'll also find that they seem to be far more tolerant of your ignorance than they might be for others – at least until you've had enough time to pick up on all of the difference. With just a short bit of time, you'll be able to distinguish what types of habits are personal – and which ones are due to customs that you don't quite know just yet. Should you feel the need to adapt and merge with these new cultures and new people, the process of learning the skills necessary to fit in also comes quicker to you than it might for another.

Different Minds, But a Common Tongue 200

Regardless of how old this land is, some things remain the same - for instance, in order to communicate properly with a stranger, you need to be able to understand their tongue. In order for your words to have any impact on them, you need to be able to speak in their tongue. To some, a foreign language might just be a skill, but for you, communication isn't just a tool to be used, it's the foundations of a bond between you and a stranger, something to close the gap between you.

Be it a stranger from a foreign land, a spirit of an ancient domain, or even just a regular animal, you'll find that both the process of understanding them and the process of getting through to them comes naturally to you. Whereas others may have difficulties conveying what they mean without misunderstanding, your mastery of languages is strong enough to ensure that never happens unintentionally.

Even if you encounter situations where the language used becomes vague or the language draws on obscure cultural references, you'll have no problems keeping up with the conversation. The quickest way to get to a man's heart is by speaking in their tongue after all, so don't be too surprised if people seem to take to you more quickly when they find that you're not as much of a foreigner as they might have expected.

Peculiar Body, But a Familiar Scent 400

Being in a foreign land doesn't necessarily mean you'll be without kindred spirits, and frankly even in this world, there are many who are used to seeing peculiar beings and strange phenomena. The presence of the Mononoke likely plays a large role in this, given that even the most mundane of Mononoke can be distinguished from normal animals, but regardless of the root cause, this can work to your advantage a fair bit.

Creatures, and not just limited to humans, don't treat you with the revulsion or fear that your physical form might normally warrant. Another with the same appearance as you could be seen as a monster for example, but at worse people will only comment on how your appearance seems a little bit odd. If anything, all creatures that can perceive your appearance seem to feel more at ease with you around…even when common sense would demand otherwise. Oddly enough, even should you depart from this world; those of other worlds will also demonstrate the same behaviour. Maybe you've inherited some parts of a Mononoke's special qualities unknowingly…

But even a Mononoke wouldn't gain much from being approachable all the time, so should you wish it, you can negate this effect when it suits your needs. With a fair bit of time however, you'll probably realize that your sight is not necessarily the most important sense available – just like those who have far too many years under their belt and their sight has failed them, your sense of smell will grow rapidly in strength, until you can pick scents apart with your nose just like how you can dissect a scene with your eyes. No worries, unlike the elderly and the oldest of Mononoke, you don't have to sacrifice your sense of sight for this.

Tatarigami no Kyozetsu 「たたりがミの拒絶」 600

It isn't uncommon for there to be new threats and new hazards whenever you venture into a new land, overcoming all of those is merely part of the travelling experience after all. But when we're talking about spiritually enhanced parasites, or cursed ridden diseases…the consequences of such an "experience" generally isn't anything pleasant at all. Thankfully though, you have a leg up on most folks as far as handling these unpleasant circumstances go, and something that might normally take a person's life will have a distinctively reduced effect on yours. Keep in mind, you'll still probably notice if there are worms latched onto your skin, but the speed at which they can spread or the damage that they can cause to your body will be far reduced.

Without the effects necessarily looming over your head like a reaper's sickle, you'll find that you can draw a fair bit of strength from them – especially if these external nuisances happen to possess some measure of life force. Though we can't speak for other places, there are some parasites here which can feed off of your life force – well now you can return the favour, and use their life force as strength. In a way, you're turning parasitism into symbiosis really.

Just be wary though, normally having one parasite is already bad enough if you can tolerate it – if your body becomes burdened with far too many parasites, curses, or other harmful influences, it is very likely that your body will be overwhelmed nonetheless. The moment your resistance breaks

down…well there'll be nothing to hold the other maladies back. If you are going to harbour some afflictions, you should at least ensure that they don't grow out of check.

EMISHI「蝦夷」

Elements of Tradition 100

More so than any other tribe in the land, the Emishi tribe depends on ancient traditions and inherited customs. They have lived in this fashion since long before their self-imposed exile, and they will likely live in this fashion until the day when the last of their tribe passes on. From ancient prophecies to rituals of nature, the Emishi have passed down these cultural heirlooms from generation to generation, and even the youngest within the tribe will possess a vague understanding of these traditions and why they must be done.

Repetition builds reputation, repetition builds proficiency, and the more you work at the skills you already know, the quicker they'll improve, the stronger they'll become. This might come as an obvious fact to many people, but many people will eventually hit plateaus in their life, points where they can no longer improve further, whether they are held back by their body, their mind, or even just the passing of time. The passage of time on the other hand only serves to aid you, and the more you repeat those skills, the further you'll be able to go without any limits hindering you. Should the day come when you have to pass your skills onto another generation, you'll find that the skills you've practiced extensively can also be passed down with far greater ease.

Appeasing the Old Gods 200

As part of the old traditions however, the Emishi regularly hold rituals towards the various Mononoke within the land. Regardless of whether the Mononoke is familiar or foreign, the Emishi know one thing – an angry spirit can very likely destroy everything that the Emishi have worked for, from their livelihoods to their lifestyle. It isn't too much of a surprise then, that as a member of the tribe, you're well aware of the intricacies as far as handling spirits with tact and care goes. For certain spirits a simple gesture may suffice, for others, a sacrifice may be necessary, but with a little bit of observation you'll be able to determine what is necessary to pacify the spirit in question. If you are truly sincere, the spirit may even hold you in good favour – with spirits, honesty can sometimes be the best policy.

That being said however, not every spirit will wait for you to appease them.

Most Mononoke, while scornful of humans, are still coherent and willing to listen to reason. Should you ever have the misfortune of running into a cursed spirit, one that can no longer retain any of their former senses, your knowledge of spirits attained from your heritage may still be of some use. With the same rituals used to appease a spirit, you may be able to calm a raging spirit down – though how effective this is will likely be dependent on how long the madness has been allowed to take hold. Naturally, Mononoke being spiritual creatures as they are, there's no reason that this won't work on spiritual beings from other lands.

The Land Provides 400

Communing with the land isn't all about appeasing spirits however. Even when the Emishi went into seclusion long ago, it was already well understood that to live separate from other tribes, the Emishi would need to depend on the natural world around them. If they could not enter some sort of coexistence with nature, with the Mononoke, they would be forced to fight for a place of their own – and this would not be a fight that they could win. You could say that the Emishi live on borrowed land and borrowed resources, granted to them by the Mononoke in exchange for a measure of respect.

This relationship isn't something to take lightly, especially not for a member of the Emishi tribe like you. So long as you haven't offended the spirits of nature, you'll find that they'll be willing to lend you their aid depending on your needs. Should you need safe passage a forest may offer you guardians, should you need nourishment the forest may guide you to something that can temporarily sustain you. What you receive as aid however, will always come from the local area and fit it accordingly, so it would be best if you know what kinds of creatures and spirits dwell in the area before asking for aid.

Just remember that regardless of what you do, preserving the relationship should be your priority. Without a proper show of respect, there is little reason for anything to give you any aid. A simple gesture will suffice at first, but until the relationship is clearly established, you shouldn't fall into any sense of complacency. Not unlike a relationship between two individuals, the tighter the bond you have with the spirits around you, the more substantial their aid will be.

Seishi Rinne 「生死輪廻」600

Though there are certainly other humans who understand the cycle of nature and the relationship that nature has with mankind, the age where mankind coexisted with nature and respected that relationship has passed. Many of the folks who consider themselves "civilized" see this land as something to be exploited and consumed in order for society to progress, so they go about spreading death into the old lands, tearing apart mountains and mowing down forests to consummate their grand ideals.

But humans aren't only capable of spreading death and disease far and wide; the Emishi stand as proof that humans are capable of nurturing the natural environments around them and capable of establishing a balance between nature's presence and mankind's influence. The ancient rituals tell of methods to drive out corruption from an individual, but should an adequately large vessel be present, there's no reason why a geographical area couldn't be purged of corruption and ruin as well. A method such as this isn't without its risks however, and should you choose to undertake such a venture, there are details that you should heed.

To take corruption from another and absorb it into your own body is no difficult task for you, regardless of whether your target is a location or another individual. However, there is only so much that your body can take in at once, and it will strain your body to retain large amounts of foreign matter without allowing that foreign matter to affect you directly. Take in too much and

you'll risk spilling all of it back out into the environment. Perhaps though, this could be useful in a pinch, especially since any corruption that you've absorbed will most likely be harmful to others. The longer you retain such malevolent elements, the stronger your own resistance will be towards it, so as risky as it is – it isn't entirely detrimental.

With time, you should be able to convert that which you've absorbed into something less malevolent and something more beneficial – but how long this will take will depend on the quantity you've absorbed, its concentration, and how much of your own life force that you are willing to dedicate to the process.

Of course, just because you're a vessel doesn't mean you can only retain a single element within your body. With time, you'll be able to use your body as a vessel to equalize the energies between two different targets, by transferring life force from one source to another through yourself as a vessel. Whether you see this as equalizing the life force between two things or using one to bolster another, the result will still be the same as you pull the two targets closer to a state of equilibrium. In this fashion, it should be possible to breathe life back into a place which has been rendered desolate…but the amount of energy that will be required to do so will undoubtedly be significant.

YAMATO 「大和」

Testament of Labour 100

For a long time, the people of this land lived in ignorance of the world that lay beyond the horizon. Content to live in humble villages, content to work the fields and honour the spirits, for a time, a false sense of peace and acceptance settled across the land. But that time has come and gone, and now, distinctively aware that others exist, beyond the vast seas and mountains, the time for complacency is over.

It isn't just the society or the land that needs to change – even the very tools that are used must evolve. It is by these tools after all, that mankind will take what rightfully belongs to them – that's the popular sentiment around the Emperor's court anyways. Whether you personally agree with that opinion is up to you, but your opinion on this doesn't affect your natural skills.

Repetition benefits you far more than it would benefit others and you'll find that each time you create another copy of something, there'll be an improvement in the finished product with no additional effort on your behalf. The weight of these improvements however, will no doubt decrease after many repetitions have been done – after all, the difficulty to refine an item further often increases the more specialized the item is.

Nature Gives Way 200

To create the land anew, sacrifices have to be made, whether it is by individuals or even from the land itself. In this land, where spirits seemingly exist only to be worshipped, where forests and mountains bar the paths that could be connecting cities – well, there can't be that much harm in

reducing their number. If the alternative is to sacrifice humans, then wouldn't it be much more preferable to exploit the bounties of nature and the Mononoke first?

Resource acquisition is absolutely crucial as far as establishing a country goes. Everything requires resources, from the country's foundations to the frameworks that follow afterwards. Thankfully though, you'll have no problems laying out that foundation – not as far as collecting the necessary resources go, and not as far as laying down the foundations go.

The Mononoke may struggle to reclaim what they see as their ancestral lands, but they'll find that anything you've gone and stripped down will not be so easy to reclaim. The land will be usable for however you see fit, but the spirits are definitely not going to be reclaiming it. That's not to say that you would waste the existing resources of course.

As you strip the land clean, you'll be gaining far more resources than others in the position might and you'll be attaining a steady flow of resources for a longer period of time as well. When the land around you has finally given up all that it has to offer, you'll probably have to move elsewhere though – but this is still a big land, with much for you to harvest, so running dry completely should not be a worry for you.

The Downtrodden Masses 400

There's little reason to pay any attention to the troublesome Mononoke anymore, but the same cannot be said about other humans. The times are bound to take a turbulent turn in the future, and he who has more allies now will be in a far better position later down the line. Growing pains are nothing strange after all, not for people or for a fledgling kingdom. But often, gathering a majority behind you isn't as hard as you'd think, if you know where to look.

Misery loves company after all, and you will have no issues rallying others under a common banner, even if that banner exists only because of mutual misfortunes or the failings of another. Even this far back in time, society already has a habit of casting out people for a wide variety of reasons – diseases, disabilities, even religious differences – but this just leaves you with a massive number of potential followers. Give these rejects a chance to feel important, to feel necessary, and you'll find many, many people willing to serve themselves to your service. As long as you don't turn your back on them, they probably won't see any reason to be swayed from your service either.

In fact, give these folks a chance and you'll find that they'll be willing to go to great lengths in order to make a difference – even if it means changing their own lives around. Whether it comes to learning a skill, or performing in roles that normal folks would turn away from, these people who have pledged themselves to you will do it without any hesitation – their motivation will be enough to make them more effective as well. It's probably for the best if you helped them somewhat, but even if they have some form of disability, you might be surprised at what people can do, given a sufficiently strong level of resolve.

Der Freischütz 「魔弾の射手」600

For centuries, the people have been worshipping the Mononoke, respectfully yielding to their demands and making sacrifices in their honour. But if this land is to change, then these antiquated traditions must be done away with, along with the spirits that they're tied to. Even a God can be taken apart, once the people realize that they aren't as omnipotent as they seem. If humans were capable of empowering these spirits with offerings and sacrifices, then humans will be capable of taking them down with their own techniques or technology.

Many of the Mononoke and spiritual beings in general possess an amazing resilience towards the weapons which were brought over from across the sea. Despite the sheer power of these weapons, which are capable of blowing men apart, the spirits seem to be able to endure many shots off of willpower alone. This is especially prominent when it comes to spirits that have seen decades come and go. But where there's a will, there will be a way, and you have a means to penetrate these formidable defences the spirits possess. It won't be pretty or merciful by any means, but then the Mononoke have never bothered to spare the humans any quarter either.

Regardless of whether you channel this through the weapon in your hand or through the techniques that you bring to bear on your target, you can infuse the anger or hatred that you feel for your mark and inflict upon them a lingering curse. While the wounds that you inflict can be treated, even recovered from in time, they will grow in intensity and spread through the victim's body should the victim submit to the anger or hatred that you infused into the blow. Naturally, if they harbour thoughts of retribution or resentment, this would only accelerate the process. Even old wounds can open up again, the more they fixate on these negative sentiments. Without ridding themselves of the mental influence from the curse and banishing the thoughts completely, neither the curse nor the wounds will vanish.

If the mind succumbs before the body, the victim risks becoming one of the vengeful spirit of old. The humans from decades past called these spirits the Tatarigami, and they existed as entities stripped of reason and logic – driven only by a destructive desire to act out whatever negative emotion overwhelmed them in the first place. Tatarigami aren't all too common, given that most will succumb to their wounds before their mind is overwhelmed. But considering that your curse works just as well on mere men as it would on the Mononoke and other spirits, it isn't completely out of the realm of possibility for a human to become a vengeful spirit in this fashion.

I don't think we need to warn you to exercise temperance when considering whether to inflict such a curse upon a target.

MONONOKE「もののけ」

Mononoke no Shinzui 「もののけの神髄」100

Even if a majority of Mononoke settle within the form of wild animals, it isn't hard to distinguish a Mononoke from a common beast. This is largely due to the spiritual aura that each Mononoke manifests; an aura that reflects their spiritual power and their age. Recognizing the aura isn't a

matter of using one's eyes, and even those without any spiritual awareness can feel the aura's influence – being in the presence of the Mononoke is enough for the aura to immobilize an individual, as most humans can attest.

The aura's effects can extend to any entity, though humans succumb to it much more easily due to a lower spiritual resistance. The resistance that other spiritual beings possess can be overcome by enhancing your own aura with greater amounts of spiritual energy.

Growth comes naturally with age as well, but that type of growth is rather passive and takes an extensive amount of time. But if you do have that much time on your hands, you'll probably learn to adapt your aura for different purposes. For example, there are some Mononoke so old that they can utilize their aura to complement their existing senses of sight, smell, and whatnot. For some Mononoke unfortunate enough to lose a sense, they might even use their aura to substitute for that lost sense entirely.

Kodama 「木霊」 200

In the past when the forests all across the land were still considered the domain of the Forest Lord, the forests were inhabited by all manners of creatures and spirits. But the Kodama reflected the spirit of the land itself, manifesting within the trees and acting as quiet observers within the forest over everything that happened within. As men began to hack away at the Forest Lord's domain, the animals were forced into seclusion, but the Kodama began to disappear outright.

As a Mononoke, you can draw out the spiritual energy of a locale and force the Kodama to manifest. But you'll find that the Kodama aren't mindless spirits that will tolerate any kind of environment. While the Kodama can tolerate the presence of humans unlike most Mononoke, they do not fare well in artificial environments and will only linger around natural domains, like forests and streams. On top of this, they are also extremely sensitive to corruption, such as the curse that Tatarigami can spread – most Mononoke are aware that should a Tatarigami appear, it will likely kill the environment around it…and the Kodama will become collateral damage.

Given the time and freedom to do as they wish however, the Kodama are content to slowly grow the natural environment that they're a part of, cultivating the spiritual energy that is contained within the domain. Just don't expect them to work fast, as most Kodama are more than happy to simply stand around and stare into space.

Shinzou 「神像」 400

Spirits grow just as humans do and in the past, Mononoke could grow to colossal sizes, enough to inspire fear into the hearts of men. Though the times are changing, and Mononoke of that variety are no longer as common, the potential to become akin to the Mononoke of old still remains within you. A Mononoke's physical body reflects both the years that they have seen, as well as their spiritual strength.

Time isn't necessarily a factor you can control as a Mononoke except by continuing to survive, but you can affect your spiritual strength through direct means. As the pool of spiritual energy that you possess grows, the limitations of your physical form will lift, allowing you to grow even larger in size. As you'll come to understand from other Mononoke however, it is possible to influence the size of those around you as well. A strong Mononoke willing to spread a bit of their strength around can enhance the rest of their tribe. Nowadays though, faced with the humans threatening extermination on their doorstep, there are few Mononoke who can spare the time or energy to such pursuits.

Beyond simple growth, few Mononoke are capable of directly manipulating their size – but that is not to say that it isn't possible. With a high level of control over your spiritual powers, it is possible for you to shift your size between that of your maximum and your original base before any growth took place. Perhaps if you could find the Forest Lord, he could enlighten you further as to how shifting your form works – but few have ever earned an audience with that legendary beast.

Chinjugami 「鎮守神」600

The humans are known for wandering about and spreading their influence across the land, but the vast majority of Mononoke are content to remain within a specific area and safeguard it from external influence. It isn't uncommon to find Mononoke who have remained within a single forest for centuries and built up a tribe there. When Mononoke do migrate, it often is not out of choice and the consequences are often quite extreme.

Hopefully it won't come to that for you during your time here. As a Mononoke however, you can claim a piece of nature as your own to guard. With the presence of the Mononoke, the natural landscape can transform, allowing trees in forests to grow to massive heights or allowing mountains to possess remarkably rich ores. Even living beings within the domain can be affected, allowing them to grow slightly larger than normal. However, the process of claiming a domain requires an infusion of spiritual energy from your body into the land itself – so naturally you can't go about marking a large chunk of land without an appropriately large donation.

When it is established however, it isn't so easy to spread the domain beyond its existing boundaries. Any addition energy infused into the domain will reinforce its strength, and enhance the rate at which spiritual energy is produced from the natural elements within, but true expansion requires new life to take root. In the past, the various Mononoke would plant new trees to expand forests, or dig out caverns to spread mountains. But with the humans going about torching down forests and pulling the veins from mountains…well, this is no longer quite as effective as it once was. As a Mononoke, should you wish to expand your domain, you should always be wary of external influence from beings such as humans.

The Mononoke's domain might as well be their home, so it isn't too strange that they possess a natural advantage while inside. Mononoke tend to be far stronger while within their domain than outside it, and the tales of humans getting lost in a Mononoke's forest can be attributed to the Mononoke's influence more so than the human's unfamiliarity. In the past when the Forest Lord's

influence stretched all across the land, it wasn't uncommon to hear of Mononoke with several domains under their jurisdiction. However…in modern times, this situation is largely unheard of, partly due to the Mononoke receding from this world and partly due to the expansion of the humans. For a Mononoke such as yourself, it's probably best to stick to a single domain at first.

ALTERNATIVE MEASURES

Standalone preparation measures that have no discounts for any of the backgrounds, all of these options can be taken multiple times.

Curse Affixation 100

By nature of their existence, Tatarigami normally don't last for very long. Either the host's body gives way or the Tatarigami ends up being destroyed. It can be possible however, to acquire Tatarigami that is stabilized and controllable, provided that the bearer is sufficiently strong in both physique and willpower.

The Tatarigami that we'll affix to your body with this option are essentially stable, however, the cost of this stability is flexibility. Normally, as the Tatarigami spreads across the host's body, every part of their body experienced enhanced strength and resilience – but in the process of stabilization this has been limited down to a specific body part. You'll have to choose for yourself what part of the body you would like the Tatarigami to adapt to. Once that adaptation is complete however, the Tatarigami will no longer adapt to anything or anyone else.

The resilience of the Tatarigami is not to be underestimated – they can continue to act even in situations when a normal human body should succumb and it takes complete disintegration or strong purification magic to stop them in their tracks. Even in cases where the Tatarigami is separated from its host forcefully, it can still pull itself back to its host and reconnect with it as necessary. Should you ever face a complete Tatarigami, you should always be wary of how resilient they are.

With enough Tatarigami implants to recreate a body, it might even be possible to temporarily separate from the Tatarigami, and have them act autonomously in a group for a brief period. We're pretty sure that a writhing mass of worms will provoke people to exterminate it right on sight though.

Blessing of the Old Spirits 100

Though they were definitely far less rare in the past, it isn't completely unheard even now for a human to receive the blessing of a Mononoke. Some humans grow up in the presence of Mononokes, whether out of strange circumstances or out of choice, and over time, Mononoke can come to accept individual humans as well.

Well, regardless of whether you're a human or not, you can still receive the blessing from a specific Mononoke of your choosing. The specific boon granted by this blessing tends to vary depending on what type of Mononoke you chose, but for instance, a young girl living with wolf type Mononoke

showed far greater speed, durability, and dexterity in comparison to other human females of a similar age and build.

However, once you do receive a blessing from a specific breed of Mononoke other members of the same species will also recognize you as one blessed by their kind. You'll probably find that common animals of the same species will warm up to you quickly, and you'll be able to communicate with them on a basic level. It doesn't mean that they'll let you do whatever you want with them, but they'll be more tolerant of the choices you make as well.

Though the most evident effects of a Mononoke's boon tend to be physical in nature, the boon itself it actually an enhancement based on spiritual energy – after all, Mononoke are spiritual beings first and foremost. For each time that this is taken, your own pool of spiritual energy is increased in size by a fair bit.

[COMPANIONS]

Surviving a decade in a land about to torn apart by spirits and man is probably not the most appealing option for anyone, but even if you decide to hide out in a secluded forest somewhere to escape from all the strife and chaos, having companions around can help to make the passage of time a bit less arduous. Regardless of whether you're looking

Fellow Wanderers 50 CP

If you already have existing companions then this is all much easier. Naturally by her Lady's grace you can bring along eight people either way, but should you wish to give them the same opportunities as you to prepare – all you need to do is pay a small administrative fee. The old man and his colleagues will take care of your companions accordingly.

Import a companion for 50 CP; they gain 500 CP to spend on skills.
You may import in a batch of 8 for 300 CP, with the same benefits.

Servants of the Land 50 CP

If you're looking for a new ally however, that's also within the realm of possibility, though it'll be a bit more complex to arrange for a new companion from within this world for you. For one thing, you'll have to personally convince them to join you, but other than that – keeping them alive during this strife filled period of time may become a challenge as well…especially when many folks are keen to fight to the bitter end…

So long as you can convince them to join you and keep them alive, you can find a companion from any of the locals in this land. While they gain 500 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. Their choice of background won't override their existing identity and only applies for perks. You may use this instead to create a new companion as you see fit – for the same cost.

Resource Realignment 100 -> 50 CP

This option allows for direct conversion from your pool of CP to your companions' pool of CP. For each 100 CP you donate your companions who already gain CP to begin with will each gain an additional 50 CP.

[ITEMS]

Even from afar, you can see a girl with pink hair run around, tossing things about in some strange attempt to organize them. It probably doesn't help that for every item she returns to its proper place, the strange little white spirits move something out of place again. Though – judging by the look on her face, she doesn't seem too angry with their antics. The Kodama, as she calls them, are just having a bit of their own fun – she can't hold that against them, not in their own home.

The Kodama, despite not uttering a word, seem to be well aware of why you're here, as each one carries an item over to show to you. The shop is here for you to stock supplies so look around and see if there's anything that you might need.

A Bag of Gold 50 CP

Gold has its worth almost anywhere you go, but you might find that with the country as rural as it is, there will be many people who will have never seen gold before, so you might run into the case where you need to convince others of its worth before they'll be willing to trade in it. Thankfully, you won't run into this problem with most cities and the more established settlements. You might even find that some spirits have a particular fondness for gold, though admittedly this is rather rare. Thankfully, once consumed, the bag of gold will slowly fill up again, though this process takes time, so don't push it. Maybe Mononoke are involved with this as well…

Travelling Supplies 50 CP

If a bag of gold won't help you though, perhaps a box of supplies would? Sometimes it's better to have food and shelter on hand than to carry around a bag of gold. There are enough supplies here to make a single traveller's life a bit less strenuous, and it's also lightweight enough that you won't have to worry about being encumbered as you travel. Worse comes to the worst, maybe you can toss it onto a pack mule or some other animal of burden?

Wolf Cub 50 CP

It probably won't do much good to try and figure out how a Kodama is holding a wolf cub nearly twice its size above its head…but that's exactly what the Kodama is doing, and the wolf cub doesn't seem too concerned with what the Kodama is doing either as it seems more interested in its new surroundings. As the shopkeeper plucks the wolf cub off of the Kodama's hands, it snuggles up to her instead – and she explains that they found a bunch of these while wandering about, with no parent in sight. You can take as many of them as you'd like, but each one costs 50 CP.

Well you can adopt one, or a couple, or a whole bunch, it's really up to you. The wolf cubs take time to grow, but as you'll eventually figure out, there's no apparent limit as to how big they can get – granted, the rate at which they grow tends to slow down dramatically once they're bigger than a small sized vehicle. With enough time, they also seem to be capable of communicating through telepathy, so communicating with them isn't out of the question. Whether you take a single cub or

an entire pack, they'll all instinctively attach to you as a parent – so taking too many might leave you with your hands full…permanently.

…They have a very odd effect once fully grown – as they seem to influence small animals around them, making those grow a little bigger than normal as well. Perhaps these wolf cubs were born from a wolf spirit elsewhere? On that, the shopkeeper really has no clue.

Domesticated Elk 100 CP

As if on cue, one of the Kodama leads a Red Elk over to you, and both of them stare at you blankly. Evidently, this was what it had in mind as far as animal of burden was concerned. The Emishi tribe domesticated animals like these from long ago, given that horses were not particularly common in the area where they lived. Loyal, dependable, and sometimes overly friendly, this animal will follow you anywhere you go – though it would be best if you don't lead it anywhere too dangerous.

Its own instincts are strong enough that it can avoid static hazards like traps and pitfalls, but if it gets hunted for any reason…it can only run for so long. Should your new pet fall for some reason, it will appear again in a safe location after a length of time, reasonably scared silly, but otherwise alright.

Emishi Necklace 100 CP

Aside from their domestication of elks, the Emishi were also known to be a tribe with very strong spiritual influences and this is reflected in the various charms and wards that they used. This necklace looks plain, without anything that might suggest it possesses any worth, but like most things related to the Emishi, its simplicity hides a strong connection to nature. The necklace itself acts as a ward against forms of corruption, slowing it down significantly in the individual who wears it, as well as within a small radius nearby.

Mononoke Mask 100 CP

The Kodama brings this out next and the shopkeeper explains that this isn't a relic belonging to the Emishi. For one thing, the design on the mask resembles an oni – or a demonic spirit – and it isn't something that the peaceful Emishi would care much for. However, wearing it does seem to keep humans at bay, perhaps due to how intimidating the visage is. On the other hand, spirits, even normally violent ones, seem to accept your presence pretty casually.

It probably doesn't help that while wearing the mask, your voice becomes rather distorted, enough to make others believe that you might be a demon after all.

Boar Skin Suit 100 CP

The skin suit is large enough that it covers over several of the Kodama carrying it and it'll definitely be large enough to cover over several full grown humans. The shopkeeper assures you that this was procured from an ancient boar that met its end naturally – but it is so old that whoever is cloaked underneath it seems to have no problems masquerading as a boar spirit themselves. Fooling humans

with this "disguise" is a simple matter, and even other spirits don't seem to notice the difference, as long as you don't do anything too out of place.

It's also handy just for keeping warm, since the skin suit is so well made that it always seems to keep whoever wears it at a nice, moderate temperature, regardless of outside weather conditions.

The Cursed Bow 100 CP

It is very evident that there is something wrong with this bow. If the Kodamas staying far away from it wasn't a good enough sign, the strange fashion in which the bow seems to writhe and pulse should be more than enough to set off warning bells. The draw weight of this bow is immense, even if the actual effort required to fully draw the bow is much less in actuality – in essence the bow seems to amplify the effects of the draw, changing normal arrows into body splitting projectiles. The wounds from this bow seem to fester and become infected easily – so it would perhaps to wise to use this prudently. If you grow accustomed to using it, you might start hearing voices…voices that seem to come from the bow itself.

A bow can't be sentient right?

Spiritual Sapling 200 CP

The difference between a curse and a blessing runs rather thin – really, what is a curse to one could very well be a blessing to another. This sapling has been blessed by a forest deity, and evidently the Kodama are rather fond of it. Though it's merely a sapling right now, the amount of spiritual power that surges forward from it is already palpable. Planted in a location and tended to carefully, it'll grow rather quickly until it becomes a massive tree – and the center of a new forest. Once it does reach this point however, it'll start spiritually enhancing all of the plants around it as well, until the entire forest becomes a nest of spiritual life.

Kodama tend to pop up from this tree once fully grown and like other nature spirits, they seem happy to tend to plants around them. Just be wary that given enough time, the Kodama won't be the only spiritual creatures around, so be careful of what settles within the forest.

Emperor's Decree 200 CP

The spirits may have once held dominion over the land, but this land belongs to the Emperor now, and those with his decree can do as they wish with impunity. Well, this document will protect them from legal repercussions anyways – it's not as effective when it comes to dealing with personal vendettas. Whether you're looking to take down a sacred spirit, or if you're looking to fight off a daimyo, with this decree in hand, you can request for aid in the form of either resources or manpower. There are cases, especially if your desired task would be nigh impossible, where people would refuse you, but for the most part this won't be the case.

Carrying such a document on you also tends to make people think twice before questioning you, whether it is your presence in a location or if it happens to be your activities that other people observe. Just don't try to push the envelope too often; people can overlook your presence once or

twice, but push it too far and they'll probably start getting wary. Oddly enough, even in places where the monarchy has gone out of style, this document still holds some weight.

Worms in a Jar 200 CP

A rather simplistic specimen jar containing some rather abnormal specimens, the black worms inside the jar don't seem to die, but it is questionable whether they're actually alive either. They do seem to respond very fervently whenever they're in the presence of living beings – as the Kodama themselves seem to trip off some sort of reaction in them. Thankfully, the jar is sealed tightly enough that there's very little risk of a containment breach.

Exposed to a living being however, these worms latch onto them like a symbiote – or perhaps it would be better to call them a parasite instead. Though even a single worm alone can provide great strength to their host, it isn't for free. The worms grow and thrive off of negative emotions, and while they can sap these emotions off of their host, eventually they'll grow to a substantial enough size that they can develop a "will" of their own. Too many worms, and it may become a mental competition just for the host to retain control of their body.

While it is pretty much impossible to miss the presence of these worms, once attached, nothing short of complete amputation will detach the parasite – and naturally, you'll find that depending on what organ or body part the worm was attached to, amputation might not even be an option.

The Cursed Flintlock 300 CP

The people who went across the sea came back with weapons that spewed out fire and steel, but it was the people of this land who took those weapons and turned them against the old gods. This weapon has seen to the end of several such spirits and with each one that it devours, the weapon itself seems to grow more deadly, its reach seems to grow further. As it happens to be just a little bigger than a flintlock rifle, even a young child could wield this with practice.

As a weapon that was made to take down any foe be it man or spirit, this weapon consumes spiritual energy for each shot, but also absorbs spiritual energy from its kills. By consuming larger amounts of spiritual energy, it can handily pierce not only magical barriers – but it can also render ineffective the natural regenerative abilities of magical and spiritual creatures. The curse itself seems to hold the projectile in place, rendering your aim true for longer ranges – and as the curse itself grows in strength, so too does the effective range of this flintlock. Be wary however, that the more you feed the beast, the more it will demand.

As such, it is best if you remember to be a stern master and not yield to the flintlock's thirst for death too often. Keep the flintlock's hunger under control, and it should prove to be a useful asset. Let it run wild…and you may have a hard time controlling it from killing everything in its path. And of course, even if you're confident that you can keep this murder tool under control – you should probably be wary of others, should you let them utilize this weapon.

[COMPLICATIONS]

The Kodama are also present in the same room where the old man's colleague is handling extra resources, but she puts her "analysis" of the strange white creature in her hand as you arrive. The service that she can provide for you is simple – if you're willing to take on some additional complications, she'll compensate you accordingly. There's a limit of up to 600 CP as far as compensation goes however.

A Land of Prejudice +100 CP

The time when spirits and man used to live in peace has passed. The time when man lived in small communities, happily cooperating with one another towards a common goal of survival has passed. The age is turning and it isn't heading towards anything good, man has learned after all, the pleasures of oppressing others and exploiting them. It is the time of Emperors and daimyos now, a time when social structures are enforced with steel and paid with by blood.

Before long, you'll have a personal taste of how bad these contrived social structures can get. Stay away from humans, and they'll ostracize you for being a loner. Try to immerse yourself in their society, and they'll look to oppress you and take advantage of you. Try to break free, and they'll fight you to remind you of your place. If you're willing to kill in order to attain your freedom, certainly it'll be within reach – but don't expect your reputation to ever recover from it. Oppression, abuse, and slavery are all acceptable, especially when you're the victim – but murder is a grave sin.

Lone Man's World +100 CP

We come into this world alone and when it all ends, we leave alone as well. This is probably a sentiment that you can understand if you were human once yourself. But for some folks, that sense of being alone never really goes away, or alternatively put, some people never see anyone else in life that matters aside from themselves.

It would not be inaccurate to describe their behaviour as selfish, but it isn't their behaviour which should concern you. Rather, the consequences of their selfish choices – whether they are humans or spirits – affect you, so long as you've encountered them before. A single exchange will suffice for you to suffer the consequences of their self-serving choices – perhaps a trader that accuses you as a thief for something he stole himself, or perhaps a spirit that marks you responsible for cleaning up its own mess. Even your companions aren't exempt from this – and from time to time, their selfish choices may land you into a world of trouble.

Should you avoid contact with others altogether, you should have no problems avoiding the selfishness of others – but then…wouldn't you be truly alone yourself?

The Curse Mark +100 CP

The spirits are fickle beings, but even they don't normally burden humans with curses. Frankly, in the perspective of a spirit which can live for centuries, humans are transient creatures, beings that

aren't worth the time to inflict curses upon. Unfortunately though, humans themselves don't seem to feel the same way – and as such beings such as Tatarigami were born.

Those who brush across a Tatarigami are cursed as the creature who became the Tatarigami was cursed. The sudden waves of anger and hatred can be suppressed at first. The voices inside your head can be ignored, but with time the curse will progress, and it will slowly spread until it takes hold of your heart. With meditation, with concentration, you might be able to drive the curse back for a little while, but surely it will return in time – and it'll return even quicker if you participate in the strife ongoing around you. A normal individual would die, a lesser individual would probably have died just upon encountering the Tatarigami – but you'll live…you'll live a life consumed by hatred for all things.

Have you ever considered what life is like – when there is nothing left in your mind save for hatred?

Mad World +200 CP

It's hard to imagine a world where everybody is so fixated on hating of one another that they lose sight of everything else – but you don't need to worry about imagining it anymore – it's going to happen in the world all around you. Now, the spirits arguably have plenty of reasons to detest the humans after everything that has happened – but the humans also seem dead set on the notion that the spirits are responsible for all of their problems. Perhaps if it ended at that, merely the notion of hatred, things wouldn't be so bad.

But both sides are more than willing to put their hatred into action – in any place where humans and spirits live on one another's "back yard", you can expect fights to be a regular occurrence. Try not to get engulfed in the conflict – because neither humans nor spirits may necessarily recognize you as an ally.

The Time of Warlords +200 CP

Accurately speaking, the basis for what people would consider as "Samurai" are already active. Unfortunately, unlike the image of an honourable and dutiful sword master that some people recall when the word is used – these men wandering the country are out looking to plunder, pillage, and destroy whatever they can get their hands on.

The roving bands of "samurai" are well organized and quite possibly supported by the local lords. As they wander around the country taking what they please, destroying what they care little for, they're only adding oil to the fire – and you'll find that they have no consideration for whether they are violating the domain of spirits or massacring innocent villagers. Kill one group and another will rise up to replace them. It could be said that this is a necessary transition period for the country…but will you survive the chaos that it brings about?

The Roots Wither +200 CP

You might be in a time where the notion of climate change hasn't even been considered as a concept, but it doesn't mean that the expansion efforts of humans have been without

consequences. The destruction of forests, the demolishing of mountains, there's no doubt that these are necessities in order for humans to continue expanding – but with no understanding for the consequences of their actions, these humans are merely setting up for a calamity of their own creation. Unfortunately, at the end of the day, everyone suffers from the consequences, regardless of whether they are human or spirit.

As humans continue to expand, urban legends have sprung up regarding the spirits which used to inhabit the old forests and mountains. Urban legends which suggest that spirits, if killed, can bestow immortality upon the one who killed it. In particular, the legends fixate upon the "Nightwalkers" legendary spirits that some consider as the "Lords of the Forest". Naturally there are plenty of humans who are keen to take up this opportunity – even just to try and see if there is any merit to the myth.

Unfortunately, killing a Nightwalker isn't without consequence either – in fact, the death of such a creature is enough to release a calamity, as death spreads from all around its "remains". It is unlikely that you'll be able to dissuade every human to stop in this senseless pursuit, but if you do come across a human preparing to hunt a Nightwalker, it is best if you get far, far away, as quickly as you can. There won't be much time to run when the great beast dies.

The Shifting of the Times +300 CP

In a hundred years, there will likely be no traces left of the spirits, for their time is coming to an end and the world now belongs to man. But the spirits aren't going to just leave quietly and there are plenty who have decided to take matters into their own hands – but the conflict doesn't end when the spirits are defeated.

Tatarigami are appearing all over the land – a last wave of revenants which roam about, cursing humans to a fate of suffering and death. If the spirits were titans in life, then they can only be described as demons in death – and what was already hard to kill initially becomes ridiculously durable when the curse of hatred and madness sets in. These Tatarigami have a peculiarity – they aren't limited to spirits…that is, even humans who possess great resentment in their hearts can become a cursed spirit.

Unfortunately, the presence of the Tatarigami only perpetuates the cycle of death – as more Tatarigami show up, more humans die, but the death of more humans causes those who survive to hunt down the rest of the spirits pre-emptively, which in turn only leads to the creation of more Tatarigami. Somebody else could probably make the connection and try to break free from the cycle – but these people are so immersed that they still no alternative.

One can only hope that by the time this conflict comes to an end, perhaps the survivors will learn from the mistakes of their predecessors. But perhaps that would only be a naïve dream.

[THE DECADE'S END]

A decade has come and gone, but the atmosphere inside the old man's room remains the same. The Kodama rattle their heads at you in unison the moment you arrive, and the old man just gives you a smile, before gesturing to the doors behind him. You weren't drawn back for a break or something, rather – it's time for you to choose what happens next. Three doors, three fates – but you can only choose one.

A FAMILIAR HOME

Is it time to end your journey and head home again? Feeling a bit of homesickness, or have you already found what it was that you were looking for? No matter – regardless of your reasons, we'll make sure everything that you've brought along with you so far is sent home along with you. You'll have plenty of time to sort everything out once you're home.

THE ANCIENT WORLD

Headed back into the world, are you? Well, this is where we'll have to part ways then, as we're obligated to continue on ahead. Don't worry though, we'll make sure to leave your possessions with you, so you won't be stranded here without any form of aid at all.

ANOTHER JUMP FORWARD

Time to move on ahead? Well, maybe we'll meet again elsewhere. In the meantime though, do be sure to travel safely – we wouldn't want you to run into any unfortunate accidents now would we?

Notes

PERK NOTES

IHOUJIN	
Strange Lands, Stranger Customs	*Allows you to recognize the traditions and practices of foreign people, spirits, and factions by being around them. *Strangers are more tolerant of your ignorance to situations, and generally willing to explain things to you, so long as they aren't openly aggressive towards you. *Allows you to learn foreign skills quicker through interacting with the locals.
Different Minds, But a Common Tongue	*Allows you to understand foreign speech, and even beings that normally don't speak can have their sentiments converted into a form that you can understand. *Similarly, you can communicate with creatures that are normally incapable of understanding your tongue and express your thoughts to them without misunderstandings.
Peculiar Body, But a Familiar Scent	*Regardless of your appearance, people don't seem to be too disturbed by your presence, and instead your appearance seems to reassure those around you. *Wild animals and other living beings lose the basic instinct to run away from you, and instead seem to treat you as a familiar companion. Your own sense of smell becomes more pronounced, to the point where you can pinpoint distinct scents from one another. *Should you possess abilities which skew the perception of others towards you, you may selectively trigger this.
Tatarigami no Kyozetsu	*Should your body be afflicted with an external influence, such as a parasite or a curse, your body naturally resists the negative effects of these foreign bodies, reducing even normally fatal effects down to barely manageable levels and ignoring minor afflictions entirely. *As long as such an external influence is present, you can draw on its strength to power your own abilities – pushing them beyond their normal boundaries with your body alone. *The amount of external strength that you can draw on is limited to how many external influences are present – but the more you pull, the greater the risk of rampancy, in which the external influence can take over your body and the negative effects normally held back can resurge.
EMISHI	
Elements of Tradition	*The strength of skills and practices that you've attained will grow stronger the longer you've been practicing them. *The limiting potential for these skills increase extremely slowly over time. *It becomes easier to pass these on to others the longer you've retained them.
Appeasing the Old	*Calming spirits and deities becomes possible and it becomes possible to

Gods	identify the source of a spirit's anger – as well as what is necessary in order to quell their rage, or get on their good side. *With beings that have lost their grasp on sanity, it is possible to bring back some semblance of their old selves, but it'll require time and dedication to do anything substantial.
The Land Provides	*You can draw upon the land, and with a show of respect, request upon aid from the spirits present. The form in which that aid comes is dependent entirely on what the local area is like, and what spirits are present. *In a forest for example you may call forth creatures such as boars or wolves, but in a cave you may come across bats or moles instead. Alternatively you might find resources or specific items instead – though just like aid from individuals, the quality and nature of these objects vary from location to location. *The greater your show of respect, the more aid you'll garner in return, just be wary that what might be of worth to you may be worthless to natural spirits for example. Once a link like this is established, you can regularly come back and request aid – but if you push it too much, the relationship will sour and it'll stop.
Seishi Rinne	*Provided with a source of life, you can pull strength out of that source and infuse it into another. Living beings and the natural environment around you are all applicable for this. The healthier/more lively the source, the more you can pull from them, and the weaker a being is, the more that you can infuse into them, until equilibrium between the two sources is reached. *Using your own body as a medium, you can convert the negative energy such as corruption or curses within another individual or an area into positive energy – this drains your own life force, but the drain isn't permanent. *You can also store that energy within your own body, and release it in a short range wave in all directions when necessary. Retaining this excess energy within your body, regardless of its nature, will slowly sap away at your strength.
YAMATO	
Testament of Labour	*The quality of items that you create will continue to improve each time you create something similar. This affects the quality of the item as well as its intended effects.
Nature Gives Way	*Your efforts at stripping the land will yield more resources than normal, and places shaped by your efforts are difficult to shift or reclaim through normal means. *The quality of resources stripped from the land won't decrease, even as the land begins to run dry – not until there is nothing left to consume at all.
The Downtrodden Masses	*Your ability to sway others to your cause has improved, particularly when dealing with individuals who are dissatisfied with their lot in life – whether these are individuals ostracized by society, or folks more unfortunate than most.

	*As long as you don't intentionally destroy the relationship you have with your followers, they'll be willing to follow your orders to any end – though death might take a bit of persuasion on your part. *Your followers are also easy to train in basic skills; even if they have disabilities that would normally incapacitate them they'll find ways to adapt to utilize these basic skills.
Der Freischütz	*Allows you to enchant your armaments and magic with a curse based on hatred and other negative sentiments. Once it lands, the curse festers within the target, as long as they can't remove the negative sentiments from their thoughts. *While healing the physical wound is initially possible, the wounds will periodically return when the same negative sentiments used in the enchantment are brought forth. *Should the victim be overwhelmed by the curse, they'll lose their mind and turn into a Tatarigami (A curse spirit, complete with cursed worms), possessed by the same negative sentiment used in the original enchantment.
MONONOKE	
Mononoke no Shinzui	*Your body naturally releases an aura that grows with both time and as you gather spiritual energy within yourself. *The aura can naturally immobilize those who are spiritually weaker, but it can also be used to animate your body even if your physical strength has given out or your body would be otherwise impaired.
Kodama	*In any place with spiritual energy, you can manifest these Kotodama spirits. The number of Kotodama can identify the strength of spiritual energy within the area and its inhabitants, but the absence and the reactions of Kotodama can also be used to identify corruption, such as areas tainted by Tatarigami or affected by human influence. *Once generated, Kotodama can work to slowly spread the area that the spiritual energy covers, and in turn create other Kotodama. The process takes a fair bit of time.
Shinzou	*With time and by increasing your pool of spiritual energy, the size of your body will naturally increase – the process is slow but permanent, if you happen to have separate forms, each form grows individually. *Your spiritual energy can also affect others who spend enough time around you, making them grow in size as well as time passes. This effect can be controlled by controlling your own flow of spiritual energy. *You can forcefully shift your size by either taking in a large source of spiritual energy to increase your size, or expending it to decrease your size – the improvement in strength is proportional, but shifting yourself in such a way is temporary, and the more significant the change, the shorter it lasts.
Chinjugami	*An ability tied to a physical location, the Mononoke can infuse their own spirit into a location in order to claim it as their own. Creating the territory requires spiritual energy on your part. "Spreading" this territory however

	requires physical action – for example, spreading a forest by planting trees. *As long as the state of the chosen location remains healthy and undisturbed, it will continually release a supply of spiritual energy. Creatures that reside within the domain will be affected by the spiritual energy released (like the effects of Shinzou, but limited to the area.) *While they remain within their own domain, the normal limitations of the Mononoke are removed and their strength grows dramatically. This effect weakens, should the territory be infringed by any form of corruption – like human influence cutting away at your territory. *If you attempt to control multiple areas at once, be wary that the control required to keep track of all these areas can overwhelm you, and attempting to control several at once can result in the loss of a couple areas, especially if others attempt to interfere – like human expansion.
ALTERNATIVE MEASURES	
Curse Affixation	*Marks your body with a metastable Tatarigami, improves the strength of a body part significantly – such as residing it within the arm to improve arm strength massively. *Unlike normal Tatarigami, it does not spread (Unlike the Tatarigami item), but it is, for all intents and purposes, an external body and can operate remotely for a short time even if it is detached. It can't be removed and reattached onto another individual however.
Blessing of the Old Spirits	*A blessing from a Mononoke. Depending on the nature of the Mononoke that you choose, the blessing can result in something different – a Wolf Spirit for instance may improve your dexterity and running speed, whereas a Monkey Spirit may improve your handling of tools instead. The blessing tends to reflect the nature of the Spirit chosen. *Each time you take this, your own pool of spiritual energy grows greater.