

Fallen Gensōkyō, Ruins of the Eastern Land

Legacy of the Daughter of Four Seasons, turned Daughter of all Seasons, bent to the Null Heiress

The air is cold, dusted by blowing flakes of snow. Before you is a land strange and unfamiliar, yet still covered in the planes of blowing white. Forests, hills and mountains lie ahead, dotted by wind scattered roadways, paths, shrines and ruins. But there is something in the air here, something that can't be seen or heard, smelt or touched. Something mysterious and otherworldly.

Alas, it would seem your arrival was not unnoticed. You are not alone.



“A new face?”

“Hm. Did not think that was possible now. Could have sworn the outside world was far worse than Gensōkyō. Though, I could be wrong. It has been decades since I arrived. Who, or what are you stranger?”

[Background]

[Gender]

[Male]

Men, a rarity in the hidden realm. Human men are usually stronger than women, however that ill-conceived confidence in the absoluteness of might almost unanimously leads to instant obliteration when dealing with Youkai.

[+1 Strength]

[Female]

Women make up the majority in the hidden realm. Though on the outside most human woman suffer less enviable fates, many find themselves better prepared for Gensōkyō. Not that this does them much good, of course.

[+1 Dexterity]

[Race]

[Null-Bound]

Touched by whatever zero-sum aspect that has stilled the earth. You cannot die as a normal human. Each time you are slain you come back once more, a little slower. The Flesh hardening and the throat stilling each time further and further. Null-Bound persist until they dissolve into ash and snow, though this is a long and arduous process, one that harkens back the strong-willed and unrelenting with the winds of change still flowing in their lungs.

[5 Revives before Stillness of Mind]

[Youkai]

The wild & tumultuous spirits & gods of Japan. The long years of silence have not been kind to them. While death has vanished for them, with many having their might fortified by the slowing of all things, the end in mindlessness and pause is all but inevitable. With the decline of man, many left Gensōkyō to search for kin lost on the outside world. None have returned yet, only strangers and beasts.

[3 Revives before Stillness of Mind]

[Pick a Race of Youkai from the Youkai Section]

[Touched]

In this strange still age men have been drawn into the arms of the unknown and the mysterious like never before.

With strength found in the cold and the staggering gaze of man culled, many spirits fair and foul have intervened in the human world. You are not one of these Mononoke, you are a by-product of their actions. All it will take is one slip to lose your humanity all together and perhaps you'll be better off for it...

[1 Revives before Transformation into Youkai]

[Pick a Race of Youkai from the Youkai Section, add three ranks freely on revival with Youkai stats.]

[1 Revive After Transformation before Stillness of mind]

[Pure Human]

You are just that. Human. Not touched by the quiet cataclysm that stopped the very earth, not bound to the spiritual realm in any regard. You are human. Doomed to die and pass into the hungry void. Yet this fate you decide is not bound and you are capable of setting down a chosen path.

[0 Revives, you are going to Die]

[Add five ranks freely]

[History]

[Native]

You were born in the country of Japan, and speak the language fluently. Able to read the rusty signs and rare fragments of paper you find. With a sense for the history of this place, you find yourself better prepared for the challenges you. You are also more in touch with the stillness that now permeates the world.

[+ Bonus Damage with Magical Spell Cards]

[+ Bonus Damage with Curse Cards]

[+ Literacy]

[Foreign]

You were born far away from the country of Japan, unable to understand most of the language. It has been a long hellish road to get this far, over lands snow covered and frozen seas. Yet this hardness has made you stronger, and brought you closer to the primal world you often relied upon to survive.

[+ Bonus Damage with Primal Spell Cards]

[+ Bonus Rank in Strength]

[+ Bonus Rank in Resistance]

[Title]

[Bandit]

Taking what you need by force is familiar to you, and has always been so. In a world without law and order outside of a weapon in most places, what is there to really stop you?

[+2 Strength, + 2 Resistance, - 1 intelligence]

[Thief]

Less than bandits as they take behind a man's back. The most common fate of a thief is being hung until death and being left to rot when their luck finally runs out. But it seems that is not your fate.

[+2 Dexterity, +2 May, -1 Faith]

[Warrior]

Mercenaries, dissident Ronin and aimless Vagabonds have returned to the snow covered roadways in this strange age, though most are bandits and cutthroats with some sense of politeness.

[+ 2 Endurance, + 1 Strength]

[Yakuza]

A relic from another time, covered in tattoos with a cutthroat attitude. Yakuza were once enforcers and criminals, but have gone all but extinct. With a few exceptions of course.

[+ 1 Intelligence, +2 Resistance]

[Laborer]

Even now there are those who attempt to make a living through honest work. Though most continue to live off the remains of the old world, you yourself spent years clearing roads. Before your settlement was destroyed.

[+ 2 Strength, + 1 Endurance]

[Scout]

Whether self-employed or working for a gang or a clan, Scouts have always been vital to conflicts since the fall. The shortened life span however does not exactly make the job appealing to most.

[+2 Dexterity, + 1 Intelligence]

[Pilgrim]

In a world as nonsensical as this, Faith, both native and foreign has returned to the forefront of people lives. You are such a person of faith, searching for shrine that likely no longer exists.

[+2 Faith, +1 Strength]

[Wanderer]

There are always Nomads, those malcontents incapable of staying in one place too long. While most such wanderers live short lives, most modern myths hold that strange and distant wanderer as the hero.

[+ 1 Endurance, + 1 Resistance, + 1 Intelligence]

[Wretch]

Worthless, weak, not even capable of clothing itself, such wastes of skins still you yet persist. Somehow.

[-1 to all stats except May, take no opening bonuses for race, revives doubled, as are future stat bonuses]

[Youkai Races]

[Kitsune]

A Fox with a few centuries of age under their belt, the past two centuries of quiet cataclysm have not been kind to the Foxes. No elders remain on the outside, only fledglings with short lives. Only rumors of an elder persist in a hidden realm somewhere remain, and you have not seen another of your kind in decades.

[+3 Intelligence, +3 Dexterity, -1 Vitality]

[Oni]

Oni are behemoths, having always been at the top of the food chain. Sadly, those glory days have long since past. It is said so few Oni remain in the world that even if the cataclysm vanished tomorrow their extinction would be inevitable. Still, even for a runt like you that is something of a challenge.

[+4 Strength, +2 Resistance, +2 Endurance, -3 Dexterity]

[Tengu]

Things have only gotten worse for the Tengu of the world, racial cleansing in Korea and Japan, the memory of the fall of Yatsugatake and the death of the hidden lord Tenma have divided the remaining clans. You were born only a few decades ago, able to see how wholly the cities of man have crumbled beneath the eternal winter.

[+5 Dexterity]

[Hihi]

The Hihi have never been more than a few hundred high up in the mountains. It is said the carnivorous monkeys did not notice the quiet cataclysm until a Tengu messenger brought word a century afterwards. They remain there even now, savage and hungry for the flesh of man. Apart for you, who wanders far from home.

[+2 Strength, +2 Resistance, +2 Wisdom, -1 Faith]

[Shisā]

Okinawa was lost years ago, to the relentless hunger of an all-consuming ocean. The stone lion guardians either perishing with the island or fleeing with the human populace to Japan, with you being a part of the latter category. Even parentless, partnerless and homeless you remain a powerful if a slow guardian.

[+4 Resistance, +1 Faith]

[Phantasm]

Phantasms are not born but are generated by supernatural phenomena, and the quiet cataclysm generated many horrific apparitions and hungry phantasms. You are not one of them, you don't know where you came from, and have only known life among humans. Perhaps those strange memories of man are what drives you.

[+3 May, +2 Intelligence]

[Tsukumogami]

It is said after a century of use by human hands, tools may become Tsukumogami. There are many kinds of these, as these strange years have produced many bizarre Tsukumogami, weapons using powder, hammers and axes scrapped from the earth, technology long since lost. But you don't know that, as you've always been alone.

[+3 Endurance, + 3 Resistance, -1 Intelligence]

[Fairies]

Fairies are not native to Japan, fleeing to the islands in a different age. Suffice to say the embodiments for nature have not taken well to the new world order. Spring, summer and fall fairies are now few and far between, while the winter fairies have almost completely degenerated. But not you, you've been very careful. Now you're going home.
[+3 May, +2 Strength]

[Small God]

Kami are one of the few groups who benefited from the strange void that has gripped the world, no longer tapping into faith, but the singularity of the end. However they walk a sharp balance, as all it will take is one misstep to be swallowed up by the void. Something you've always been acutely aware of.
[+4 Faith, +4 Endurance, +1 Vitality, -4 May]

[Foreign Entity]

Contrary to preconceived hubris, gods and spirits still exist beyond Japan, though they have also suffered. From bestial lords of North America, to the hellish beasts of the British Isles, to the still desperate dreamscape divine of Australia they persist. It is not inconceivable one stranger such as you could make it here, with an unrelenting will.
[+5 Five Ranks Recently]

[Statistics]

All stats begin at [0], and all stats can be cut by two for a free point to be redistributed. In the land of Gensōkyō, borders are dead, even humans can raise themselves beyond the precipice.

[Dire][-5] [Awful][-4] [Bad][-3] [Weak][-2] [Poor][-1] [Common][0] [Solid][1] [Good][2] [Great][3] [Inhuman][4] [Fantastic][5] [Absurd][6] [Transcendent][7]

Vitality: Life, ability to take damage, and resist the worlds poison.

Endurance: Stamina, such as it is in all respects.

Strength: Physical might, capacity to afflict harm with physical weapons.

Dexterity: Tact, ability to avoid damage and swiftness of feet.

Resistance: Durability, capacity to resist harm, resistance to otherworldly venom.

Intelligence: Collective knowledge, influences magical potential.

Faith: Understanding with the unseen, strengthening Divine and Earthen potential.

May: The unknown, helps prevent slipping into the endless slumber, strengthening curse potential.

[Curses]

Pick 1 Automatically, for each additional Curse picked, you may take 1 Boon. Unromantic is Fate.

[Murderous]

You have done your fair share of foul acts in your time, though most have in this day and age. What is different for you is your drive, the satisfaction in the act, and the number behind you. Youkai, and even Nulled Youkai will be very weary of you, some attacking or fleeing from you outright.

[Hoarder]

You are something of a collector, and while this is beneficial in terms of weapons, supplies and useful things, you tend to pick up a lot of shit as well, worse you are incapable of separating yourself from most of it.

[Slow Adapter]

While you aren't particularly phased by the monsters and hellish creatures in your path, you certainly aren't good at dealing with them for the first while. This is another ballgame, and you are still pitching underhand.

[Wide Frame]

You're a big guy, at least horizontally. While the threat of starvation is stilled by your monstrous gut and you're less likely to be outright toppled, you are a massive target and far less capable of getting out of the way of wide blows.

[Vice Bound]*

Whether it's smoking several decade old cigarettes, drinking fungus alcohol distilled in a bathtub or huffing paint from ancient cans you have something you need to do that's stuck in your system, and it will be hell to get it out of you.

[Marked Slaver]

On the outside world in Hokkaido slaving was at one time a profitable business, until a band of wandering Ronin scattered them to the winds, marking the survivors with a scar. To this day the mark remains a sign of a wretched criminal, and regardless of your innocence, humans will distrust you, if not outright attempt to lynch you.

[Mute]

You cannot speak, you never could and never will. However in spite of this you found ways to communicate intent, and have always gotten by. For the most part. There will always be those who will attempt to exploit your silence.

[Fragile Soul]*

Delicate creatures do not live long now and your heart is as delicate as a frosted spider web, in addition to a natural hesitance to combat, your grip on the mortal state is weaker, robbing you of one revival.

[Man-Eater]

Perhaps it began when you were too young to understand what was happening, perhaps it was an act of survival, but it has long since grown outside of that. Even now the smell of man taints your breath, and such a meat has to be taken by force these days.

[Craven]

Cowardice is not such a bad thing, as cowards more often than not live long lives. However when confrontation finally rears its ugly head, you find yourself desperately looking for a way out. To say nothing of your desire to avoid walking this strange road altogether.

[Faithless]

In the face of otherworldly horror, trust and belief are often the first casualties, such as it is in your case. You cannot and will not put your life in the hands of something that claims to be divine. You cannot use Divine Spell Cards.

[Dull]

Magic requires a certain sharpness in mental faculties, a sharpness you severely lack. This isn't to say you aren't wise in your own right, but the complexities of magic are over your head. You cannot use Magical Spell Cards.

[Child of Man]

Perhaps you were born and raised in the remains of a human city, perhaps you were simply estranged to the natural world, regardless you find yourself cut off to the spirits of the natural world. You cannot use Primal Spell Cards.

[Soul of Motion]

You reject whole heartedly this new world. Before this existed Spring, Summer and Autumn, and the estranged memories of that time before carry your every step. You cannot use Curse Cards.

[Boons]**[Friendly]**

Kind faces with voices to match are few and far between these day. While this perceived truth may not line up with the reality, you very much appear to be a genuinely magnanimous individual, with a kindness in your heart still.

[Light Footed]

Fast movement, and the ability to get the hell out of the way comes naturally to you, enabling you to excel in close quarters combat and avoid much larger opponents. To say nothing of the advantage in spell card combat.

[Survivalist]

Though the Null-Touched and the more unworldly Youkai do not need to eat or drink, mankind and those fleshier Youkai must still struggle amidst the frozen earth for sustenance. Your skill in finding safe water and food is very much a lifesaver.

[Quick Adapter]

It is not the strongest that survive, but the most adept at change. You don't know where that phrase came from, but it has always served you well. You find patterns of enemies faster, and are more adept with alien and otherworldly locals.

[Spiteful Will]

You will not give an inch of your ground, pain, sweat and tears easily paid in the face of trial and adversity. While you are any stronger, faster or smarter, against that which you would do you harm you are at your very best.

[Resilient Soul]*

You hold onto the silent part of yourself, the parts others are quick to dismiss as 'foolish' and 'non-existent.' There is more to this life than we know, and more than we could ever hope to imagine. You gain an additional Revival.

[Lean]

Your body has a wiry build to it, while you might be the first one to starve with a lack of food in mortal times, this is highly advantageous when someone is hurling malevolent spell cards in your direction.

[Wise]

Some people live singular lives, but in a way your experience has let you live many lives. You've listened where others bickered, and watched while others fought. You're much stronger with Magical Spell Cards.

[Faithful]

Fidelity is a good way to get yourself killed in the cold cataclysm, but it can also save your life, something you've learned many times over. You're much stronger with Faith Spell Cards.

[Child of Earth]

Estranged from the fires and talk of man the wild world still exists beneath the wind and snow. Though almost all have abandoned this world as a lost cause, you have not. You're much stronger with Primal Spell Cards.

[Null Child]

When you were young you once looked to the cloud covered heavens, and felt sorrow not your own. You know not why, but that memory has always been there for you, like a cold friend. You're much stronger with Curse Cards.

[Errant Youth]**

You are young, a child for all intents and purposes, though in experience and this world, much more than that. While you cut a rank of strength, you gain a rank of dexterity and are much harder to hit.

*Can be taken more than once.

**Can be taken for free.

“Odd. Odd it should be here, near the eastern border. I suppose if anyone was going to find their way here, it would be at this border. You are lucky, there are many worse places you could arrive. Had you arrived at Hakurei Shrine the gods and all other things hidden there would have feasted on your bones.”

“This land is, or was Gensōkyō, the country of forgotten things. A shadow of its former self, though not many would remember it as it was. This is a degenerate country, ruled by a blind idiot child bound to the inevitable end. But that is not much to worry about now, she is comatose. You can even see her up in that black sky if you know where to look.”

“Humor me, if you would. Why are you here?”

[Reason for arrival]**[Seeker of the Eastern Land]**

In a memory, or a tatter piece of paper you found the name, Gensōkyō. Strange and Romantic is fate. You did not know if this was true, but you had nothing to lose in the Cold Cataclysm that time would not steal. So you sought out more information, scarce as it was. The road was long, treacherous and lonesome. Yet, that absurd persistence, paid off, and you're faith was rewarded. With another land swallowed up by endless winter.

[Take one extra Rank in May]

[Would-be Curse Breaker]

Nothing natural brought about the end of four seasons, you always knew that much. In the stories, no one knew why or how it came to be, something impossible for those ancients that conquered Mars and Venus, which built mountains and oceans. That insistence of the otherworldly, of the truly alien was rewarded in searches among the Youkai, of something even they knew little of. A conquering god, hidden in a land obscured, that ate away the three seasons leaving only winter. This knowledge fortified you, leading you to the ruined shrine, and the hidden world beyond it. You will strike down this conquering god.

[Take one extra Rank in Strength]

[Curious Cat]

Curiosities and hidden treasures always fascinated you, the shrines always harbouring the most interesting relics of the old world for you to scrounge. But the nameless red temple in the countryside? There was always something special there, something not seen but felt. A draft without window, a chill without origin. Poking around over the course of some days you found it, by the old Torii out back. A window without borders, beyond which lay a strange land. You could hardly refuse a kind offering like that.

[Take one extra Rank in Dexterity]

[Accidental Entry]

The Null-Touched Brigands had already put two arrows into you, and they outnumbered you many times over. The Shrine roof had been the only place to go. Up there, you pulled the arrows out, and dressed the wounds, while below they waited. Waited until all light died, and the snow covered your body. They did not need to eat, or drink, so they waited, and you did in turn. Until they found you. You ran and as you whispered for help something answered.

[Take one extra Rank in Stamina]

[Purposeless Exile]

Regardless of your innocence, the Villagers tortured you for weeks, binding you with unnatural sorceries, burning into your flesh with red hot irons. But you did not break, you did not accept a word of what they said. In time, the torture sessions grew further and further apart, until they finally stopped altogether. After two days in the cold lightless cell they came for you. Binding you, they dragged you through the snow to a ruined shrine. They left you there, tied to the Torii. You did not have to wait long to see what they had planned for you.

[Take one extra Rank in Resistance]

[Misinformed Jesuit]

You really didn't have the first clue how to get around this backwater country, you really didn't. The land was treacherous, even more so than the other mountainous regions, but you trekked onward. Keeping notes on the peoples and clans you met, recording their customs and words, sketching the monuments and landmarks. It was rough, but worthwhile. Until you met that wretched old hag who told you such impossible stories. You only have yourself to blame, you did go willingly to the 'shrine that eats the time and space.'

[Take one extra Rank in Intelligence]

"Ah, like all the new arrivals then. Seeking, always seeking, even if they are not aware of it. Well, you are not alone in that right."

"I myself am making the journey to the Hakurei shrine, seeking to give my flesh to its god, in hopes it remembers its name. Here, take these. I will not be needing them anymore. I'm almost there."

[Vestment][1]

You came with clothes on your back, though not in any fair state, and nothing to cut away the chill entirely.

[Ragged Travel Boots]

A pair of tall boots with many miles worn into the treads, not liable to fail you anytime soon either.

[Scavenger's Coat]

A coat with many pockets, both visible and hidden. Every carrion vulture's most reliable piece of garb.

[Sun-Bleached Sombrero]

A Hat from a strange land, worn by a fabled grappler. Keeps the head free of snow and pauses sane opponents.

[Faded Nihon Tartan Kilt]

The pleated garb of a long passed diplomat, it is surprisingly warm, and the breeze it allows is oddly pleasant.

[Soldier's Takuhatsugasa]

Composed of crude iron, rather than woven paper. While heavy it could save the wearer from an overhead strike.

[Ainu Furs]

Furs tainted with the smell of bear and blood, in spite of their storied past, they remain incredibly warm.

[Worn Ō-yoroi]

Armour from a distant age, in a land of forgotten memories such protection is nothing to scoff at.

[Battered Hiker's Bag]

A Sack that has seen many long ages and many users, hopefully you will be the final courier.

[Weapons/Cursecards][2]

Blades and cudgels are familiar enough for you, but everyone these day has had to fight at one time or another. While magic has prior been the only way to waylay Youkai, the cold cataclysm has left many frail, even to the most physical of blows. However, it should be noted that most Youkai can still crush a man with a flick of the wrist.

[Rusted Katana]

An old weapon that has suffered greatly to the elements, though it still holds firm against most threats.

[Warped Naginata]

The many years of cold have twisted the blade of this polearm, yet it is still extremely sharp.

[Twisted Halberd]

This Halberd's face has been broken against many foes, more useful now as a long armed mace than a halberd.

[Scabbardless Ōdachi]

A massive rider's sword native to the country, it is only a blade now and must be carried over the shoulder.

[Bloody Zweihander]

This long sword's history is plain on its blade and perpetually defiled, always eager to stain itself.

[Trusty Shank]

Warm to touch and made of bone, this sharp implement provides a feeling of comfort in the hand.

[Well-used Taser]

A rarity that somehow still packs a punch in this day, its sheer alieness provides a shocking advantage.

[Dull Saber]

A thick and hefty blade, while its slashing days are long past, it is still useful for bludgeoning and stabbing.

[Dirty Sawn-off Shotgun]

A manhandled antique of the pre-calamity world, hits like a hammer, with an extremely limited range.

[Dusty Crossbow]

A Crossbow of years, though its functional parts were jury rigged together keeping it lethal at a range.

[Faded Yumi Bow]

A bow faded as the memories of the old world it came from, the longest reliable weapon available, though delicate.

[Well-loved Obrez]

A hand-shined antique of the pre-calamity world, its range is not long, but has terrifying shock and burning flame.

[Box of 20 Shotgun Shells]

Required ammunition for the sawn off. Smells of old grass and powder.

[Satchel of 15 Crossbow Bolts]

Found on a wayward trail, the bolts are crafted by hand and surprisingly resilient. Can occasionally be retrieved.

[Ratty Utsoba Quiver with 30 Arrows]

Pillaged from a museums forgotten corners, the arrows are crafted more recently, and can be retrieved.

[Tin of 24 7.62x54r Bullets]

Required ammunition for the Obrez. The tin has seen many battles if the dents speak true.

[Song of the Winding Road]

*A Faith based spell card, launching blinding pockets of light at opponents, and enhancing the users speed.
Can be used three times an hour.*

[Divine Wind]

*A Faith based spell card, scouring the entire area with high winds and scattering pockets of holy energy throughout.
Can be used once an hour.*

[Sagacity of the Nine Prophets]

*A Faith based spell card that strikes a single high energy bolt of holy lightening at an opponent.
Can be used ten times an hour.*

[Incantation: Venerable Fury]

*A Magical spell card that temporarily hardens the user's skin to defend against the elements, lasting five minutes.
Can be used once an hour.*

[Incantation: Slumbering Envy]

*A Magical spell card that launches a hateful green orb at a foe, which diffuses until it fails or reaches an opponent.
Can be used twelve times an hour.*

[Incantation: Widow's Ire]

*A Magical spell card that launches a magic arrow into the air that will track nearby opponents, hard to see.
Can be used fifteen times an hour.*

[Revelry of the Waning Moon]

*A Primal spell card that covers the nearby area with smoke which the caster can see through, for ten minutes.
Can be used twice an hour.*

[Earthen Embrace]

*A Primal spell card that sends knee high spikes of rock shooting up from the earth in the direction of casting.
Can be used six times an hour.*

[Oaken Memory]

*A Primal spell card that allows one to see a nearby tree's history, revealing items and words of great importance.
Can be used three times an hour.*

[Null's Tears]

*A sorrowful curse card that summons a lonesome frozen ball of energy, that strikes out with grievous speed.
Orb lasts one minute, can be used twelve an hour.*

[Supplies][6]

A godsend for a finite man, satiation for the otherworldly, and something to taste for those bound to perpetuity.

[Cans of Beans]

A few cans of beans from the time before, these are surprisingly flavorful and filling if thawed.

[Sack of Dry Rice]

If water and something to cook with can be found then this sack's contents may be of great use.

[Sack of Jerky]

While the jerky is incredibly flavorful it takes a while to chew, and the meat is of unknown origin.

[Sack of Potatoes]

A hefty load of fresh potatoes, these are one of the few vegetables able to adapt to the cold cataclysm.

[Sack of Soup Stock]

Spice is a rare thing in the world these days, in this day and age this is a treasure men would gladly kill for.

[Thermos of Chankonabe Mix]

A heavy thermos of the infamous sumo warrior stew. It's lukewarm and slightly alcoholic, but always full.

[Jars of Pickled Vegetables]

Several jars of pickled vegetables, these jars provide decent nutrition, as well as easy access to glass.

[Canister of Water]

The source of all life, this hefty canister will prevent water from freezing, and is an essential for mortals.

[Stainless Steel Frying Pan]

A mythical item from another time, nothing will stick to this pan, however it may be warped or scratched.

[Iron Pot]

This pot's bottom is scarred from bludgeoning, however it remains a necessity in terms of cooking.

[Iron Kettle & Cups]

Snow is ubiquitous these days, but ways to use it are unfortunately scarce, as are means to purify such necessities.

[Flint & Steel]

The gift of fire remains to be the most vital to mankind, and this flint allows for fire if fuel is available.

[Medical Kit]

Injury is all too common these days, and while the threat of infection is lessened, injuries must still be treated fast.

[Hiding Bandolier]

A Set of hidden pockets, to prevent theft and misplacing of otherwise important items.

[Flashlight]

A relic that provides light in an instant, this can be either salvation or damnation if it draws the wrong eyes.

[Folding Shovel]

Useful for digging out the snow to find a place to rest, and also useful for extremely close quarters combat.

[Box of Matches]

A mercifully dry box of fabled matches, while they are easy to use, they will not last forever in use.

[Tent]

A rarity to find one intact, this tent will provide some shelter from wind and snow, but may attract attention.

[Warm Sleeping Bag]

Another rarity, this bag is wonderfully warm, though smells of sweat and you may not want to leave.

[Compass & Maps]

It is said once that such items did not work in Gensōkyō, but this compass always points north now.

[Needle & Thread]

Only a foolish individual dismisses the ability to mend clothes, such foolish corpses litter the roadways, frozen.

[Toilet Paper]

For those that have heard of it, and still have working digestive tracks, this is a rare and wonderful thing.

[Littman Stone]

A small pendent seemingly indistinguishable from an unhewn stone, it glows when Null-touched are near.

[Ever Burning Torch]

A small torch of many years use, its flame is small, but as long as there is life it will burn on.

[Strange MP3 Player]

A mystical device which found batteries had no dominion over, you hear what is right, always.

[Red Marker]

Colour is a means of survival in the Cold-Cataclysm, a well-made sign might just bring help.

[Trapped Marker]

Used by bandits of otherworldly persuasion, traipsing the lines of white marks brings hostile eyes on you.

[Token of Null]

Carried once by the disciple of a fallen god, this is just that, which once was. Ultimately meaningless.

[Magical Embedment Stone]

A Magical stone once possessed by keeper of borders, weapons sharpened on this stone become edged with old magic, well enough to tear through Youkai like men. At the expense of use towards mortal things.

[Cursed Pumice Stone]

A stone of unknown origin, causes burning and degradation to the null-touched in weapons it is used on.

“Yes, yes. I won’t be needing those much longer. One last thing, my notes. I will not be needing these where I am going. Watch yourself on the roads, many cannibals on the road these days. But you might be able to find someone helpful, if you know where to go.”

“Best of luck Wanderer, you’ll be needing it.”

[Locations]

[The Notes the Perpetual Pilgrim gave you are wide and well written oddly enough, it seems their bookkeeping was superb, even if their hygiene left something to be desired.]

The Manor of Mayohiga [Danger Rating **]

Where we begin. Most transients to the realm of Gensōkyō arrived either here or at the Hakurei Shrine. In that distant day most arrivals in Mayohiga were cut down by Oni, or suffered stranger fates when the borders still spasmed on the verge of death. It is quiet now. Home to only occasional transients, a few crippled Oni that still crawl throughout the ruined manor, and many null touched, some so bound to perpetuity they’ve turned to stone. Or are midway through the process. While this place did not suffer the ravages of looting like many other places, there was never much to steal, aside a few trinkets. Perhaps there is something more of note here, for those interested. Otherwise it remains an odd, empty manor of curling hallways and snow covered porches.

Prerequisites

None [Start Here]

Threats

[Border Beasts]

Creatures with more eyes than sense. These beasts were born in the first days of the incident, coming in all shapes and sizes Border Beasts tend to be for the most part passive

[Fallen Oni]

[Nearing Null]

Bosses:

[The Two Tailed Remnant of Old Mayohiga][(1) Unique Curse Card |or| (1) Rank]

[The Old Doll, Residue of Toxin][(1) Unique Weapon |or| (20) Worn Kobundō]

People of Interest

[None, seemingly]

Human Village [Danger Rating ***]

The heart of Gensōkyō, the last home of living beings not bound to the downward spiral. At least until recently. Though no Null walk the streets and no Feral Youkai dwell in the shadows, a foul air of unease has settled on the walled in village, with most survivors human or otherwise fleeing outside of the city. At the gates there are those who remain, hissing in the snow over what has happened. A feral Hakutaku has rampaged across the town, eating the librarians and all books inside the town. It has retreated there. All attempts to defeat the otherworldly Mononoke have ended in failure.

Prerequisites: None

Threats

None

Bosses:

[Seven Horned Book Eater][(30) Worn Kobundō |or| (3) Ranks |&| (1) Unique Utility Card]

People of Interest:

[Morichika Rinnosuke, Former Keeper of Kourindou, Merchant]

[Yuri Hylanova, Migrant and Watcher]

[Masumoto, Null Samurai]

[Nigh sparrow Mystia, Eel Stall Owner]

[Kogasa Tatara, Determined Umbrella]

Camp of Foreign Spirits [Danger Rating: ****]

Outside of the Human city lies a heavily fortified tower, with otherworldly borders surrounding it, borders that have failed in the wake of the Old Librarians fall to dust. This camp is now home to many who fled to this land of otherworldly and magnificent nature. While fear and worry are ever-present, there is tenuous curiosity in the face of the storm. Faced by a nebulous fade to oblivion, many of the apparitions inside the camp chose to reject fear of the fall and chose to leave, some searching to escape Gensōkyō to return to the mortal world, others listlessly wandering as their mental faculties fail. Few remain in the camp. Humans had best tread lightly here, even though the Cold Calamity supplements the otherworldly, the taste of man is still an undeniable treat to some here.

Prerequisites: Deal with the Human Village

Threats

[Occasional Errant Mononoke]

Bosses: None

People of Interest:

[Nazrin, Resident Mouse, Merchant]

Hakurei Shrine [Danger Rating: *****]

A former 'gate' of Gensōkyō that led to the human world, things have turned foul since the last shrine maiden fell against the Conquering god in the sky above. The god of the Temple, so old its name has been forgotten has reacted strangely in the face of cataclysm. Its body turned to wood, its soul living in the stone foundation. The bones of humans and the dust of Youkai is scattered about all over, as the temple is quick to jump on passers-by to satiate itself. Larger 'chunks' of itself like wretched Tsukumogami wander about, eager to fulfill its core's hunger. One thing is clear, this place can only be cleansed with fire or faith.

Prerequisites: None

Threats:

[Greater Border Beasts]

[Chunks of the Silent God]

Bosses:

[Hakurei Shrine Awoken][(3) Unique Spell Cards & Vestment |or| (3) Ranks]

People of Interest

[**Shrine Feeder Kiro**][(33) Worn Kobundō |&| (1) Unique Weapon]

Myouren Temple [Danger Rating: *****]

While the Hakurei Shrine is alive and starving, the Myouren temple is dead. Frozen and dead. Null touched wander listlessly, awaiting the passing of flesh to stone, to transcend the mortal wheel and suffering. Youkai skitter about, dragging off the eternal worshippers to feed, only furthering the collective mindlessness. Behind the temple lives a

vase graveyard, the undead and restless spirits of distant years lie frozen to the earth. The only ones still sane, grabbing desperately for comfort. There is no sign of the former keepers of the temple from the outside, a wise man would perhaps leave it that way.

Prerequisites: None

Threats:

[Perforated Undead]
[Null Worshipers]
[Hidden Mononoke]
[Tsukumogami]

Bosses:

[The Howler on the Rocks][(1) Rank |or| (1) Unique Spell Card]
[Captain of the House][(1) Rank |or| (40) Worn Kobundō]
[The Nine Spear Idol][(2) Ranks |or| (1) Unique Weapon]
[Bearer of the Iron Sutra][(4) Ranks |or| (1) Unique Spell Card]

People of Interest:

[Watcher Helas]

Hall of Dreams Burial Grounds [Danger Rating: *****]

Behind the Graveyard of Myouren lies a massive burial ground, with tomb eclipsing the temple by many ages. Ironically there is much more movement here, a seething mass of Null bound to an unimaginable will dig, desecrating the royal grounds and sparking open war with the ancestral apparitions, slowly grinding the Null mining progress and replacing it with a perpetual war that neither side can win. The Youkai of the temple take advantage of this much as they do back at the temple, and their unquestioned dominance has left them strong. Seemingly there is nothing here, but if that was the case, why do the Null still relentlessly dig?

Prerequisites: Brave Myouren Temple Graveyard

Threats:

[Frightful Undead]
[Null Miners]
[Hidden Mononoke]

Bosses:

[The Attendant][(1) Rank |or| (30) Worn Kobundō]

People of Interest:

[Bophi the Grave Robber]

Hidden Senkai [Danger Rating: *****]

A Hidden away realm inside of a Hidden away realm, Senkai was in another time the land of the hermit, created by a powerful prince. A prince who had sought to avoid the cold cataclysm by sealing off the entrance, suffice to say this did not work in the face of a singular winter. The prince's fate is tied to this land, and from the look of things it is now bleak. The Hermits were not immune to this affliction, many of whom have reacted to the clarifying touch with otherworldly response. Tread lightly, or take flight in the face of such abstract entities.

Prerequisites: Acquire the Hermits Token

Threats:

[The Estranged Null]
[Null Ashigaru]
[Null Touched Hermits]

Bosses:

[The Grand Prince][(3) Ranks |or| 60 Worn Kobundō]

People of Interest:

[The Mask Maker]

Forest of Magic [Danger Rating: *****]

Though the Forest has been covered by a layer of snow and frost for the better part of three centuries, life still persists in an odd sense here, more than you will find anywhere else in Gensōkyō. Though it is confined to shrivled pines, curling mushroom trees and truly afflicted wildlife, there is something left. Not to say the paths of the Forest are not soaked in danger, quite the opposite. The Youkai of this forest have also taken a beastly tone, more so then before, with even Null being afflicted by the forests magic. There are also some people of interest still allegedly living out here, for those willing to make the journey out.

Prerequisites: None

Threats:

[Feral Null]

[Anulled Youkai]

[Null Forest Beasts]

[Null Faeries]

Bosses:

[The Ink Blot that Eats][(1) Rank |or| (20) Worn Kobundō]

[Doll Titan Frieda][(2) Ranks |or| (1) Unique Weapon]

[The Brown Dog][(1) Rank |or| (35) Worn Kobundō]

[The Doll Master][(3) Ranks |or| (1) Unique Spell Card]

People of Interest:

Magical Spell Cards [Old Lady Kirisame]

[Josuke the Scribe]

[Doll Hunter Beijing][(1) Unique Weapon |&| (1) Unique Vestment]

[Doll Hunter Nanjing][(20) Worn Kobundō]

Road of Reconsideration [Danger Rating: ****]

Inside of the Forest of Magic lies a path, lined with withered lilies, dusted snow, and strange round plates of faded gold. This path is quieter than the rest of the forest, though occasionally home to much stranger threats. Hordes of moths, beetles and wasps wander about, clutched together to resist the cold. Faeries seem to tend the flowers and clear the snow from the path, ignoring most things unless threatened, and it is said a shadow walks this path on the long starless nights. It seems the only way to find out what this road holds, is to walk it.

Prerequisites: Brave the Forest of Magic

Threats:

[Feral Null]

[Anulled Youkai]

[Null Forest Beasts]

[Null Faeries]

[Bug Swarms]

Bosses:

[Shadow of the Eleventh Shrine Maiden][(2) Ranks |&| (1) Unique Spell Card]

[The Feathered Book Eater][(1) Rank |or| (15) Worn Kobundō]

People of Interest: [None]

Withered Muenzuka [Danger Rating: *****]

A graveyard for the shamed and lonely dead not fit to be buried elsewhere. In these strange days it is now home to a constant feud. The centrifuge bound Faeries contest the cemetery even now, against the masses of insects that swarm the air and soil. It is strangely warm here, warm enough for the blood red spider lilies to bloom en-mass, and for the snow to never fully take hold. But that does not bode well for the passing Traveller, the bugs have gathered here for a reason, and if a person were to struggle forward they would find no safety.

Prerequisites: Walk the road of Reconsideration

Threats:

[Bug Swarms]

[Null Faeries]

[Feral Null]

Bosses:

[Great Null Insect of the Forest][(3) Ranks |or| (1) Unique Spell Card]

People of Interest: [None]

Green Mist Swamp [Danger Rating: *****]

The old Youkai whisper that this land was beautiful once, to some it still is. But the changes have been startling. Once this was a spanning lake, flanked by lush forests and buildings up on the banks. Now land and water are conjoined, spawning rapid conflict between the lake's inhabitants and those of the forest. Many delicate creatures of the once lake are lost to history, while other, more retched inhabitants are now dominant here. Regardless there is still treasure here, hidden among many tumultuous threats and hostile landscape. Perhaps of greater note are the buildings beyond.

Prerequisites: None

Threats:

[Null Faeries]

[Cold Wisps]

[Black Ice Gators]

[Chained Null]

[Unrelenting Gaki]

Bosses:

[The Grand Swamp Faery][(2) Ranks |or| (40) Worn Kobundō]

[Filth Exuding Maiden of the Deep Swamp][(2) Ranks |or| (1) Unique Spell Card]

People of Interest:

[Hong Meiling]

Ruins of the Scarlet Devil Manor [Danger Rating: *****]

The Bridge now lies abandoned, the halls quiet with shifting snow. But only a fool would dismiss this place as safe. The wandering half drained Null that shuffle about, and the overwhelming feeling of dread in the air serves as a reminder this place is still bound. More like the steel jaws of a bear-trap than the ruin it is now. Stories of the might of the former owners, and a lack of any feuding make it apparent that those old powers remain, and if even a fragment of the stories the Youkai tell are true, then caution is unequivocally advised. To say nothing of the rotting floorboards and crumbling walls.

Prerequisites: Brave the Green Mist Swamp

Threats:

[Chained Null]

Bosses:

[Keeper of the Library][(2) Ranks |or| (1) Unique Spell Card]

[Fate-Wringing Mistress][(4) Ranks |or| (1) Unique Weapon & Unique Spell Card]

[The Little Sister][(7) Ranks |or| (1) Unique Spell Card]

People of Interest:

[Minor Imp Kokumoa]

[Decrepit Head Maid Izyoai][(2) Unique Trinkets]

Great Youkai Forest [Danger Rating: *****]

The reaches of Gensōkyō have always been dominated by the Youkai, this fact has not changed, despite many attempts by Null vagabonds and once residents to drive out the beasts. With both sides now armed with the endless nature of centrifuge, the conflict has slowed to a halt. Now the once combatants wander about, some still half-heartedly feuding with lost reason, but the good majority consumed by the silence, resigned to sitting and waiting for the end. A person might be able to wander right through the forest if they keep this silence, however be warned, all it takes is one loud noise to rouse the forest.

Prerequisites: None

Threats:

[Nulled Mononoke]

[Null Ashigaru]

Bosses:

[Small Goddess of the Fair-Fall Shrine][(1) Rank |or| (25) Worn Kobundō]

[Eater of Calamity][(3) Ranks |or| (1) Unique Spell Card]

People of Interest:

Primal Spell Cards [Inubashiri Momiji]

[Inubashiri Jomi][(1) Rank & (1) Unique Weapon]

The Untrodden Valley [Danger Rating: **]

The former dominion of the Kappa, the Valley below the mountain once housed many villages. It is said when the Cold Cataclysm came the Kappa remained uninflected for the most part, most chose to journey to a hidden city, deep beneath the mountain. Those afflicted by perpetuity chose to remain, along with a few others that chose to remain on the surface, spiteful of cowardice. These watchers remain, watching over the valley waters and the now crumbling villages, clearing out the Null and Youkai that wander in. A person who is sane of mind might freely wander the valley. With a note of caution of course, disrespect for the valley and looting are not tolerated.

Prerequisites: Brave Great Youkai Forest

Threats:

[Forsworn Kappa]

Bosses: [None]

People of Interest:

Technology [Kawashiro Nitori]

The Once Waterfall of Nine Heavens [Danger Rating: *****]

The Cold only gets worse once you begin to climb the valley. Good clothes and cover to negate screaming wind make most of Gensōkyō tolerable. However up here the cold seems to penetrate everything, the wind always

gripping at any exposed skin. Flying makes this infinitely worse. The mountain bears these winds bluntly, the road upwards covered in a foot of snow at the least. The great waterfall that once graced the side of the mountain is now frozen solid. Be warned, new threats have arrived, to say nothing of the high mountain's former inhabitants.

Prerequisites: Pass the Untrodden Valley

Threats:

[Exodite Namahage]

[Carved Kotengu]

Bosses:

[Kurozuka][(2) Ranks |or| (1) Unique Weapon]

[The Fallen Lord Tenmu][(2) Ranks |or| (1) Unique Spell Card]

[Wretch Oni Ibuki][(3) Ranks |or| (1) Unique Spell Card]

People of Interest:

Kasen Ibaraki [Unarmed Trainer]

Peak of Youkai Mountain [Danger Rating: *****]

The top of the Mountain. Home to Lake Suwa, land of a mighty snake god. At least it was once. The air is so cold up here that exposed flesh freezes solid in minutes, the wind capable of peeling a man's skin right off his body. Above all, the Cannibal goddess is master here. In another age she was conqueror, now she remains as consumer, chasing off all remaining inhabitants of the mountain. Only a fool or a truly bold individual would challenge the snakes of the mountain and the bones of fools already scatter the path uphill.

Prerequisites: Climb the Waterfall of Nine Heavens

Threats: None

Bosses:

[Cannibal War Goddess Yasaka][(4) Ranks |or| (1) Unique Weapons & Spell Card]

[The Half Eaten Snake][(90) Worn Kobundō]

People of Interest: None

Bestial Moriya Shrine [Danger Rating: ***]

Hidden behind Lake Suwa remains Moriya Shrine. Alive and surprisingly well, hidden by the might of the Curse Goddess, tapping into the power of the Cold Cataclysm. With a cleared road, the Shrine proves to be a safe location on an otherwise hostile mountain. Room and Board are given freely to Travellers, just pay respect to where it is do, and to oblige the host's wishes.

Prerequisites: Brave the Peak of Youkai Mountain

Threats: None

Bosses:

People of Interest:

Faith Spell Cards [Kochiya Yumi]

Curse Cards [Moriya Suwako]

[Jungama the Corpse Eater][(45) Worn Kobundō]

[~~'Topples-Gods-and-Cast-Down-Heaven'~~][(60) Worn Kobundō]

The Shrieking Chasm [Danger Rating: *****]

The once destructive fragments of once minded null did not only ravage the surface, beneath the surface a battle once also raged. Unlike the surface the Null that ventured into the gates of former hell were crushed. They came back and were crushed again. More and more came, only to be mercilessly wiped out by many spirits of the beneath. In the end the Youkai and apparitions fell, not to the null men, but their own fall to the Centrifuge. The Chasm shrieks with wind, and only mindless Null and the all too rare former inhabitants of this land remain. Be warned, as all it takes is one slip, and a person will fall all the way to the bottom.

Prerequisites: None

Threats:

[Null-Touched Underworld Spirits]

[Null Ashigaru]

Bosses:

[Spider Mother of all Filth][(1) Rank |or| (1) Unique Spellcard]

[Frozen Hate Beneath the Bridge][(2) Ranks |or| (45)]

People of Interest:

[[Scrounger Yuki Osawa](#)][(35) Marks & (1) Unique Trinket]

The Former Hell [Danger Rating: *****]

The great troubled Cavern, a single expansive city that is still very much alive with motion. Though many of the caverns former inhabitants are afflicted by the Cold-Cataclysm, their sheer might has fortified their minds. They remain, feuding with the bulk of the Null Men, whose combative nature has remained in the wake of noise and heat. Noise and screams perforate the once Hell, but there is much to be looted here, if one is willing to fight their way through the streets and buildings. A quick thinking individual might even be able to avoid most of the feuding. But not all threats are so physical here. Many strange spirits made their home here before the fall.

Prerequisites: Descend the Shrieking Chasm

Threats:

[The Ever Warring Oni]

[Null Ashigaru]

[Null Samurai]

[The Tormented Rollers]

Bosses:

[The Curling Eye][(3) Ranks |or| (80) Worn Kobundō]

[Wretched Shuten Dōji][(1) Unique Weapon |or| (2) Ranks]

People of Interest:

[Rin, The Last Corpse Cat]

[[The Obscured Eye](#)][(1) Unique Spell Card]

[[High Lady Hoshiguma](#)][(1) Unique Weapon |&| (3) Ranks]

Palace of Estranged Spirits [Danger Rating: *]

Silent, truly silent is the old Palace. No more mountain or subterranean spirits make their home here now. The mistress has fallen, and so has the house. The long corridors and halls now devoid of light and motion, home only to a growing chill, and a single resident. The only danger left here is the occasional bit of rubble and icy sets of stairs.

Prerequisites: Brave the Former Hell

Threats: None

Bosses: None

People of Interest:

[Utsuho Reiuji, Yatagarasu]

The Frozen Kiln [Danger Rating: *****]

Once the Yatagarasu burned beneath the earth in a Nuclear Kiln, however that day is distant. A spirit of winter, high upon the cold cataclysm ventured down the pipes, and drove back all the might of the underworld. Though her power has waned with stagnation, she is still a god in this frozen tomb, and her touch will freeze a man's blood solid. Though an audacious man would perhaps have the advantage of surprise.

Prerequisites: Pass the Palace of Estranged Spirits

Threats:

[Frozen Faeries]

[Zealots of the Frozen Earth]

[Cold Touched Null]

[Handmaidens of the Cold]

Bosses:

['White' First Disciple of the Conquering God][(4) Ranks |or| (1) Unique Spell Card]

People of Interest: None

Forlorn Garden [Danger Rating: *****]

Centered in the foremost heart of lies a snow covered field of sunflowers, and a small cottage at its heart. Nothing dares approach it, besides a few dull faeries that scatter at the first sign of trouble. While the atmosphere is oddly peaceful, a keen eye can spot the warning signs. Bones in the fields, scattered debris beneath the snow that has sheered the earth with its speed. Something is amiss here, but it seems there is no way to find out what is happening short of investigating.

Prerequisites: None

Threats: None

Bosses:

[The Last Gardener][(4) Ranks |or| (1) Unique Spell Card]

People of Interest:

Road of Liminality [Danger Rating ****]

A road that leads from Human lands all the way to the River Sanzu, walked not only by the dead once worthy of the journey but also men and native spirits. At least once. The Merchant stalls that once lined the road sit tattered and empty, the road itself covered in ice and snow. Only the spirits of the denied dead, and weak willed Youkai plague this road now. More worthy of pity then contempt. Regardless, if one is to make it to the underworld, then a person will need to traverse this wind scarred path.

Prerequisites: None

Threats:

Bosses:

[Teke-teke][(1) Rank |or| (1) Unique Weapon]

People of Interest:

[Ran Yakumo]

Port Ashikaga on the River Sanzu [Danger Rating *****]

When the outside world fell to the Cold Cataclysm, the crossing of the dead was overwhelmed creating a permanent mass of dead vested in the many thousands. The weary dead took to building up a small town around the port while they waited for the Ferryman to work through the mass. Unfortunately when the Cold Cataclysm came to the banks of the Sanzu in full, this traversal was denied. The dead throughout the town are frozen solid, screaming for a spring that will never come. Only the fairies and the Ferryman were able to resist that first great blow, and none are feeling particularly gregarious at the moment.

Prerequisites: Walk the Road of Liminality

Threats:

Bosses:

[Ferryman Onozuka][(2) Ranks |or| (1) Unique Weapon]
[Old Shogun Bakekujira][(2) Ranks |or| (40) Worn Kobundō]

People of Interest: Konpaku Youkai [Merchant, Swordsmith]

The Higan [Danger Rating *****]

The place of judgment. For some reason the Judges have abandoned their posts. As have their enforcers, and the note keepers, all aside one singular judge. Still here, still bound by the rules of this place. Null are not allowed to pass, as they are perpetual. However, a human or an exceptionally well spoken spirit might be entirely capable of convincing the judge that they must pass. With of course the clause they be allowed to return.

Prerequisites: Acquire the Onozuka Ferry

Threats: None

Bosses: None

People of Interest:

[**Yamaxanadu, The Last judgement**][(1) Unique Weapon & (1) Unique Spellcard |or| (4) Ranks]

The Netherworld [Danger Rating *****]

The lands of the dead are now stranger than they have ever been, with an uneasy spring descending on the lands. Warmth, blooming flowers and an impossible sunlight fill the wide fields. Yet for an outsider, the chill of the Cold Cataclysm remains in the blood, the lying sunlight failing to reach such depths. The illusion fragments, but not all of it is a lie. There is a tide cherry blossoms floating in the wind, and they are undeniably real. A person must wonder, is casting down whatever hidden power here worth, if it would harm this otherworldly view?

Prerequisites: Pass the Higan

Threats:

[Long Dead Faeries]

Bosses:

[The First Gashadakuro][(2) Ranks |or| (80) Worn Kobundō]
[Mistress of the Final Spring][(4) Ranks |or| (1) Unique Spellcard]

People of Interest:

[**The Young Gardener**][(1) Unique Weapon |or| (1) Unique Spellcard]

Bamboo Forest of the Lost [Danger Rating: *****]

In the easternmost fringes of Gensōkyō lies a dense forest of bamboo, constantly growing and shifting the paths. The forest's treacherous behavior has only been aggravated by the seemingly perpetual winter. To enter is to accept the loss of many days, of either attempting to find ones way back out, or to find the locations hidden within. While this much is less of a threat for Youkai and those bound to the false perpetuity, a human would do well to stack up on supplies. It should also be noted that, while many of the Bamboo forest's kin remain elusive, many also retain a cruel sadism to strangers.

Prerequisites: None

Threats:

Bosses:

[The White Rabbit of Good Fortune][(4) Ranks |or| (1) Unique Spellcard]

[The Nopperabō Lord][(2) Ranks |or| (1) Unique Weapon]

People of Interest: Guns, Medicine & Ammunition [Reisen Udongein Inaba]

Ruins of Eientei [Danger Rating: *****]

The Palace of Eternity, once the home of immortal beings, now a smoking ruin. It would seem the pre-ordained immortality of the old world was a paper tiger in the face of the draining perpetuity. The owners of the manor have fallen to the Phoenix, a flame that is even now dwindling, barring a few explosive outbursts that mark the way to quiet death. Only that much remains here, but might it carry something of worth?

Prerequisites: Brave the Bamboo Forest of the Lost

Threats:

Bosses:

[The Fading Phoenix][(5) Ranks |or| (1) Unique Spellcard]

People of Interest: None

Old Makai [Danger Rating: *****]

The realm clean swept from Gensōkyō in stranger days, Old Makai is a memory returned to the present as the world winds down. A home in distant days to demons and ancient Youkai of foul disposition, its return went unnoticed, a hole in the earth leading the way to the burnished realm. But even here the cold-cataclysm has taken its hold. The ancient heat is giving way to a dry autumn breeze, and its inhabitants are already failing in the face of Null. Those of sound mind are not likely to be helpful either, as that outside world that sealed them away is now ripe for obliteration in their eyes.

Prerequisites: None

Threats:

Bosses:

[][(3) Ranks |or| (1) Unique Spellcard]

[][(3) Ranks |or| (1) Unique Spellcard]

[][(4) Ranks |or| (1) Unique Spellcard]

[][(4) Ranks |or| (1) Unique Spellcard]

People of Interest: None

Heaven's Fallen Spire [Danger Rating: *****]

From afar it seems to be a ladder into heaven, a wavering mark of chains, scaling high into the unmoving chains. A creation of failed effort. It is said the only way to cast down the conquering god to and end the incident that is the

Cold Cataclysm would be to venture into heaven where the Conquering God dwells. While many have scolded the effort of the sky tower, there is a begrudging acceptance that it is the only way into the hidden dominion. Those who attempt to fly there are flayed by the centrifuge bound divine winds. It should also be noted that the elevator that rides along the winding chains has been locked. Though for what reasons it is unclear.

Prerequisites: Acquire the Elevator Keys

Threats:

[Cataclysm Bound Wind]

[Flying Border Beasts]

Bosses:

[The Traitor Tengu][(3) Ranks |or| (1) Unique Spellcard]

People of Interest: None

Null's Rest, Corpse of Ryūjin [Danger Rating: *****]

In only the most fanciful of tales is the truth of the heavenly kingdom found. The clouds have turned to rock, and rock has shattered from the cold. The air so sharpened by the wind its lethality is instantaneous. But above all is the still warm corpse of Ryūjin, its gilded scales providing warmth to those who brave the Sky Tower. Its mass so great a person might walk freely upon its body, much as they would walk upon earth. Here is where the end began, where the keeper of the borders fell, where the burden of all the seasons, ages and unbound borders fell upon a single heiress. Where a conqueror triumphant battled tapped that frightful singularity to cast down the old world. It is fitting that a resolution be made here. Say a prayer to the still-warm god you walk across, and pray for a miracle. It is a long way to fall from on high, but- you may not have to walk this last venture alone.

Prerequisites: Scale the Sky Tower

Threats:

[Frozen Hitodama]

Bosses:

[The Ninth][(1) Decision to Make]

Allies on the Precipice

[Utsuho Reiuji, Yatagarasu]

[Reisen Udongein Inaba]

[Konpaku Youkai]

['Topple-Gods-and-Cast-Down-Heaven']

[Moriya Suwako]

[Ran Yakumo]

[High Lady Hoshiguma]

[Masumoto, Null Samurai]

People of Interest:

[The Null Heiress]

[Ending Result]

[Collapse]

Prerequisite: Perish, Give way to Madness or Nullification of the Soul

[Settle Down]

Prerequisite: Stop, Leave the Task to Someone Else.

[The Blade that Carries]

Prerequisite: Fight on to the Precipice, but leave the Burden to Another.

[Agonizing Failure]

Prerequisite: Fail to overcome the Ninth

[Victory, Such as it Seems]

Prerequisite: Meet the Forlorn Daughter amidst the clouds

[TRUE ENDINGS]

[THE SOUL OF THE FORLORN WANDERER]

[THE SOUL OF THE YATAGARASU]

[THE SOULS OF THE FOUR SEASONS]

[RE-WAKEN THE OLD KEEPER OF BORDERS]

[AN END AND A NEW BEGGINING]

[THE SILENCE OF NULL]