SEN TO CHIHIRO NO KAMIKAKUSHI (IC 0.5)

"Choose the path on which you tread with care, for some roads lead to places where humans do not belong and if you aren't careful, you might just find yourself spirited away"

"Oh, look who showed up. Just give me a minute and I'll get the old man, he's been soaking in the bath forever now…but since you're here, it'll be my turn now. Wonder what the water feels like around here…" The man with a strange shock of orange hair doesn't wait for your reply, and promptly vanishes – before an old man appears in his place, evidently not pleased with the interruption to his soak.

Well…down to business I suppose, here, take this first before I forget. My memory gets hazy whenever I take a long bath…I recommend you take a trip to the bathhouses by the way. Well…the bathhouse we have is from a pretty special place…but I figure you'll get the chance. The old man hands you a package – the standard package.

+1000 CP

You can use that for your preparations, if you feel like you need it. This world isn't so dangerous, though honestly we've had a bit of difficult pinning down the exact year. We're certain that this is somewhere in the late 90s, but this Earth certainly feels a bit different from the other Earths that we've seen in the past.

Well, I'm pretty much beat, so I think I'm going to join Wak in the baths again. Don't worry though, there's somebody to walk you through all of the necessary details to help you fit in better with this place, so just wait a bit and she'll show up. She's always late for these things…probably helping our shopkeeper with her dreams again. Poor girl always gets these strange nightmares of "crystal spheres crashing down" or something like that.

[Blending In With Spirits and Humans]

No sooner did the old man leave does a woman appear, with an almost eerily enthusiastic smile on her face. She has in one hand a globe and in the other a brochure, presumably she'll be using these to help you "fit in better". First however, she hands you the globe – to get the minor details out of the way, she says.

The survey team concluded that the most concentrated areas of spiritual activity were largely located on the Japanese archipelago, so they deposited an initial beacon there. But they also placed a secondary beacon within a desolated amusement park…which appears to be a link to a spiritual realm. This might suit you better depending on what identity you would like to take up in order to fit in.

You may accordingly choose an **initial location** either in Japan or within the spiritual realm. Should you require us to direct transport you elsewhere, that's possible if you pay a fee of 50 CP as long as your arrival coordinates remain on Earth. We can't really fire beacons into space you see.

With your location decided, she watches as the globe grows feet, springs onto its four legs, and trots away with its mission complete. In its place, she hands you a brochure. Inside, four different backgrounds are detailed – you may determine for yourself which one fits you best. Naturally, some aspects of preparation will be less expensive depending on what background you choose. The brochure also indicates that **depending on your background, your appearance options may change.**

Background	Description
Ihoujin 「異邦人」	As an outsider who doesn't necessarily belong, your presence here might be an anomaly, but you're not really at much of a disadvantage, no more so than any other human – and this goes whether you're in the spirit world or in the human world. Appearance wise, you may choose a human form at will, anywhere within the expected lifespan of a human, though we'd recommend you keep it within a range of 7 to 50. Too old and those bones of yours might creak when you walk. Naturally your gender is also for you to choose. If you choose to keep your existing appearance, be wary that humans aren't too keen on strange beings – even though spirits probably won't even look at you twice.
Worker「妖怪・従業員」	Does being a simple youkai interest you? Plenty of these youkai wander around the spirit world, though not all of them hold stable jobs like you do. As a worker, you should expect to be in the employ of somebody rather powerful, like a witch or perhaps a kami. Either way, you'll have a basic trade that you're rather proficient at, so working to earn your keep won't be too much of an issue. Appearance wise, most youkai who happen to be workers are humanoid in appearance but possess animal like features. Some of the workers in Yubaba's Bathhouse, a rather famous location in the spirit world, possess froglike visages for instance. You may pick an animal youkai "hybrid" of your choice, though one should keep in mind that it would be best if you retained limbs to work with. Age does not matter to a youkai, though you'll have free control over your gender of course.
Witch「妖怪・魔女」	Witches are a bit of an oddity in the spirit world, and not too many witches are active, in comparison to both kami and youkai. For one thing, attaining and developing the necessary magical prowess to reach the level where one would be addressed as a witch takes quite a bit of time. Not all witches are good, not all witches are bad, but reputation can be everything in this world, so keep in mind that

	what you do with your powers as a witch will likely have consequences that will find their way back to you eventually. As a witch, you may retain a human appearance – or choose the form of a youkai accordingly. Similar to youkai, your age doesn't necessarily matter. However, most witches are known for being female, and even if you identify as a male, be wary that many youkai and humans will likely assume you're female if they hear your title.
Yaoyorozu-no-kami 「八百万の神」	The many spirits which make up the "yaoyorozu-no-kami" are separate from the deities, who have long since faded into obscurity. These spirits have, since conception, been tied to the many natural elements across the land. Mountains, rivers, forests, all sorts of natural formations are represented by individual kami from amongst this motley gathering – and you're one of them. But it has been ages since the old spirits walked through the woods undisturbed, and nowadays even these old spirits are receding as humans continue their unstoppable advance towards "progress". Soon, these spirits will be gone as well, but it shouldn't affect your stay here. The spirits which make up this gathering have the largest variety as far as youkai forms go, and can appear as nearly any form of youkai – thus you can adapt an appearance that you believe to be appropriate. While neither age nor gender matter to them, some of these kami prefer to adopt human forms when interacting with troublesome humans, and thus you may adopt an age and gender accordingly to fit in.

With all that set and done, the brochure disappears and the woman hands you a mirror for you to check your appearance. Naturally you will not be able to change this further once you enter the world for good – and you'll be spending a decade here, so make your preparations accordingly before you go.

If you're looking strictly to ensure you're ready yourself, there are specific options for that. But for folks with friends to consider, or items and accessories they'd like to get, there are options available as well. In the unlikely event that you find your resources insufficient…well, the odd dreamy woman who has been attending to you thus far has some…experiments if you'd be willing to try them. She does mention before leaving you be, that the survey team's scientist returned…apparently with a project in mind. Maybe there'll be something in it for you if you participate, maybe not.

[PERKS]

The most basic of preparations should start with you after all, so we've taken what lessons we could patch together and made them available to you. The first lesson is free as long as it fits your background, and everything within your background will be at half of the indicated price. In the event that you're looking for something else – well, we do have some options that don't fit anywhere else. If you have any questions of course, just refer to the guidebook, please don't bother us in the bath if you don't have to.

IHOUJIN - 「異邦人」

Innocent Curiosity 100

Humans, especially children, tend to be a bit a more inquisitive than other living creatures, and often they end up in places where they really don't belong. While people tend to start ignoring the hidden alleys and the dark recesses as they grow older and more aware of "danger", that particular sense has never left you. The tunnels that look like they could be a doorway to another world, the door with the strange shining light, all of these places which would otherwise be ignored are pointed out to you. Who knows, you might find yourself a hidden lair…or maybe a real passage to another world entirely.

Don't be too concerned, even if you happen to be a child right now, it's not like you have no capability to sense danger. If a place that you've found contains hazards, or strange oddities that shouldn't be exposed to the mind, you'll be well aware of it. If you choose to ignore a sixth sense like this though…well, you can't say you weren't warned.

Of Dreams & Madness 200

I don't know about you, but I've never really heard any living creatures talk about their life necessities aside from humans. Well I'm sure if I could talk to them, they'd probably tell me all about it – but the fact of the matter is that most creatures act on these instinctively. You might think of this as a bit of a regression, but that instinct to pinpoint your necessities has been honed into something that you could call radar.

Your internal homing system can function automatically based on your current condition, or you can choose to focus and select a path as it were. It'll attempt to guide you towards the nearest source which will provide you with the necessity required for sustaining your personal well-being. Your instinct is strong enough to determine what is necessary to get you back to a healthy state, but if you let it take control on its own, it'll attempt to address the most pressing concern automatically.

Once you actually start utilizing this, you'll come to realize that the more critical the necessity is, the more precise the directions tend to be in determining a safe path. For instance, if you are dying of hunger that radar instinct of yours will hone in on the nearest source of food over everything else – though the food might not necessarily be prepared for you. That brings me to the last point actually.

It's just a word of advice really, but don't ever assume that things are free – and don't assume that a credit card pays for everything; there aren't many of those that exist. You may take small amounts of necessities from others without severe consequence, but let's just say that it would be really bad if you went and ate everything…then realized the price wasn't actually in cash.

The Wind Rises 400

If there is just one thing that humans could stand proud of, it's probably their willingness to rise to adversity and fight, regardless of the odds. A lesser beast might give up in the face of a disaster, but humans would stare it in the eye, maybe even band together to weather the storm. The kami may have accepted a quiet and dwindling fate, but humans have made it clear that they'll remain, regardless of what challenges lie ahead.

Times of hardship demand sacrifices and the more demanding the situation, the more you will have to offer up in order to overcome it. You should understand this notion well, because you exemplify it through body and mind, and you certainly don't need to wait for a disaster to occur to show it. Regardless of the risk, your mind will steel itself and your body will be prepared to give its all. In such a state, distractions become irrelevant, as you focus unerringly on the final objective. Though the challenges may weigh you down and tear at your mind, every wound you take only serves to harden your resolve. Even if you have to stare death in the face, there won't be a time for rest until the hurdles are overcome.

Sign of the Times 600

Humans have come a long way since the days when they huddled around fires, praying to spirits for favour and protection. They learned to stand on their own two feet, they learned to reach for the skies with their own two hands, and slowly but surely they have taken the world for themselves. In this new world, with these new masters, the spirits which protected humans once are now bending to their whims.

Like all things, even spirits have a source, and it is by understanding this relationship that you can force spirits to submit. A river can be polluted, a mountain can be demolished, a forest can be clear cut, and as long as the relationship between spirit and source is clear – each of these actions can bring about irrevocable changes to a spirit, from weakening them to killing them outright.

You should note that in practice, this effect isn't anywhere near as severe if you don't target the spirit's actual source – that is, trying to kill a water spirit by poisoning the river it has no relation with will not actually harm it all that much. You'll probably still anger it quite a bit though, maybe even hurt it a little.

Even the kami, beings once empowered through prayers and offerings, can be brought down low by thinning the herd of sheep that worship them. You'll certainly have to put in a bit of work in order to figure out the relationship between a spirit and their source, but you wouldn't have expected everything to be handed to you on a silver platter now, would you?

WORKER - 「妖怪・従業員」

Cogs of the Machine 100

As far as appearances go, there is no question that youkai are remarkably alien – from the human perspective anyways. But what is alien in body isn't necessarily so alien in mentality, and even youkai can understand that collaboration amongst individuals allows for the accomplishment of feats otherwise impossible. Not unlike humans, it's generally the worker youkai who understand this concept best.

Regardless of who you work alongside, be it humans or youkai, you can bring them together as a team and unite them with the task at hand. With you as the anchor, the other members will find it easier to maintain their focus as well, and over time, you'll all advance from being simply coworkers to proper teammates. After all, you can't work well with one another without getting to know one another properly.

To Earn Your Keep 200

You may be a youkai, but that doesn't mean you should be working for free. Youkai also need to keep fed, youkai also need shelter, and if you spent all your time doing charity work, you'll be pretty hard pressed to afford either food or shelter. The spirit world may look rustic in comparison to the world humans live in, but they have a very deep understanding of economic values. You definitely should not expect a credit card to work here – they might understand the concepts, but they don't care for the technology.

Thankfully you won't need a credit card, because you won't necessarily have to be paid in human currency or in gold. Sometimes what you need is a good meal and a place to rest; you certainly can't eat paper money and it'll take quite a pile of it to make a proper house. For times when the currency that people deal in isn't sufficient, you can instead exchange it for an equivalent, perhaps in a different currency or perhaps in goods.

The Veil of Yomi 400

With sufficient experience working as a youkai, you'll come to learn a couple tricks of the trade. For instance, you'll come to learn that many youkai have very specific scents or specific habits which you can use to distinguish them from afar. By manipulating others through the same tangent of thought, you can suppress the presence of an individual by masking these distinguishing qualities with your own. This happens to be particularly effective on humans, given that the most distinguishing quality about a human to a youkai is their delicious scent.

As long as the person you're hiding away remains close enough that you can mask their presence, you can have them follow you around – snatching away all of the attention that they might otherwise receive. Just be careful though, if a stray witch blasts you with a fireball or something – the disturbance will be enough to reveal your escort, even if it doesn't harm them immediately.

Personalized Tools 600

Over the time you spend as a worker, you'll probably come to have a couple tools that you grow rather fond of. Perhaps it's a trusty tool that won't fail you regardless of the occasion, or perhaps it's a tool that fits enough purposes that it might as well be the only tool for the job, but whereas most humans just keep these tools maintained, youkai have the benefit of being able to tweak their tools to make them even more effective.

Technically it would be more accurate to call this an offshoot of magic inspired by witches, but considering many witches don't need to work, the only ones to make use of this are youkai who actually have assigned tasks. The most basic functions, like calling you tool to your hand from afar, or improving their efficiency, are all relatively simple to enchant into the tool itself. With a tool that you have substantial proficiency in, you'll find that these effects become even stronger, a reflection of the bond between object and owner. But as your own magic improves and as that bond strengthens further, eventually you'll be able to animate these tools to the point where they'll be able to carry out familiar duties by themselves.

Don't worry though, because you'll surely have plenty of work to do elsewhere. There's always something for people to do, even if they aren't actively looking.

WITCH「妖怪・魔女」

An Arcane Affinity 100

A witch wouldn't be a witch without some affinity for magic now, would they? With the tendency for youkai to be aligned with some element of nature, and the witch's natural proficiency for magic, it isn't uncommon to see a witch who can manifest and manipulate some form of elemental magic. However, the exact element that you possess an affinity with is something for you to decide.

It helps that your natural talents are aligned towards control and regulation. The spells that you cast tend to be flexible; such that you can manipulate their strength and scale in order to not destroy everything in sight. That'll probably come in handy if you ever get into a fight inside a place you'd rather not destroy.

A Witch's Familiars 200

As with elemental proficiencies, it isn't uncommon to find witches with familiars either, considering how helpful familiars can be for extending the witch's observational range and personal domain. From a general perspective, familiars operate on a principle similar to how the onmyojis of old utilized the shikigami. Unlike shikigami which relied on trapping spirits within a physical object, familiars are often individuals or soulless beings infused with a part of the witch's magic.

This infusion process not only introduces a spark of magic into the recipient, it also binds it to your control for as long as that fragment remains within them. How you employ these familiars is up to you and your circumstances, but generally inanimate objects and small animals tend to serve well as hidden spies or sentries, given that they don't usually look out of place.

On the other hand, trying to make a familiar out of something massive will take a much more significant amount of magic and naturally the larger an object is the harder it will be to hide. If there's anything left to note however, it would have to do with that spark we mentioned earlier – the time that it takes to mature is significant, and magic bestowed to a familiar this way is always dependent on your natural affinity as a witch.

Malleable Puppets 400

It probably shouldn't come as a surprise that many witches use magic to play pranks on people. After all, it's rather harmless most of the time, and playing pranks on others is something that many youkai are well known for. To this end, transformation magic is one of the most effective tricks in the book – and an expert witch like you will be able to transform things well enough that the vast majority of youkai won't have a clue about the difference. As it does wear off over time, it makes for some rather amusing pranks for the unsuspecting.

But like other magic in the witch's repertoire, transforming a target has its limitations. If the end result is approximately the same size as the original target the transformation will go over smoothly, but the more substantial the size difference the less effective the transformation will become, failing completely if the difference is too large. At the heart of the transformation the original target retains their mind and their form and should anything happen to them that might otherwise be fatal, the magic will dispel instantly though the target remains protected for a brief moment afterwards.

The Name of Life 600

There are spells made for practical pranks, and then there are spells made specifically to control others. This is one of the latter, though to call it a simple spell would be a gross understatement. Names have always been something significant for both youkai and kami, as the name carries weight and often identifies one's place in the spirit world. As a witch capable of utilizing this magic, you can corrupt the identity of another, provided that you know their name.

But as we said, it's a simplification to call it merely a spell. It is in essence more of a transaction rather than a spell – where in exchange for their name and key memories, you will in turn grant them something of your own. Oftentimes this is can be magic, perhaps a spell or a technique, but it's possible for them to ask for a "favour" as well. Whether both parties agree or not is crucial for the spell to succeed, hence why the term "transaction" is a more accurate description of what actually occurs.

As long as you possess their name, it acts as a contract between both parties. If they somehow reclaim their name the transaction will be voided, returning their name and memories to them in exchange for whatever power you bestowed upon them. You might find that with the return of the power, it'll also have improved a little through use – assuming that the magic was used at all of course. For as long as you possess their name, they're bound to serve you to a certain degree, and while they have the freedom to refuse certain orders, you also have the freedom to enforce

discipline upon them. It becomes a bit of a tug of war between both parties, dependent on their individual willpower.

You should be wary however, that while this may seem beneficial, there are cases in which transactions can be "lost" entirely in which case you won't receive any benefits at all. The most likely case in which this could happen is if you somehow lose the name, effectively losing the contract as it were. But if a witch who isn't magically prepared to handle a large amount of contracts ends up taking on too many, the ensuing magical instability can cause a loss of contracts altogether. It's our way of telling you not to bite off more than what you can chew.

YAOYOROZU-NO-KAMI 「八百万の神」

Kamuy 神威 100

If you had come to the world centuries ago, perhaps the force of your divinity wouldn't be as pale as it is now. But you aren't alone in this dilemma, as there are plenty of kami equally weakened, and many more who have already moved on completely. The fact of the matter is that kami are on the decline, and though they're certainly more powerful than humans, their situation is still quite a problematic one.

The amount of spiritual power you've retained as a kami isn't much, but it isn't anything to scoff at either. Though humans may only gawk at your physical appearance, spirits regardless of their origin will be attracted to your spiritual prowess. Kami can instinctively recognize one another, just as youkai can recognize kami, and wherever you go you'll find that most creatures of spiritual origins won't be too keen on bothering you unless you take the initiative to disturb them.

Kamigakari 神懸り 200

In the past, when humans called for aid, they would set up rituals and offer up their own body to the kami in exchange for a divine intervention. Such practices are no longer common; in fact they have been largely forgotten by the living, but it certainly doesn't mean that the kami can't initiate the process themselves. By separating their spirit from their body temporarily, a kami can possess a nearby creature, be it human or animal – you'll find that the process is much easier with an animal that lacks sapience. For one thing, they don't struggle as much as humans do.

If the process is too convoluted however, or you don't happen to have anybody nearby to possess, you can also change yourself to match a human appearance. The distinct aura of a kami will still make your presence seem peculiar to those who come across you, but at least you won't get as many stares as you would in your natural form. You could alternatively use this with any other form you possess, just keep in mind that any form which isn't human is likely to attract attention.

Chinkon 鎮魂 400

As religious practices were slowly phased out and the importance of traditions in society shifted, a vast number of rituals and ceremonial arts were tossed aside. These modern day humans may

practice the old rituals in isolated pockets, but by and large humans no longer believe in the existence of ethereal spirits. The lack of belief, the neglect of rituals, the changes of society, all of these have significant consequences for the spirit world.

Spirits which could once be appeased through rituals are now left to slowly turn corrupt. Spirits of disaster and hatred accumulate, affected by the malevolence that builds up in the human world, and as humans continue to consume the world around them, less and less kami remain to rectify the matter as it were. While you possess the ability to cleanse these spirits, certainly you shouldn't feel obligated to clean up after the humans. But should these corrupt spirits run rampant and interfere with your day to day affairs, having the power to cleanse them can come in handy.

It works best while you're in proximity of the corrupted spirit, increasing in both efficiency and strength the closer you happen to be. I don't think we need to stress that there's a measure of risk involved in getting too close. Lastly, the corruption that generally affects humans pale in comparison to that which spirits incubate within them over the period of decades, so it shouldn't come as a surprise to you that you can use this to pacify those with clouded minds, and purge corruption from the lesser folks such as humans.

Yorishiro 依り代 600

By now you're probably aware that the host of kami were all individual linked to parts of nature once. While there are those who have severed that link in order to stay alive, you possess the ability to bond with a specific location in order to draw power from it and sustain yourself. It is a "divine symbiosis", essentially a relationship between a kami and the land. You must understand however, that while it is a symbiotic relationship, it isn't to any extent a whimsical one. Once the relationship is established, it remains set until you part ways with the world you are in, so prudence is advised in determining what you should bond with.

The relationship being symbiotic, while you can draw strength from the land, you must also defend it – or otherwise the bond will either sever…or in the worst case scenario, affect you directly. Many Kami have witnessed the latter first hand, as pollution of their symbiotic location corrupts their spiritual body from within, or desecration of said location causes a kami's identity to shatter apart. Don't let it happen to you. Considering you'll start off with a territory about the size of a small park to begin with, you should not have any problems monitoring the entirety of your territory. Trying to take anything larger than that can prove to be rather troublesome…competition from other spirits can be just as bad as the humans…and you need a firm foundation to begin with.

The Kami of old could work actively to spread their territory and strengthen their link; some kami would plant trees to spread their territory while others would allow rivers to spread. But this isn't so plausible anymore in today's world. You can allow your domain to flourish by infusing your own energy into it, but be wary should it spread – after all, humans are well known for demolishing whatever gets in their way.

But sometimes you get humans who wander into your domain rather than demolishing it outright. And just like in the days of old, it's possible to play around with these humans a fair bit,

manipulating their senses and the environment around them to skew their perception of time. What feels like days to them may turn out to be merely hours when they escape your domain.

Remember that whether you allow it to grow, or whether you use it to ensnare lesser humans, you should always strive to keep it safe – your domain is equivalent to a lifeline and letting it get destroyed is a foolish risk to take.

ALTERNATIVE MEASURES 「他の選択」

As indicated, none of these options are discounted.

Lingering Wills 200

Though kami have by and large left the world of humans, from time to time if you travel around, you might come across rumours of "supernatural sightings". After you've seen the spirit world with your own eyes, those rumours become a bit more appreciable. And while not every single one is true, there do exist places in which you can call forth spirits from the past, souls that linger on long after their intended departure.

Calling them forth like this however, should be done in a carefully controlled environment, as they'll become visible to even those without the capacity to see the supernatural under normal circumstances. You wouldn't want to cause mass panic just because spirits appeared in the middle of an intersection. Don't worry if you do accidentally call forth a spirit at the wrong time in the wrong place though, they'll eventually fade away on their own.

Interacting with them though, can be a bit difficult. After all, they're a fragment of the past, and you're living in the present. They can recount their own history and speak of their own memories up until the point of death, but other than for information, they're not all too useful. Thinking back to those rumours, there is one thing that you might want to keep in mind, the easiest spirits to call forth are generally ones with a deep set grudge that anchors them to this world…

Big Eater 200

Most youkai are content feasting on human flesh, especially if the humans are turned into pork beforehand. The fact that youkai consume humans has pretty much been standard knowledge even back in the days when humans were still reverent. But there are some youkai who instead consume other youkai – and in an even more bizarre twist, there are some youkai who can consume others…without necessarily killing or digesting them.

While most of the youkai with these tendencies typically lose their sanity after consuming their own kind, you are a peculiar exception amongst exceptions in that you retain your sanity. Those consumed by you rest within your tummy, and naturally you'll swell up a bit with them inside you. Thankfully it won't cause any harm to your body or theirs. So long as they remain inside your increasingly disturbing stomach, you'll find that you can borrow their traits, like their voice for example, or maybe even some spells they may know.

Just be wary of one thing – everyone's appetite has a limit, and when you aren't digesting properly, you're much more likely to hit that limit. Should you consume too many individuals, you'll be very aware of it because your body will attempt to eject the offending elements. The first time this happens it might be a bit…disconcerting, but there's no need to worry, despite how violent the ejections can be, they won't hurt either party.

Greed Deceives You 200

Humans being easily deceived by greed isn't anything new, but youkai and kami aren't impervious themselves, and you'll find that flashing a bit of gold can go a long ways to swaying the hearts of others regardless of their race or divinity. I suppose there's some merit to the saying that money makes the world go round after all.

But sometimes that greed is so strong, that even something which only looks like currency will be enough to persuade an individual that it's the real thing. The power of greed is certainly not to be underestimated. You can take simple materials, like dirt or rock, and transform them accordingly into a more valuable equivalent, like gems, gold, or purely cash. An individual who is without greed may be able to tell the difference quickly, but it'll be good enough to fool most people as long as you don't linger around.

I don't think we can stress this enough, because the more intricate the illusion, or the greater the worth, the more likely that people will discover flaws with it sooner. A pebble turned into a gold pebble may be able to bluff out youkai for a fair bit, but a pile of dirt turned into stacks of paper money with labels on them likely won't last long under scrutiny.

Oubliez-Moi 200

If the kami are going to fade away, they could at least be helpful and teach people a few tricks before they go. We don't think it has anything to do with the kami dwindling, as both kami and youkai have demonstrated the capacity to complete wipe traces of their own existence away before. Wiping in such a manner seems to remove even electronic records, and certainly affects the memories of humans, but it's a bit less effective when used against beings of a spiritual nature.

You'll find though, that as long as records of you don't exist, and people don't know you – they'll pretty much treat you as though you're invisible. Maybe this is how the youkai and kami feel when they show up in the modern world?

Ethereal Architecture 200

When night falls, the landscape changes, and what seemed abandoned under the light of day springs awake with life…if you can call the youkai and kami "life". The architecture of the spirit world is an oddity to say the least – environments are weaved in between things that already exist within the real world, but the eyes of normal humans cannot comprehend them and it remains out of their reach.

While you can also design structures in the same way spirits do, you need to understand some fundamental guidelines regarding the way these structures work, because just like their architects these buildings follow very peculiar tendencies. To start, spiritual buildings require a tangible anchor just like the kami, be it an abandoned structure or an inhabited structure. In many ways you could consider this as a necessary foundation. From there however, you can extend the buildings outwards, even beyond the dimensions of the tangible structure itself.

In the past, this would have been a simple matter of time, waiting for nature to spread so that the influence of spirits would grow. But with nature on the decline, well you're going to have to foot the cost with magic – though if you happen to be friends with spirits, they can help out. You see, buildings need inhabitants. If you leave the structures vacant, they'll disappear just like how buildings in real life fall apart. In a way, once you find the physical anchor in an existing structure, you need a spiritual anchor in the form of spirits. The more spirits which inhabit the location, the more extensive the architecture can become.

But that brings me to the last point of concern you should take note of. While normally the only way a human can cross the threshold is by lingering around for too long and allowing night to fall and trap them within the domain, should the structure itself become too large, there's a chance that it can snare in humans in broad daylight. Unless you're trying to bring back the giant forest kami of old, you probably don't want to spread the spiritual architecture out too much.

[WANDERING SPIRITS]

Friends? Oh, you mean bringing them along with you, or do you mean finding friends? Well I suppose it doesn't make too much of a difference, we can help you either way as long as you're willing to pay for it. I suppose I need to something about those odd little black dust balls too…don't suppose you'd be interested?

Fellow Travellers 50 CP

Are you looking to help your friends out while you're here as well? Have people that would fit in better as youkai rather than their current appearance? We can help you with that, and essentially give your companions the same kind of treatment that we gave to you – well, we can't spare them as much resources as we did for you of course, but if you're willing to pay, we'll do what we can.

Import a companion for 50 CP; they gain 500 CP to spend on skills. They gain a free background and form accordingly.
You may import in a batch of 8 for 300 CP, with the same benefits.
You may import in a batch of 16 for 500 CP, with the same benefits.

Local Spirits 50/100 CP

The locals aren't necessarily very fond of strangers, but they might very well know the place better than you do – regardless of whether they're human, kami, or youkai. Should you wish to take on a local as a guide, we can help you with that – preparations wise of course. It's best if you can persuade them to join you on your own, but if you can't, we can arrange for their arrival to be linked to yours as well…at extra cost.

So long as you can convince them to join you, 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 convince them to join you. Their choice of background won't override their existing identity and only applies for perk discounts. You may instead pay 100 CP to have them join you immediately, if you so wish. **You may alternatively use this to create a new companion from scratch – at a cost of 50 CP.**

Spirit Conversion 100 CP Input/ 50 CP Output

Feel like your companions are a bit disadvantaged? Well, if that happens to be an issue, we can let you trade some of what you have to them instead. The conversion won't be equal of course, we have to deduct a bit here and there to facilitate the conversion, but for every 100 CP you give up, we'll give any companion that gains CP an extra 50 CP.

The Susuwatari 100 CP

Ah, these are the strange black soot creatures that I was talking about. It's probably best if you don't call them soot balls. I'm not sure they're sentient or sapient, since they just showed up and seem to

wander about listlessly, but somehow they haven't turned into soot like we were told they would. I reckon that they'd make good vessels for souls…do you have any companions who won't be active that would be interested?

Each time you take this option, you gain 4 of these little soot creatures. A companion that hasn't been imported can possess their bodies, but in doing so, they temporarily lose all of their abilities and are "stuck" in the susuwatari's form until your time in that world ends. While a susuwatari itself has barely any abilities, it can vanish from view in an instant in order to escape, and will reappear in a place of safety after a period of time if killed. Aside from communicating with you and other companions telepathically, they are incapable of doing anything else, and are extremely frail as far as youkais go.

As they are youkais of an inherently unstable nature, attempting to modify the bodies of the susuwatari will result in them turning to soot…though they'll reappear eventually.

[A STRANGE SHOP IN THE FOG]

The store, just like the rest of the survey team's preparation room, seems to be taken out of a storybook – everything looks like it's been painted on with watercolours. The shopkeeper, a pink haired girl who seems to clash vibrantly with the aesthetics of the shop, doesn't seem to mind you looking around the store – but she does remind you that you shouldn't spend all your time window shopping.

As she explains, she has only stocked "travelling essentials" this time, since the scientist on the survey team had required some "additional resources" for his project, and she herself didn't have time to find all of the interesting things the spirit world had to offer. In collaboration with the scientist for his project though, she has stocked some additional resources that could be of use if you're so inclined to help the scientist out.

A Sack of Gold 50 CP

Be they spirits or humans, it seems that everyone has a special place in their heart for gold. Spirits often deal in gold for various services, and while humans have largely switched to a more accessible currency, gold still retains great worth and can be exchanged for all sorts of necessities. You'll have enough in the pouch to live comfortably during your stay, provided that you don't go and squander all of it immediately upon arrival.

A Quartet of Bath Tokens 50 CP

This is the resource that the shopkeeper was talking about, and if you plan on helping out the scientist with his little project, you may want to consider investing into these. Though it isn't really a form of currency per se, most bathhouses in the spirit world use the same set of tokens to facilitate operations in a manageable fashion. There's an implicit relationship between the bathhouse, its quality, and the number of bath token varieties that the bathhouse possesses. I think as far as that goes though, the scientist can explain things better.

Outside of the spirit world though, should you keep any of these bath tokens, I've found that they're really handy for treating water as well as manipulating the temperature of water – it's great for turning a large body of water into an instant bath!

Worn Out Yukata 100 CP

These bathrobes may look worn out, but we assure you that they're really brand new. Well, maybe a bit recycled, but the witch assured us that she wasn't giving us hand me downs. Hand me downs wouldn't have any spirit magic laced within them anyways, and if we were going to sell you hand me downs I would have just ordered in bulk from Rakuten. That place is pretty handy.

The yukata itself is surprisingly durable despite its make, but its real utility lies in its ability to mask your scent and your presence – things that might give you away otherwise to others. Regardless of whether you're a human trying to blend in with spirits, or a spirit trying to blend in with humans, as

long as the yukata is being worn, you won't feel out of place. That being said though, a yukata isn't the most appropriate choice of attire in many situations, and it certainly isn't suitable for all sorts of weather conditions.

Zoumen Masks 100 CP

These strange paper masks come packaged together in bundles, but you won't have to worry about ever running out, considering the packages will fill up when empty. At a glance they seem pretty pointless, consider they're just pieces of paper with a bizarre "visage" drawn on top. But if you plaster them on top of a spirit, the spirit will be able to utilize the visage drawn, speaking through the mouth for example, or seeing through the eyes. It'll also render them visible to normal humans.

On spirits that have otherwise no senses this is particularly effective, but on spirits that are otherwise rampaging, this can also be used to calm them – though how you slap the mask onto a rampaging spirit will be your problem to figure out.

A Traveller's Guide to the Spirit World 100 CP

We made these small travel brochures so that people wouldn't be completely lost while traversing the spirit world, but the majority of it is focused on introducing the various youkai who wander through the spirit world, since we couldn't document all of the strange sights around. For each type of youkai though, there's a fair bit of information on their behaviour, how to properly address them, as well as any peculiar qualities that you need to look out for.

There's a function that we built in to the book so that travellers wouldn't be stuck in a rut upon seeing youkai that isn't detailed within the book. If you expose the book to the youkai, it'll create a new entry for said youkai, though in order to gain the appropriate amount of information you'll require a fair bit of exposure beyond whipping the book out and flashing it at the youkai. So hopefully you do this before you go and aggravate it.

Complete Collection of Spirit Cooking Techniques 100 CP

A more specialized book on sale than the traveller's guide, this collection of cookbooks teaches aspiring chefs how to prepare food as the spirits do – and considering the kami which the spirits serve, there's a copious amount of spirit magic involved. While generally individual spirit chefs have their own techniques for preparing food with magic, the end result regardless of the process is generally the same. The more magic that is weaved into the food, the more alluring it becomes to everyone else, be they kami or humans. It's enough to make something normally unappetizing taste like a gift from the gods.

Medicinal Annals: Purification Necessities 100 CP

This set of books was donated to us by a friendly witch, but then she kind of disappeared immediately before we could ask her for any sort of explanation. From what we can understand though, the instructions inside are for creating specialized medicine using relatively mundane reagents, meant to specifically heal an individual's spirit.

There's a tiny bit of magic involved of course, but the book itself seems to provide the necessary portion, so really you just need to find the reagents, and things like grass, dirt, and pebbles are generally pretty easy to find. The effectiveness of the medicine seems to be particularly effective on individuals bearing the same "affinity" as the reagents used – during the preliminary testing; medicine created by a lake spirit had strong results on a river spirit. It's likely that for critical winds to the spirit, you'll need several doses, so maybe preparing them in advance would be a good idea?

The Art of Manipulating Paper 200 CP

From paper masks to paper animals, it's kind of amazing how the people of this country find all sorts of uses for paper. There's even a form of magic that manipulates paper, as detailed in this book. By using paper to trap "shikigami" spirits, you can bring paper to life and have it do your bidding. While the shape of the paper itself doesn't matter too much, generally practitioners of this art will give the paper a human shape to distinguish it from normal paper.

While it's generally most useful for remote surveillance or long distance observation, some shikigami users also like to manifest their bodies from a long range through the shikigami. Powers can apparently be utilized this way, though they tend to be weaker as a result – and should the shikigami be destroyed, your apparition will vanish as well.

A Witch's Loom 200 CP

This old loom was once used by a powerful witch for weaving simple accessories, but along with the books, they were procured so we could study their effects. As expected of something belonging to a witch, it isn't just a scrappy old loom as its appearance may suggest. The magic infused from the loom weaves protective magic into whatever it produces.

The exact nature of the magic depends on the individuals who took part in the creation of the product, and what natural resistances they possess. As such, spirits are rather proficient at creating protective charms against minor supernatural effects, and elemental resistances as well depending on the exact nature of the spirit.

Wooden Hokora 200 CP

A small shrine made to worship old kami; it was specifically made to be portable so that you can bring it along with you on your travels. While the shrine itself isn't dedicated to any one specific kami, you can place it in a location and use it to draw such spirits out. For the most part the kami which are drawn out with this shrine are of a benign or benevolent nature, but you should be wary that most kami only exist in places where nature is still present.

It can however, be used to transport spirits as well, allowing you to move spirits anchored to one place away from their domain, provided that they're willing to enter the shrine of course. If you attempt to use this to trap a spirit by force, be wary that the spirit may be strong enough to break free. Thankfully the shrine itself won't be damaged.

Train Ticket, Station Number Six 200 CP

An old train ticket, one which doesn't match up with any train in the world of humans. The nature of the ticket is such that no normal train will accept it as valid fare, but if you stand around on a station with it in hand, before long you'll hear the arrival of a train. It will just be two train cars that roll down along the tracks – even if the tracks happen to be dilapidated and the station is defunct.

The train can take you to anywhere else connected to the same line regardless of direction or traffic, but the passengers that come on board are of a rather peculiar nature, given that the vast majority of them are dead – either recently deceased or lingering about post death. Speaking with them, you can find out more about the history of the region, as well as any spiritual oddities which you may have to be wary of. As long as you remain within the train, you're strangely out of phase with the real world – so technically it wouldn't make a bad way to escape provided the necessities are nearby, just don't stay for too long…because this train's destination is whatever comes after death…

A living person like you wouldn't belong, right?

The Seal of a Magus 200 CP

A seal that belonged to a former witch, we actually have a couple of these, which doesn't bode well for the witches which possessed them previously, but everybody moves on eventually I suppose. In any case, the person who possesses this seal will come to inherit the witch's powers slowly over time, though the exact nature of the powers largely depends on what element the seal is aligned with. A witch seal aligned with the fire element will naturally bestow fire magic and so forth.

You should always keep in mind that even a witch's apprentice has to practice, and just holding the seal isn't going to be enough for one to take up the mantle of a witch. For each seal you purchase, you can select a natural element, such fire or water, at will – for half of the original cost however, we can enhance an existing seal with another element, making it more effective. That's really just me goofing around with the seal though…don't tell the old man or he's going to give me an earful.

[THE SPIRIT REALM'S FOLLIES]

Oh? The old man said I should be expecting guests, but I get the feeling you're not here for a dream consultation. This spirit world thing is pretty neat I must say, even if it isn't doing as well as it used to in the past. But there are still a whole bunch of things that I don't really understand about them – and it isn't like I can go out with the survey team like Mister Threnos.

So how about we make a deal? You test out some things for me, and I'll see if I can get the old man to give you a little something extra in order to make your preparations go a bit more…smoothly. There's only so much that I can do though, so don't expect much more than ***a maximum of 600 CP****. Like, at the most really – and yes, if you're not keen on going all the way, I don't mind if you decide to only do…part of the test. I'll explain the differences to you, where they're applicable.*

The old man said that it wasn't standard procedure to consider any friends you might have, but I figured, it's always the more the merrier, whether it's a dream or an experiment, so if you have ***companions****, I'll let them take part too – but I don't expect the old man will give me anything more than a* ***maximum of 300 CP for them individually****. They'll be restricted to the 100 level experiments though – the higher level experiments tend to get a bit…complex.*

Piggy~Piggy~ 100

I suppose that for some folks, being transformed into a pig is just being true to their core self, but in your case, it seems to be largely accidental. I'm still not quite sure what the cause behind it is, or what magic they're using, but the consequences are pretty apparent. From time to time, whether you're in the spirit world or the real world, you'll spontaneously transform into a pig. Well, in the real world you'll probably become a scientific headline if they catch you…but remember that in the spirit world, pigs make for great dinners! …Wait, I guess that's true in the real world too.

If you consume food in the spirit world, there seems to be a good chance of this happening – but every now and then it'll happen randomly without any evident cause either, so it's probably something beyond the food itself…

Voracious Appetites 100

I'm not too sure whether this is an effect of this world in general, or whether it's because of an incompatibility between you and this place – but you'll find that while you're here, you'll often be struck with a deep sense of longing…a longing to fill your stomach. This tendency seems to be strongest whenever you're around other gluttons – so many it's an effect similar to peer pressure in some sense? Just watch out that you'll probably have to pay for whatever you eat…and you'll want to be careful about what it is that you're eating.

Prankster Spirits 100/200

While a lot of spirits are rather old, and have seen the passing of many ages, it certainly doesn't mean that they have to be mature or sensible. There are a lot of spirits who are just as mischievous

or lazy as humans are – but unlike humans, they're a lot better at hiding their traces. Being pestered by a spirit generally is annoying more than anything – for instance they'll tend to take your belongings and hide them occasionally, or they might leave work unfinished so that you have to pick up the slack. Generally by the time you're faced with the consequences, the culprits themselves will be long gone.

But, things can get a little bit more serious, **and they can take this to the next level**, as some spirits simply don't understand the concept of restraint. Rather than targeting you exclusively, you'll come across spirits who will target anyone they can get their hands on. Well, not really come across – but you'll be the one pinned for whatever it is that they do…considering you have the uncanny misfortune of always being nearby. You might be able to get people to believe you once or twice that you aren't involved, but you can only cry wolf so many times…

Spirit Theft 100+

Spirits robbing one another of possessions isn't all too uncommon. I mean, when I looked at the dossiers of the workers at the Yubaba Bathhouse, it was a disturbingly common trend between many of the workers – they all had some part of their identity taken away from them. Just enough to keep them in line and compliant, just enough to keep them working, but it was enough that the bathhouse was never short of workers.

You probably won't realize it once you forget our conversation here, but you'll also have a part of your identity taken away from you for as long as you remain in this world. Perhaps a cherished memory or perhaps part of how you identify yourself, but somebody somewhere out there possesses it, and they're not likely to give it back…we'll try to work things out when we meet again eventually. But don't think that you're only going to lose things – that would be cruel!

When something is taken, something is bestowed in its place. Consider that for each worker who has lost something in the bathhouse, they have found something much bigger to take its place – an overwhelming sense of greed which drives them and blinds them. **You may try this experiment out multiple times** – replacing a part of your identity with another vice that takes control of your life each time you do so. During these periods when the vice takes hold – it's very likely that you'll lose all recollection of whatever happens, so don't be too concerned about memory gaps.

Be concerned about the consequences that follow instead.

The Obsessive Shadow 100/200

Many spirits often wander about the otherworld, going about their lives as normal humans might. And just as there are humans who stalk one another…some spirits have a peculiar fascination with other beings as well, be they humans or spirits – in your case…the spirit in question is obsessed with you. Their obsession gets to the point where they want to take up every minute of your time, to get to know you, and to receive your affection, before they finally become you. Attempting to banish them away may not have the results you'd hope to have – given that the spirit will only reappear again elsewhere…with a bit more of an "understanding" about you.

Let its obsession **grow to the next level** however, and you may find that the people around you will start vanishing…generally after you've interacted with them. It wants to make one thing clear to you evidently – you belong to it, and only it. Anyone else who even takes a moment of your time will be consumed – but it's alright, with each individual consumed, your little stalker will grow stronger – all the better to keep you to itself.

Antiquated Deities 200

Mankind has grown far beyond living in simple villages in the forest. But the steady march of progress has left the spirits behind. Lakes, forests, mountains all could play hosts to spirits – but mankind's march of progress has torn them apart, and the towers put up to replace them are devoid of life. It isn't so surprising then, that the spirits who persisted for this long care very little for the humans.

It's no secret that spirits can eat humans and thrive off of humans who wander into the spirit world. They do the humans a courtesy by transforming them into pigs, but humans are still on the plate at the end of the day. The problem then is that what few spirits are left see very little problem with luring in humans from the "real" world – after all, with human population being as high as it is, they can spare a couple hundred, right?

Interfere, and you're likely to become hunted yourself, both by humans and by spirits. But if you let them have their way, before long, the notion of "ghost towns" might just become real…

Witch's Ire 200/300

Not all witches are evil, not all witches are good, but this one in particular has no fondness for you. Where I come from, magic wasn't much of a thing, but these witches would suggest that magic can be extremely effective at undermining one's morals. Considering you're going to be on the receiving end of things, you'll become well acquainted with a witch's maliciousness as well. Thankfully, even if they test odd spells on you, even if they transform you against your will, even if they assign you to all sorts of bizarre tasks, for the most part your tormentor is just out to milk some enjoyment out of you.

But if, for any reason, you should see their **maliciousness grow to outright hatred**, be wary that a witch has many tools at her disposal to kill you with. There's nothing saying that she won't just send a dragon after you either…and your companions are also fair game. A witch's fancy can be a man's bane, but a witch's scorn can spell disaster for many. Be wary that should you subdue one another will rise to take their place.

The World Corrupts 200/300

Many people don't recognize the consequences of their actions, not until it's too late to change things, not until the consequences have to be dealt with directly. Mankind's march of progress has benefitted many – but it has also caused many to suffer, and amongst the spirits, very little benefit is to be seen. In the past, when men still respected the presence of spirits, the presence of angered

souls – the ara-mitama – could still be quelled through pacification and worship. Nowadays, with such traditional practices on the decline, the ara-mitama run amok as they are no longer affected by false actions and faithless prayers.

The taint they carry with them affects spirits both mentally and physically. For the most part you'll see a dramatic degradation in the spirit's sanity as well as its sapience, but in certain cases they'll become violent and attack anyone nearby. Such is the dangerous nature of the ara-mitama.

But if the ara-mitama are allowed to grow in strength, even the "real" world will not be spared. On one hand, this may be a bit of a good thing for spirits – given that every dead human becomes a spirit. But on the other hand, the mass destruction caused by the ara-mitama induced disasters can only severely imbalance both worlds. There's no way that can really end well. Mankind certainly can't fight a spiritual enemy like this – or perhaps it's better to say that they're already too engrossed in the notion of progress to look back and see what they might have done wrong.

Crossing the Rubicon 300

The gate between the spirit world and the real world is one that does not open very often. There are those who certainly can open it, and many who are familiar with how the gates often look, but travel between the two is rarely brought up, rarely discussed.

So it's not just an oddity, but also a concern, that more and more humans are finding their way across to the spirit realm. Not a concern for the spirits so much, who can always increase the size of the pig pens, but more so for the humans who end up lost…and often end up on the dinner table. Whether you want to do anything about it is really up to you, but it won't stop the steadily increasing flow of humans as they stumble through ancient tunnels or forgotten doors over to the other world.

Naturally, those who don't make it back…well…their disappearances won't go unnoticed for that long – and sooner or later the real world will react to the increasing number of disappearances. No one, not a spirit or a human, will be able to predict what kind of chaos will be unleashed then.

[THE SCENARIO SHIFTS]

「永遠の霜月祭り」

This scenario's CP compensation is a flat 200 CP to any single individual who will already be gaining CP during their stay here.

[THE SPIRIT RETURNS]

Back from your journey? Seemed just like yesterday when we saw you off…well, hopefully you had an enjoyable experience with your time here. We've certainly enjoyed soaking in the bathhouse…even Pap said she enjoyed it, and I didn't think a dream denizen could enjoy a bath.

But with your time up, it's time to say our farewells again. We'll let you decide what you want to do of course, regardless of whether you're staying or leaving, we've already made preparations.

THE SPIRIT WANDERS HOME

Decided that you want to go home completely? Well, everyone's journey has to have an end somewhere, and if yours is now, then we can only wish you the best of luck in the coming days. You'll be bringing everything that you possess with you of course – we wouldn't know what to do with your belongings and companions.

ONCE MORE THROUGH THE TUNNEL

Decided that you wanted to stay here instead? Maybe help the spirits regain a world of their own? Maybe watch this Earth grow, and watch the humans continue to trample on nature in clueless fashion? Well regardless of what your reasons are, if this is the final destination, we'll make sure that you have everything with you before we depart.

NEW PLACES TO VENTURE, NEW PLACES TO HAUNT

Moving on? Not a problem at all, perhaps we'll meet again, though I suppose the next time we meet, if it ever happens, we likely won't have the luxury of enjoying a bathhouse while we do our jobs. Naturally, you'll be taking what belongs to you along with you.

Notes

PERK NOTES

IHOUJIN - 「異邦人」	
Innocent Curiosity	*Odd places and hidden corners become more apparent to you, even if they would normally be ignored or brushed aside as an afterthought by most people *You can instinctively sense when a location would be otherwise dangerous, or possesses an “abnormal” or “supernatural” nature.
Of Dreams and Madness	*Develops an instinctive sense of direction based on a matter of necessities. *The “radar” as it were, points you in the direction of the most critical necessity in order to keep you alive and healthy. *It can act autonomously, allowing it to direct you based on your current health situation, and identify what necessities need to be found. *You may be able to locate sources, but it doesn’t mean that it’s always free. People will tolerate you taking small amounts of necessities in light of your plight, but are unlike to tolerate excessive consumption.
The Wind Rises	*Under periods of mental duress, the durability of your psyche improves to the point where standard attempts to mentally incapacitate you will fail, and you can “tune out” your surroundings selectively. *The more difficult the situation you face, the stronger your willpower to face it becomes. The weaker your body becomes, the stronger your will to live becomes.
Sign of the Times	*You can directly affect spiritual creatures by manipulating their “source”, or a related “source”. A river spirit or a water spirit, for example, can be poisoned or corrupted by tainting a water source nearby. A spiritual deity can be weakened by instilling doubt or causing their followers to forget them. *Trying to affect them through a related source isn’t as effective as manipulating the base source, so don’t expect the same level of effect just because you’re randomly destroying sources – the effectiveness lies largely in targeting the key source tied to the spirit.
WORKER - 「妖怪・従業員」	
Cogs of the Machine	*Allows you to work better together with other people, as a team, towards a united goal – your presence helps keep other people focused on the task at hand. *The notion of a team is fostered and strengthened while you’re working together.
To Earn Your Keep	*Any recompense for work that you do can be transformed into an equivalent quantity of compensation in another form. (such that if you would be paid in gold, you can instead convert that into food) This is limited to consumables, and the equivalence is based off of worth. Naturally rarer objects will be worth more – keep this in mind.
The Veil of Yomi	*Hides another individual by masking their presence with your own. As long

	as they remain around you and don't make any sudden movements, they remain invisible as far as the world is concerned. This, at the expense of a steady drain of magical energy, can be applied to a general area. *While in this state, if something were to otherwise strike them because they happen to be in the area, it'll be negated – but they'll also be stripped of the protection granted.
Personalized Tools	*Allows you to create "specialized" tools following extensive use of the same object, since they're personalized you can naturally call them to your side at any time. *These specialized tools are still best at doing their intended tasks, but their effectiveness and their efficiency is greatly increased – a single boiler can, for instance, supply an entire bath house with small coal fragments. *With enough time, these tools can be given a strange semblance of life, the spirit that inhabits them can allow them to move about as necessary (a moving lamppost for example), but they don't have any sort of sapience to speak of. They can perform their necessary tasks autonomously as necessary.
WITCH「妖怪・魔女」	
An Arcane Affinity	*Increases your affinity with magic, and improves your flexibility at manipulating the strength and properties of your magic. (read: finesse) *Enhances a single elemental affinity which you possess, or if you don't have one, you can choose one.
A Witch's Familiars	*Enchanting objects or animals to bring them under your control is possible – and by infusing your magic into them, you can make it such that they'll do your bidding. *The size of the familiar is directly relative to the amount of magic necessary to ensnare them. *Retain a familiar for long enough, and they'll start to develop a "foundation" for magic of their own, dependent on your qualities as a Witch – like elemental affinity. This doesn't shift their nature, whether as an inanimate object or a sentient creature – as in it won't uplift them.
Malleable Puppets	*You can transform beings into other beings, as long as the general size is roughly the same, or the final size is smaller than the original. A large giant can be transformed into a rat for instance, or several boulders stacked one on top of another can be transformed into a giant. *The magic is temporary and can either be dispelled by time or by another individual who can see through magic. Their true form remains intact regardless of what is done during the transformation, though if the transformation is "killed", it will be instantly dispelled.
The Name of Life	*Allows you to form a contract with another individual, by taking their name and some memories of theirs. The contract allows you to pass on a weaker version of your abilities onto them. In return, they serve you as an agent might. On your end, you are contractually obligated to do them a "favour", if you don't pass something on to them.

	*If they regain their original name, whether it's given to them, or they take it back for themselves, they'll no longer be bound to you, and the abilities given to them will be returned, strengthening your version of the abilities a little. *Excessively forming contracts can lead to instability, freeing those in your thrall with no benefits to you, especially if you force a contract on an individual.
YAOYOROZU-NO-KAMI 「八百万の神」	
Kamuy	*You inherently attract spirits towards you, as long as spirits exist in the world. Observing them is possible, though interacting with them isn't always possible. *You naturally get along with other spirits, even those who would be otherwise hostile are simply apprehensive at best.
Kamigakari	*You can freely switch between your form as a kami, and a human form or an alternate form which you possess. *When necessary, you can temporarily leave your body to possess a living being, though creatures with merely sentience are easier to possess than creatures with sapience. Retaining control becomes more difficult the further away you get from their body.
Chinkon	*Pacifies rampaging spirits, and other creatures of a supernatural nature that normally cannot be communicated with. *Can be used to purge individuals of the corruption that they may be carrying along with them – mental or physical.
Yorishiro	*Marks a physical area as your "domain" – the domain of a Kami is generally related to their own nature. That is a Kami of the earth would likely have a forest or a cave as their domain, a Kami of the waters would likely have a river or lake as their domain, and so forth. *To begin with, the size of your domain is no larger than a small park. *A Kami is inherently tied to their domain, and the health of that domain directly affects the Kami. The Kami regularly draws energy from the domain, which in turn spreads if the Kami returns energy into it. If the domain is destroyed or severely tainted, the Kami will suffer, and the link will be broken. *Anyone that enters the domain, aside from the kami, can be subjected to a perspective shifting phenomena in which the flow of time within the domain slows in comparison to outside the domain.
ALTERNATIVE MEASURES	
Lingering Wills	*Calls forth spirits which would have been in the local area in the past – for a short period of time they'll remain active in the world, and others can see them as well, but interaction is limited and their influence on the world is minimal (and vice versa) *Spirits called forth this way retain their memories of what has occurred in the area, up until their moment of "passing on".
Big Eater	*You can consume spirits and normal beings without actually digesting

	them or harming them, doing so allows you to borrow skills they might have – like their voices, or weakened versions of their abilities. *You'll grow in size the more you consume, but consuming excessive individuals can risk a meltdown due to instability, in which everybody is ejected out of your body – though none of you will be necessarily harmed in the process.
Greed Deceives You	*You can convert dirt into a form of currency or something of worth, like gold, paper cash, or jewels. The conversion itself is an illusion, and the duration of the illusion is largely dependent on its "worth". If the illusion itself is highly in demand, it won't last for as long.
Oubliez-Moi	*Removes your physical traces, and attempts to record you in any form will fail. Similarly, you can manipulate the memories of individuals, to prune away memories of yourself. *If enough people are unaware of you, you'll become similar to a ghost/spirit for all intents and purposes, unless you do something to make yourself stand out.
Ethereal Architecture	*Shifts the nature of architecture, buildings, and places. While these places will be "normal" in the light of day, the moment night falls; these places can change dramatically to reveal buildings and environments previously hidden away. *The basis of construction requires a structure in the "real" world. *To construct a building, you either require magic to pour into the construction process, or you require spirits. Either way, architecture constructed this way which isn't inhabited by spirits will slowly fade away. It'll fade away even quicker should the original foundation structure be destroyed. *Buildings you construct can be similarly hidden in such a fashion, the smaller the building, the easier it is to hide it away – a building that's too large can appear in broad daylight at times, phasing in and merging with any existing architecture.