

Touhou Luna Nights

By IGanon



Welcome (back) to Gensokyo! Although a little different than you might remember. You see, here the vampire Remilia Scarlet has commissioned Patchouli Knowledge to create a copy of the Scarlet Devil Mansion so that her unstable and immature sister, Flandre, can play around without actually hurting anyone. In the middle of this, Sakuya was volun-told to get in the alternate dimension and test/play/smash it a bit. Which now includes you too, having been pulled into this world, and worse; this alternate Gensokyo is starting to attract the interest of other powerful people for its effects on the real Gensokyo...

Take 1000 CP and get busy.

Race:

Human (free): You're a human. Species *Homo sapiens*. A miserable little pile of secrets. A medium-sized creature prone to great ambition. Humans here are every bit as unremarkable as nearly anywhere else. Your age is 16+1d8.

Witch (-100): You've studied magic long enough that you discovered the secret to immortality and shed your humanity and became a youkai. You are largely human except for the fact you've gained ageless immortality; you are stuck at the physical age you were when you discovered this (and are free to choose your "apparent" age), though you remain vulnerable to injury. Note the default assumption is you lost your humanity before entering Gensokyo, so you have nothing to fear from being branded a jinyou. Your true age is roughly 1d8x50

Youkai (-200): You're a youkai, possibly similar to Meiling. Youkai can live for centuries, often indefinitely as long as people continue to fear them, which is as important to you as food and drink is to a regular human; like all youkai you do not need to drink or eat normal food. As a youkai you're noticeably faster and more durable than a human, though nowhere near as much as a vampire. You may take on non-human aesthetic traits. Your age is approximately 1d8x50.

Vampire (-300): You're a classical vampire. You have fangs to drain blood which you subsist on, you are inhumanly fast and durable, you can turn into bats and can summon bats as minions. However, sunlight burns you, you are weak to flowing water (including rain) and silver cuts through your natural defences. You may additionally turn other people into a vampire by drinking all their blood at once. Like witches, you have ageless immortality and remain at the apparent physical age you were when you were turned into a vampire. Your true age is roughly 1d8x100.

Origins:

You may choose to begin anywhere within the replica Scarlet Devil Mansion. You may change your gender to female for free, or change it to male for 50 CP.

Drop In: You appeared out of nowhere. No background, no memories. You're a wild card.

Servant: You work for the Scarlet sisters, or rather, *worked*, up until you suddenly got pulled into a bizarre alternate dimension. In the past, your duties involved cleaning the mansion, preparing meals, and kidnapping the occasional human to butcher.

Mistress: You're a third member of the Scarlet family, quite probably a vampire or else you'd have some serious explaining to do since the other two sisters are around five centuries old.

Witch: You're a magically inclined person. Maybe you, like Patchouli, work in the SDM library and was roped into Remilia's game. Or perhaps you were here to loot the same library again before you got roped into it with the others.

Shrine Maiden: You're a servant of one of the many, many gods of Gensokyo, perhaps even working at the Hakurei Shrine itself. You were enjoying another peaceful day in Gensokyo when this new alternate dimension started to play havoc with the Great Hakurei Barrier. Naturally, you barged in uninvited and resolved to beat everyone up.

Perks:

Perks are discounted for the relevant origin; 100 CP perks are free instead of discounted.

General Perks:

Magic Rocks (-100): You may be familiar with gemstones as simply being shiny rocks. Here that is not the case, all gems in this jump have magical powers, and while they do not individually possess much power, they can give significant boosts when collected by the hundreds or thousands. By paying 100 CP, you can choose to take this quirk with you, changing gemstones in future worlds to possess small magical powers of their own. See the Items section for more details about how gems work.

Flight (-200): You can fly. You can fly as fast as you can walk (or run, this will tire you like running), and can easily manoeuvre in three dimensions.

Infernal Immunity (-300): You cannot be hurt by fire. Fire based attacks and traps will simply curve around you or short out, leaving you perfectly untouched (even by convection). You may turn this off, in case for some reason you wish to have fire affect you normally. You may instead choose another classical Chinese element if you wish, including purchasing this multiple times to cover more elements.

Subverted Sealing (-400): Your powers, items and other special abilities cannot be permanently lost. While people are still able to suppress, steal or otherwise neutralise your own powers, you will find such a thing will not be permanent. Indeed, in most cases, it shall be as simple as having a solution immediately falling into your lap; perhaps an unexpected saboteur shows up to get your powers back, perhaps the weak point has been sealed away in the very next room, perhaps they may even fumble their magical sealing and put one far too weak on you that you can break through by applying a bit of effort. Only when they've been exceptionally thorough – such as creating an entire alternate dimension to nullify your abilities – will you find it more difficult to break, although you are always guaranteed to discover a solution.

As a side benefit, you will also find your enemies are completely convinced that their sealing worked on you; nothing short of demonstrating to them personally that your powers are back will make them think otherwise. And when multiple people were involved in sealing you, you can be assured that none of them will share the knowledge you've broken the seal with each other. Many opponents will enter a battle with you grossly overconfident, those with a sense of honour may choose to limit themselves for a "fair" fight, though again this will end upon realising you've broken the seal.

Drop In:

Drop Rewards (-100): Enemies you defeat will explode into gems, non-lethally if you defeated them without killing them. The difficulty of the enemy will influence the quality of the gem, easy enemies may drop mere amethysts while very difficult enemies will drop up to diamonds. See the Items section for a brief overview of exactly what the gems do.

Metroidvania Movement (-200): You have excellent agility. You can double jump by throwing something downwards (such as a pair of knives), glide and easily reposition yourself in the air, dash at twice your speed, and you simply will not get tired at all, no matter what sort of fancy agility moves you pull off. You could literally run and fight all day and still be capable of more.

Small Hitbox (-400): It's very hard to actually hit you with something. In fact, any attack that strikes you outside your stomach area seems to just pass through you harmlessly. Anything that does hit your stomach will hurt you just as much as normal though. This does not apply to things that are not actually attacks.

Grazier (-600): Narrowly dodging attacks and enemies restores your health, limited-use items and special abilities. Indeed, it is very easy to completely heal yourself and recover your abilities as long as you are good at near misses, however this gives diminishing rewards the more supernatural abilities stack your chances in your favour, such as grazing attacks that are frozen in the air while time is stopped. Still, with a bit of dodging it's entirely possible to totally refresh yourself in the middle of a battle. Unfortunately, actually getting hit by the attack will naturally spoil this.

Servant:

Padded Clothes (-100): You can hide an effectively unlimited supply of anything smaller than a chainsaw or sword in your clothing. Somehow. This will not affect your movement or even weight even when you're carrying a hundred or more knives on your person.

Non-Lethal Combat (-200): You have ability to, when you want to avoid killing someone, somehow avoid seriously injuring them even when you're turning them into knife swiss cheese, hitting them with a chainsaw, attacking them with a magic sword, or making them explode. In fact, you can use any of your dangerous weapons or attacks, and all you'll ever give someone is a bunch of bruises. Additionally, as long as you aren't trying to kill someone in battle, they will reciprocate and try to avoid killing you too. Captured, humiliated, yes, but not killed in direct combat.

Knife Tricks (-400): You can perform a bunch of supernatural throwing tricks. Firstly, you can throw things in such a way it homes in to the nearest opponent even if you originally flung it in a completely different direction. Secondly, you can throw three items at a time. Thirdly, you can make objects you throw pass through intervening walls and similar barriers, unless those barriers are magical. Fourthly, you're a master at throwing things so they ricochet indefinitely until they strike someone you actually want to hurt. Fifthly, you can throw everything on your person at once in a matter of seconds, although this will be exhausting. And sixthly, you can throw things in such a way that they spin and function similar to a drill.

Luna Dial (-600): You have a small power over time itself. You can freeze time for everything except yourself, starting at sixty seconds maximum, requiring another sixty seconds to fully recharge, and you can improve this maximum with practice. Be warned that using special abilities and even attacking will eat away at your available time stopped quickly. This does freeze water too so be careful not to trap yourself underwater. It also freezes anything about half a second after it leaves your body; you can exploit this to throw items and create frozen platforms for you to climb. Alternatively, you can simply greatly slow down time for everything else for about ten seconds (again, you can increase this number), turning you into a flashing blur from the perspective of the world around you.

Mistress:

Not Going Home Yet (-100): You're very good at stopping people from leaving before you're done with them. If you so choose, you can bar all the exits from your location, and more importantly, completely stop anyone from travelling between dimensions. This effect can cover an area roughly equivalent to the Scarlet Devil Mansion at once. This effect will end when you no longer wish to keep them, or they defeat you in combat. Note that they will not necessarily know *you* are behind it, though they will likely realise something is up.

I'm Sorry (-200): You will be forgiven and not punished for any of your transgressions less than outright murder as long as you sincerely apologise for what you have done. Even a vengeful, borderline homicidal rampage in a vampire with poor impulse control will let go of her wrath if you say the magic words "I'm sorry".

Happy Merchant (-400): You have the ability to trade gold to boost people's abilities, experience and similar as long as you receive a fair compensation, which may also apply to yourself. Gold vanishes if you use it for this purpose. Or instead, you can trade gems for gold, gems also vanish if used to create gold from them. You can also craft items (from gems) that will let people refresh mana, health or special abilities on use.

BUT IT WAS ME, JUMPER (-600): You're a master at disguising yourself as other people. Even a simple wig and a dress could see you disguised flawlessly as someone else. You can also exactly copy their speech patterns and the sound of their voice. Additionally, when you're disguised as someone in the same jump as you, you're somehow able to pull off all their abilities and come up with copies of their gear despite having no preparation than preparing a disguise, though this effect will immediately end when you drop the disguise.

Witch:

Master Thief (-100): You're very skilled at borrowing things without asking for permission and not giving them back. You could sneak into a guarded mansion pilfer a bunch of books and get away scot-free despite wearing a very distinctive garb.

Gemcrafted (-200): You have the ability to turn use the power of gemstones to create an alternate dimension full of replicas of terrain and people. Additionally, you know how to create loyal, obedient monsters and replicas of other people who can fight for you, or perhaps just guard your alternate locations, and you may communicate with them clearly regardless of distance. A weak monster might require a couple of amethysts, while one that can fly around, fire lasers and take a terrible amount of damage might require at least a high-quality diamond. Creating alternate dimensions will require on the order of thousands of gemstones even for a relatively small patch of land. Also note that none of them are truly intelligent and just follow pre-programmed orders.

Witch Magic (-400): You can cast balls of energy that home in on your target, which can take on multiple configurations based off of the Chinese five elements from paper dragons to bouncing balls of fire, manipulate books to make them fly around and use them as a secondary casting point for you which will allow you to channel any magic you can cast through them instead, and of course, fire a great fucken big laser called the Master Spark.

Custom Loadout (-600): You're adept at adjusting your powers to target specific opponents on the fly. With a bit of preparation, you can change how your powers, minions, items and the like work to directly take advantages of enemy weaknesses or nullify any advantages they hold, such as allowing them to continue moving or attacking while time is stopped.

Shrine Maiden:

Barrier Breaker (-100): You are very good at violating boundaries meant to keep you out. With a bit of time and preparation, you could easily bust a hole in between pocket dimensions and get in that way without its owner even noticing your arrival – until you start wrecking stuff of course. Keeping you from getting in will be rather difficult.

Beat Some Sense Into Her (-200): You can have the bizarre ability to make people more rational and willing to listen by fighting them. The more you hit them the better they'll listen to you, actually defeating them in some kind of combat will convince even the most intractable battle-loving drunkard to give you a fair hearing and be much more likely to obey any demands you make.

Maiden Magic (-400): You can throw balls of fire, summon lightning above your body (helps prevent people jumping over you), craft specialty sealing ofuda that can either freeze your enemies in place for a few seconds or be flung around as disposable chaff to prevent your enemy's attacks from hitting you, and summon yin-yang orbs up to twice your body size. The yin yang orbs hurt a lot because they are very big and getting hit with one is no joke.

Get Serious (-600): When defeated in battle for the first time in the fight, you can instantly heal yourself, refresh all your special abilities, and all your abilities will be roughly doubled until you are either defeated again or the battle ends. You need to be alive to use this ability, however. Making a dramatic speech about using your full power is recommended, but not necessary.

Items:

Items are discounted for the relevant origin; 100 CP items are free instead of discounted. Lost, used, or destroyed items respawn monthly. You are permitted to freely import any similar items into purchases here.

Frilly Costume (free): You have a very frilly, very stylish costume. It has no particular traits beyond being clothes. You are free to customise its general design.

Gems (-50): Magic crystals that somehow improve your abilities, though not all that much until you start stacking a great deal of them. Every purchase gives you one hundred and fifty amethysts (which improve your graze rewards), thirty aquamarines (which improve the rate at which your MP recovers), fifteen topazes (which improves your special ability recovery rate), eight rubies (which improve your defence), seven sapphires (which improves your attack power), five emeralds (which helps your health to recover), and one diamond (which improves both attack and defence, twice as much as rubies and sapphires do). Additionally, they can be used to power monsters and traps, with more powerful ones requiring higher quality gems, if you know how to use them.

Gold (-50): You have a thousand gold, which is the local currency here. It returns in a month if you spend it all.

Tea Set (-50): You have a cabinet containing a collection of various kinds of fine loose-leaf teas, as well as your own Western-style kettle, teapot, fine china, milk, sugar, and biscuits to go with tea. You always seem to have more tea, no matter how many cups of tea you make. Comes in red, black, green and every other kind of tea to boot. Very popular in this world.

Booze Cabinet (-50): You have a cabinet with enough alcohol to knock out an oni. This is not hyperbole by the way, it somehow manages to store a truly vast quantity of liquor. You are permitted to choose whether it has a great deal of fine wines fit for a noblewoman, beer fit for a video game developer, or local Japanese alcohol such as sake, umeshu or similar drinks. Or some combination of all three.

Drop In:

Stun Weapon (-100): You have an electrified weapon, possibly a knife or something similar. When it hits someone, it produces a painful and incapacitating jolt of electricity that can spread to nearby enemies (but not further from there), strong enough to render most monsters incapable of action for a few seconds.

Recovery Items (-200): You have three each of three kinds of magic capsules that take on a vague, telephone-esque shape. The first instantly fully refreshes your health. The second instantly fully refreshes your “mana” or similar magical power, and the third instantly fully refreshes your other special abilities. Naturally, you can hand these out, trade them with other people, or just stockpile them for yourself.

Vending Machine (-400): You have a large, vending machine that freely vends cans of soda. Drinking from the soda gives you a one-use full restore of all your injuries and roughly trebles your regeneration of “mana” until it is fully refreshed – this does not stack with itself. It needs to be left alone for a few seconds between uses to recharge, and it is still a big, heavy soda machine; don’t expect to easily lug it everywhere and it needs to be plugged in to work. It also comes with a small recycling basket which will reward you with ten gold if you toss an empty can into it.

Kappa Kapsule (-600): You have a green and blue mech, obviously designed by the kappa Nitori. It can use its own jets to take off and fly around, in addition it can fire landmines, independently firing laser gun platforms, and has a pair of twin-linked laser machine guns on the sides. It’s well suited to ramming people, since its sturdy construction and heavy weight gives it a particularly fierce hit. Finally, it is particularly solidly built and can take quite a beating before being destroyed.

Servant:

Knives (-100): You have one hundred balanced, throwable silvered knives, if used they return at about one every second, though naturally you can simply pick them back up again to bypass this.

Chainsaws (-200): You have a set of ten chainsaws. Despite their normal size and weight, in your hands they are extremely light and can easily be hurled a reasonable distance for a chainsaw, and it is very good at getting stuck in the body of someone, where the whirling, spinning teeth will inflict some grievous injuries.

Shielding Dagger (-400): You have a pair of daggers and intricate clockwork mechanism that, upon activation, oscillates around your body for five seconds, blocking attacks aimed at you and cutting anything that gets close. Unfortunately, its damage output is rather mediocre, but it can still kill people if you keep pressing them up against the bladed cage.

Lost Holy Sword (-600): You have a sword wreathed in a crackling energy field. It’s capable of flight and independent action. You may order it to fly off and unerringly attack a specific target or go hunting on its own for enemies (including ones you may not have noticed). This does not require any particular concentration to use; you may move around and fight on your own while your sword assists you.

Mistress:

Magic Sword (-100): Like the sister’s magic swords, you have one too. You can channel your own magic, if you possess it, through the sword to cast any magic you know. Other than that, it’s a very nice-looking weapon.

Time Freeze Camera (-200): You have a vintage, 19th-century style camera. Anyone caught in its photograph is instantly frozen in time and space for about three seconds, allowing you to hurt them without repercussions. It may be used repeatedly, though it suffers a six second cooldown after each photograph. Worth noting is that this effect works through walls, to a distance of about twenty feet.

Nitori Express Hotline (-400): This reusable, bulky, old-style mobile phone allows you to call in a friendly Kappa merchant to sell you upgrades to your powers at ever-increasing costs in exchange for gold, and she will also trade gemstones for gold. Alternatively, you can give this to someone else to allow them to bring you from anywhere else in the same dimension upon use. You are free to choose a suitably dramatic entrance.

Gemstone Wings (-600): You have a pair of “wings”, that are more like tendrils with gems attached to them, coming off your back. You can use these to fly, shoot beams and balls of energy, slice people by swinging them, and create five copies of yourself that can attack independently, though they vanish if they are struck and every copy vanishes if you yourself are hit. These effects will continue to grow stronger the more gems you feed into the wings as you can begin creating more semi-real copies of yourself that possess ever greater attacks.

Witch:

Witch's Broom (-100): You have an ordinary-looking broomstick. When you are seated upon this you can magically fly around in every direction; ducking, weaving, standing on it to cast spells, and similar feats of skill are second nature to you. Even ramming it into someone won't damage it somehow. Surprisingly comfy, despite being wooden and being a broomstick means it's very useful for sweeping.

Cannon (-200): You have a large, antique looking bronze cannon and one hundred cannonballs with enough powder to fire all of them. The cannonballs it fires are roughly the size of a fairy and naturally cause some serious injury on contact. Comes with an optional fairy maid to fire it instead of yourself. Alternatively, you can instead choose to have a gatling gun (and may purchase this twice to get both) that comes with ten thousand rounds, and while each individual bullet causes far less damage it makes up for it in sheer volume of fire.

Library (-400): You have a copy of the Scarlet Devil Mansion's library. It's very extensively furnished with grimoires and other books containing extensive information on magical arts and the world around you. You could easily teach yourself or someone else any magic in this series with the contents of the library, if you had the patience to study the vast trove of wisdom.

Mini-Hakero (-600): You have a small (it can easily be held in one hand) magical furnace. It's an excellent magical amplifier, enabling you to significantly multiply the damage and power of any spell you cast using it as a focus. A regular laser beam might turn into a gigantic beam larger than yourself, capable of blasting a mountain to ash. You can, of course, tone this down and keep the aesthetics of a gigantic laser beam or similar spell while rendering it non-lethal, as utterly vaporising your opponent is generally considered poor form in spell card battles. Additionally, it's a nice source of warmth or cool air.

Shrine Maiden:

Gohei (-100): You have a gohei, a magic stick with zig-zagging paper streamers. Despite its apparently fragile construction, it is extremely durable, can be swung around like a whip and hurts a surprising lot getting hit by it.

Torii (-200): You have a pair of wooden torii, that you carry and place anywhere you like. Anyone, whether they are friend or foe, who enters a torii can instantly teleport to any other torii they choose. You do know how to make more, as well. Note these are not subtle things; in addition to being large, the entrance glows with a brilliant white light.

Ofuda (-400): You have a hundred specialty sealing ofuda. If someone who is not you touches it, they will be frozen in space and time for three seconds, enabling you to hit them with follow-up attacks. Despite this, they're still paper and can be destroyed like paper as long as it is not attached to someone, and you would need to throw them in volume to reliably seal someone. **If you have Maiden Magic, you receive a discount on this, which becomes free if you are a Shrine Maiden.**

Shrine Battle Fortress (-600): You have a floating pseudo-fortress containing a pair of yin-yang orbs in heavily stylized sessha, which you can fight from the main "shrine". It can summon small teleportation holes, enabling you to redirect your ranged attacks into unexpected directions, summon special ofuda shields that can block a single attack each, and shoot out lightning bolts and fireballs.

Companions:

Import (-300): With this option, you can import up to eight companions or create up to eight custom companions. Each companion gains 600 CP to spend throughout the jump document, as well as any discounts and freebies they're entitled to. Companions may not take drawbacks.

Canon Character (-100): For 100 CP, you may take any one canon character you convince to join your chain as a companion.

Drawbacks:

Bigger Cast (+0): Normally, out of all the Touhou cast, only Sakuya, Meiling, Nitori, Marisa, Reimu, Patchouli, Remilia, and Flandre would be in this alternate-Gensokyo. With this drawback, you may expand, so to speak, the cast roster, adding in their personal territories in addition to themselves, and extra created monsters to reflect their own nature and environments. Note this may make the scenario (below) significantly longer. Especially if you pick...

- **Nightmare Mode (+200/+400/+600):** If you think the base setting wasn't hard enough, we've got some expansions for you. For +200 CP, every named character in Touhou has come into this world, all with a good reason to battle you. Naturally, the mansion will continue to expand with new zones for them. For +400 CP, every individual character, including background characters and the teeming masses of nameless civilians, has become a boss fight, though the pushover characters have been grouped into a multi-boss fight. And they all have reasons to fight you. To your way through all the themed crystal-monsters and defeat every new boss in all the new segments of the map is nigh-guaranteed to be an exercise in tedium. And, if you're an absolute madman, for +600 CP this also covers everyone introduced in the PC-98 games as well, including those in Makai and Hell, under all the conditions brought up earlier.

Alternate Canon (+0): Is there another form of Touhou you prefer? Different characterisations, designs, perhaps even a rule 63 version? By taking this option you're free to mix up canon and fanon, or perhaps use a different fanfiction as the base setting for this jump.

Invisible Walls (+100): Perhaps you thought you could just leave this dimension and go adventure elsewhere? No more. You are trapped within this faux-Gensokyo until the main plot is resolved, no matter what you try to do. Only then may you leave this dimension.

Horrible Communication Skills (+100): You... seriously lack something in the "talking" department. Sure, you can string together sentences, but you have a terrible habit of not telling people very important information that they desperately need to know, like for instance your suspicions about who is tearing up your fake mansion, or the reason you're pinching someone's precious goods.

My Precious (+Varies): Someone has stolen something very dear to you. You are very angry about this and want to go beat them up. You are free to choose which character has stolen your precious things, and you are more than willing to tear this whole faux-world down to get revenge on them. For 100 CP, it's something relatively minor and easily recoverable; a couple gems perhaps, a very nice hat, or something along those lines. For 200 CP, it's something important to you, and one of the major characters here has taken from you; you will need to go fight them without it and get it back.

For 300 CP, it is something very powerful and recovering it will be a major adventure on its own; something you will need to tear up the whole mansion to get back and deal with the many powerful “bosses” within.

Asthma (+200): You have a bad case of asthma, and while it is not severe enough to be life-threatening, it is painful, and you will find that you are regularly short of breath and cannot exert yourself for very long. Expect to find major battles extremely difficult if you cannot complete them extremely quickly.

Gullible (+200): You’re a little too trusting for your own good. You won’t question frankly improbable and suspicious events, preferring to take their explanation at face value even when basic logic says you should not. After all, the kappa merchant couldn’t possibly be suspicious, she’s being so helpful!

Spell Cards (+Varies): All of your attacks have been replaced with spell cards; all of them suffer glaring gaps that can be dodged or woven around with enough skill. Spell cards were designed to prioritise aesthetics over battle effectiveness, which you will become intimately familiar with. For 200 CP, it’s nothing more than a nuisance that will unnecessarily draw out your battles and expose you to even more risk of defeat. For 300 CP, this is much worse; every attack you make will be heavily telegraphed, and in addition all your opponents will receive dodge rewards (healing and quickly refreshing special abilities) from your spell cards, as if they had the Grazier perk above. This will make dealing with your opponents here vastly more difficult.

Suspiciously Well Designed (+300): It seems this mansion was specifically designed to challenge you. Random enemies scattered around will have ways around your own powers that would ordinarily make defeating them easy, such as being able to move when time is stopped or having powers that shut down your supernatural abilities and temporarily reduce you to the status of being a mundane human. Only your wits and reflexes will guarantee making it through this dimension.

Boss Rush (+200/+300/+600): You will not be entering this jump normally. Instead, you will appear face-to-face with Meiling, already roaring up to fight you. Should you triumph, you will immediately face Marisa, then Patchouli, then Remilia, then “Nitori”, then Flandre, then Sakuya (who will not have her powers restricted this time around), and then finally Reimu herself. To be defeated in combat even once will fail this jump, and your chain. This is the +200 CP level. For an additional +100, +300 CP in total, you must do it all without being hit even once for all their attacks, a difficult but not wholly impossible task for those with good reflexes and great dodging skills. To add on another +300 CP, +600 in total, you must have made an enemy of *everyone* because everyone will be going all out, no-holds-barred on you and straight-up ignoring spell card rules in favour of trying to defeat you. This includes Remilia’s ability to manipulate destiny and Reimu’s incredible luck and ability to become briefly intangible and invulnerable, though at least Flandre won’t instantly kill you with her ability to destroy anything.

Scenario: 100% Completion

By taking this scenario, you instead start replacing Sakuya as the current ~~victim~~ tester of the mansion. Somehow, all your out of jump perks, items and the like are missing, while any in-jump purchases that can logically scale shall be reduced to a tenth of their effectiveness. They have, in truth, been

scattered around the fake mansion in creatively hidden places, or else in the hand of a friendly kappa merchant willing to trade you gems to get them back. To succeed in this scenario, you must adventure through the mansion, defeat the “bosses” who are Meiling, Marisa, Patchouli, Remilia, Flandre, and Reimu, and recollect all your lost items and perks. The jump will not end until you have totally completed this scenario. If you are defeated here, you will fail this scenario and lose everything you have purchased in this jump document, though your chain will continue as normal.

If you succeed, your rewards are twofold. First, you gain a copy of Flandre’s power that started the whole plot in a nutshell. If you can visualise the “eye” of an object inside your hand, it will move there, and if you then crush it, it will be totally destroyed if it can possibly be destroyed, regardless of the intervening distance. Typically in a dramatic explosion.

Secondly, you get the fake mansion to come with you. As it was originally designed to be a playground for Flandre where she could go hog wild without risking harming anyone, you too can continue to smash it apart for gems. The monsters within it will respawn instantly the moment you leave their room, though the few people inside it during the plot will not be coming with you as well.

Ending

You know the drill here. Do you

Stay, in this version of Gensokyo?

Return Home, after your crazy adventure?

Or do you **Continue** onwards to a new world?

Notes

If you have Gemcrafted or Gemstone Wings you do not need to purchase Magic Rocks to have the perk or item work in future worlds with local gemstones.

Perks that remove your need to eat or drink also removes the need for youkai to scare people to survive or vampires to consume blood.

Changelog

1.3.1

- Expanded the Nightmare Mode drawback.

1.3:

- Added the drawback “Nightmare Mode”: All Gensokyo is copied in this alt-dimension and you need to beat them all up.

1.2:

- Added booze cabinet
- Clarified youkai needing fear in the notes.

1.1:

- Adjusted formatting
- Redid drawbacks
- Added “Youkai” and “Witch” races, expanded the Vampire race.
- More content to existing perks, items and drawbacks
- Added Magic Rocks to take how gems work here into future worlds.
- Added Notes section
- Added a tea set.

1.0

- Released