

MUSHISHI

They dwell unseen in the shadows… a host of creatures completely different from the flora and fauna familiar to us. An invisible world of life within our own. Since the dawn of humanity, these phantoms have inspired fear in those who could not understand, and have over the ages come to be known as mushi.

"I suppose there's really no simple way to explain what they are, but let me give you an analogy. Say the four fingers on your hand represent animal life, and your thumb represents plant life. Human beings would be all the way at the tip of the middle finger, the farthest point from your heart.
Moving toward the palm of your hand, you find the lower forms of animal life. When you get to your wrist, though, that's where your blood vessels combine into one, right? This is where you would find fungi and microorganisms. From here, it becomes more and more difficult to distinguish between plant and animal. Even so, there is still life beyond this point, and if you keep going, all the way up your arm, past your shoulder, and when you get to the place that's closest to your heart… these creatures are the mushi. They are life in its purest form." – Ginko

Welcome to the world of Mushishi. The story, or rather stories, take place during an imaginary time during the Edo and Meiji periods in historical Japan, which is where you'll be starting. It should be noted that the effects mushi can have on humans and other life range from helpful to seemingly malicious, but mushi are not inherently bad or evil. They, like all animals, are simply trying to survive.
You'll arrive at sunrise on the edge of a rural Japanese village. Here's something to help you on your journey.

+1000 CP

If you have any questions about terminology found in the document, please consult the Notes section.
Thank you.

ORIGINS

You may choose any age or sex appropriate for your species.

Wanderer (drop-in) (0)
This also may be taken as an origin with memories. You'll be part of a nomadic tribe that wanders along the path of Light Veins. These are places where the River of Light, a life-giving underground flow of embryonic mushi, come close to the surface. This tribe is experienced in observing fluctuations in the veins to divine the weather and natural disasters.
Otherwise, you're an unknown element, unfamiliar to humans and mushi alike.

Mushi Master (100)
Also known as a Mushishi, these are a select group of people with the ability to see mushi. Mushi Masters travel the land, helping people and solving problems that mushi have caused, and devote their lives to studying and understanding them. They carry items, often in a wooden box, that can capture, ward off, or even kill mushi.

Mushi (100/200/300)
Kagebi (adult form) (100) – This small mushi's adult form is surrounded by a wisp of blue ghost-fire. It's warm to the touch, but when near humans or animals, it draws heat away from them, soon causing death. Food and water that's cooked or boiled using the mushi's flame causes internal frostbite when consumed. It isn't very durable, though, and can easily be crushed and destroyed.

Usobuki (100) – These mushi take the form of butterflies in winter, and flowers in spring. They have the ability to activate the Harumagai, or false spring. In winter, this causes plants in the surrounding area to temporarily awaken from hibernation, creating a lush green landscape. Usobuki can send people or animals caught in the "false spring" to sleep.

Kagedama (100) – A snake-like, translucent shadow mushi that is sensitive to light. It likes to hide in the shade of old trees. Kagedama feed on memories, entering a host's brain through their ear. Once it has embedded itself in a host, it can't be removed unless it chooses to leave.

Uro (100) – These tiny black mushi shaped like a teardrop are most often found in enclosed spaces. They're capable of creating portals called uro passageways, letting them escape to other places when, for example, a door is opened to a room containing them.

Tenpengusa (200) – Also known as "wayward stars", these mushi take the form of a glowing white comet when they occasionally come down to Earth to hunt other mushi. They live in the Sea of Stars, which exists in the sky parallel to the underground River of Light.

Nagaremono (300) Rather than a singular species, this is a classification of mushi that are created when Kouki (mushi that live in the River of Light) combine with a natural phenomenon. An example of this is the Kouda, which looks like a backwards-rainbow and can take on a wide variety of shapes.

Sanekuimushi (300) – Also known as the "core-devouring mushi". For good reason, because they subsist on human souls. It appears as a massive, black, snake-like cloud that has a multitude of tendrils coming off the place where its head would be.

Kuchinawa (300) – This mushi takes the appearance of an extremely large, white snake - enough to coil itself around a mountain's peak. It hunts Mountain Lords, and consumes them, erasing every memory or object that was associated with their existence.

Mountain Lord (100)
Also called Masters or Gods, these creatures watch over mountains and landscapes that have particularly strong connections to the River of Light, an underground flow of mushi called Kouki. Often, they take the form of an animal that was born in the previous Lord's domain, but mushi and humans can also become them. They typically have some sort of plant growing out of their body, such as moss on a turtle's shell, or flowers on a person's head.
This origin can be combined with any of the others. If not, you can be any modern Earth animal of your choice.

PERKS

100 CP perks are free for their origin, and other associated perks for the same origin are half off.

Youshitsu (0) – The ability to see mushi. Post jump, it also works on any spiritual or magical entities that can hide from people's sight.

Sore Feet Song (0) – A full recording of the Mushishi soundtrack. It'll only play when you want it to, and will never be distracting.

Ginko Exposure (50) – At some point in your past, you were exposed to the Ginko mushi's light. One of your eyes has been lost, leaving nothing but a gaping black void. Despite this, your sight continues to function just fine. The color of your hair and eyes have also changed, becoming white and an unearthly shade of green, respectively. Additionally, you can see perfectly in darkness.

Stabilized Suiko Host (200) – Allows you to breathe underwater, turn transparent, and turn into liquid. Due to hosting this mushi, your hair will become a deep forest green color.

Stabilized Ganpuku Host (300) – Slowly, your sight will become sharper, eventually able to see things clearly over kilometers away. After many months, you'll start seeing through walls and any other solid objects. Several years later, you'll be able to see into the past and future. This sight can be perfectly adjusted at will, and you'll never go insane or be disoriented because of it.

Imeno no Awai Host (400) – Instead of the body, these tiny bird-like mushi live in the pillow of its host. They have the power to make the host's dreams become reality, though it doesn't always work. Nothing overtly supernatural is possible for them, and they can only manipulate the host's immediate environment. Comes with the ability to lucid dream. You're also able to put the mushi into hibernation at will, turning this ability off.

Left Hand of God (700) – You've been born with a rare and special power - the ability to bring drawings done with your left hand to life. Comes with artistic talent and ambidexterity. You can even use it to recreate items or beings that have spiritual and magical qualities. However, if you're replicating something, you need to have seen it beforehand. Things with powerful or useful abilities will also take far longer to draw. The size ratio of your drawing and resulting creature or object is 1:1.

Mushi Master

At The Forest's Edge (100) – Solving problems caused by mushi can be an exceedingly dangerous job if one doesn't know exactly what they're doing. Thankfully, you do. You have analytical and observational skills bordering on superhuman, quickly cross-referencing what you see against all of the information you possess. Even in dangerous or time-sensitive situations, you quickly come to accurate and helpful conclusions. Even more, you're exceedingly lucky in finding clues that can lead you to them.
This ability lets you act with calm competence in nearly any situation, from fighting and hunting, to making speeches and plans.

Mugura (200) – Found in places guarded by a Master, these tiny neuron-like mushi are said to be the nervous system of a mountain. As long as you don't show any disrespect or have hostile intent towards the Master in question, they'll let you connect with the Mugura. This allows you to see anything in the Master's domain. Post-jump, the Mugura can be utilized in any natural landscape, as long as you're touching the ground.

Second Eyelid (400) – Try now, to close your second eyelid. Only then, will the path to true darkness be revealed…
From the time that man first emerged into the light, it is said that he forgot how to close his second eyelid. However, this development was perhaps for the best. For before that time, many a man had lost his sight from staring too long into the underground river of light.
You, though, are not one of those men. No matter how far down the path of corrupting influences, transfixing sights, and cosmic horrors you walk, you can always come out the other side having gained instead of lost. By staring at otherworldly beauty, you'll take away a profound appreciation for life instead of losing yourself in it forever. Even the most inhuman and strange creatures, regardless of how different they are from humans, are never incomprehensible to you. If you so choose to reveal these secrets to another, they will be able to understand them with as much safety and ease as you do.

Koumyaku Master (600) – As a Mushi Master, this is a rare ability to have developed. You can draw tiny mushi called Kouki from Light Veins, places where they flow underground and influence the landscape above, making it lush and green. This liquid has a variety of effects on living things, but the most visible is on plants. If a person drinks enough of it, perhaps just a cupful, they'll be freed from the laws of life governing human bodies and turn into a mushi, with all the benefits that entails.
Kouki can also be sealed or made into objects, giving them purifying and life-bringing qualities. In future jumps, you'll be able to bring new Life Veins into existence and continue to draw from them. You can even make toxic and barren wastelands spring back to life. This ability also confers a vastly increased ability to manipulate and generate any sort of substance related to life force.



Wanderer

Every 1000 Years (100) – Mushi have quite mysterious habits and life cycles. One forcibly syncs its host to its own lifespan, making them to rapidly age over the course of a day, and wake up as a baby the following morning. Another separates into hundreds upon hundreds of smaller mushi, and only after a thousand years they rejoin, whole once more. Yet others come out only at a lunar eclipse, or fall from the sky like shooting stars. As you can imagine, these events are difficult to witness without incredible timing and a great heap of luck, both of which you are most fortunate to possess.
Just by travelling, you'll happen upon rare once-in-a-lifetime events, and will be able to safely observe them, despite any associated dangers.

The Hand That Caresses the Night (200) – Whether you hear the echo of ringing bells in the distance, see a strange string hanging from the sky, walk a path that seems to be eternally looping back on itself, or just get a feeling that something is off, you instinctively notice and feel the degree of danger it poses. Additionally, you'll always know how to safely get away from it. This isn't limited to simply running in the right direction - you can do anything from talking down an angry mushi to walking between the correct two trees, if it means getting out of a dangerous situation alive.

Fleeing Visions (400) – Mushi have hid from the knowledge and sight of humans for generations. By endlessly wandering this land, a small fraction of their power has been passed on to you. Even in plain sight, you can pass under the notice of people, even those with the keenest of senses. As you sink more and more into obscurity, you'll eventually be able to hide from the most powerful of mushi.
Post jump, this ability will give you significant resistance against precognitive, scrying, or other extrasensory abilities, and the inability to be observed by any kind of technology. Unless you wish to reveal yourself, that is.

In a Sea of Otherworldly Stars (600) – How strange… it seems that you didn't quite make it here all the way when you came to this world. Part of your body is separated from the real world, anchored to one that mirrors it. Due to this otherworldly nature, mushi find it exceedingly difficult - one might even say impossible - to get a hold on you, manipulate your body, or otherwise affect you, no matter how esoteric their methods are. Perhaps, with time, you'll be able to pass on this nature to others you are close to. This explicitly confers immunity to memory and sensory tampering, possession, mind control, and parasitism, along with soul manipulation and theft. Post-jump, it also gives you high resistance to any other negative effects caused by ghosts or spirits.



Mushi

Shadow Biology (100) – Mushi are, by nature, unlike any plant or animal - and their biology reflects this. Many are made up of simple organic or geometric forms, with no sign of organs or biological functions. They don't depend on certain parts of their main body to survive, so they lack a physical 'weak point'. In human or mushi form, you won't suffer the usual consequences of having your heart or brain destroyed. You'll still be able to live, think, and see, despite it. However, if the majority of your body is severely damaged, it'll still be fatal.
If you have a human origin and take this perk, you'll become part-mushi, though not to the point that normal people can't see you.

Line Between Worlds (200) – The mushi and human worlds lay side by side, but few are freely able to cross from one to the other. You are one of said few, gaining an alternate humanoid form, though it may not look fully human. You'll still be able to use all of your mushi abilities while in it.
Post jump, this benefit extends to any powers, whether physical or magical in nature, that are locked to a certain form of yours. You'll continue to be able to use them in any shape you take.

Cure in the Curse (0, 400 to keep) – Many mushi have natural weaknesses that can be deadly, or will render them highly vulnerable. For example, Uro can't live long in spaces that aren't enclosed, Yabasi dislike salt breezes, and Ah can be defeated by simply placing your palms over your ears. Others just have extremely short lifespans, or rely on a specific host for sustenance. You, however, are highly resistant to the weaknesses of your species, and can live for as long as you like. As long as you aren't killed by another Mushi or Mushi Master, that is.
If you purchase this with CP, it confers total immunity to species-related weaknesses, and will extend to any other alt-forms post jump.

Symbiosis (600) – Unlike humans, mushi feed off a wide variety of sources for sustenance. Some are as simple as sunlight, and others esoteric, such as the time a person has spent living. Oftentimes, mushi are parasitic, in that they cause negative effects towards their host. You, however, are different. Any relationship you have, whether it's with your powers, friends, items, or other abilities, can be turned into symbiotic ones. You may still need to pay a cost for what you desire, but it will always be something you can afford - and never anything permanent.



Mountain Lord

Claiming Rights (100, Lord only) – Like all Lords, you have a piece of land under your jurisdiction, which you provide peace and balance to. Your command over it is so strong that even if you leave your domain, as long as things were peaceful when you left, they will remain so until you return. In future jumps, you can claim other territories which will retain this effect. Life will soon flourish in your chosen area, even if it was previously polluted or barren. You also have a degree of spatial control over it, allowing you to make people permanently lost inside, make it impossible to find, and other similar effects. However, you can't claim cities or other highly populated places.

To Sleep In the Mountains (200) – As a being so important to the natural order, you have a presence emanating from you that other animals can identify on sight. No matter where you travel, animals will never attack, considering you an honored guest. Even the most ravenous and wild of beasts will lay down before you. However, note that this does not work if you take any deliberately hostile actions against them.

Umisen-Yamasen (400) – One thousand years in the ocean, one thousand years in the mountains… surely, a person who's lived for so long could get out of any situation by the weight of their experience. As you age, your wisdom and wit will continue to increase. Though, after two thousand years you'll have reached the natural limit for any living animal, whether human or dragon.

Green Throne (600) – Your close relationship to the River of Light is perhaps what has caused you to be imbued with a fragment of its power. Flowers spring into being wherever you step, and water instantly becomes pure in your presence. Nature responds to your very beck and call, allowing you to grow enormous trees the likes of which mere humans have never seen. Even the landscape itself flows with your influence, slowly letting you raise mountains and carve valleys into existence.



ITEMS

Mushi Species
50CP mushi are free for Mushi Master, and the others are discounted for them.
If the mushi dies or otherwise expires, it will be revived a week later.
For an undiscounted cost of **200 CP**, any mushi you collect will survive and retain their abilities in future worlds.

Uro Cocoons (50) – These cocoons take advantage of the Uro's dimensional travel abilities, and are used by mushi masters to quickly exchange messages over any distance. You get twenty of them, and can instruct each Uro on which cocoon you want them to travel to.

Mushi Tobacco (50) – These cigarettes contain harmless mushi that can both repel mushi and restrain any nearby mushi by temporarily enveloping them in a solid white cloud. Comes in a pack of six which refills when used up.

Sake Gourd (100) – This gourd contains a kind of sake that uses a tiny species of mushi as an ingredient, giving it a distinctive golden glow. Its taste is divine and otherworldly, and flows endlessly. Despite looking similar to Kouki, it doesn't have quite the same effects, but does grant the ability to see Mushi to anyone who drinks it. Comes with a recipe, if you wish to make larger batches.

Kodama (200) – A bottle containing a fluffy, lilac-colored foam. This mushi infests trees and gives them incredible longevity and entrancing beauty, living for many centuries.
If a person ingests too much of the foam, all of their senses will be permanently dulled, with more severe effects if an increased amount is consumed. Or, if they've eaten it for an extended period of time, the Kodama will confer the same effects to the person as they do to trees. So much, in fact, that it's possible to cut their head off and graft it onto another person's neck. At the cost of their senses, a person could live for eight hundred years or more…

Uminaoshi (400) – These mushi look like masses of glowing tendrils, and feed on the time a person has been alive. When a person dies, they can send them back to an embryonic stage to be reborn. These take the form of pink pearls, and if consumed the dead person's memories will be reborn into the new body. Works as a one-up once per jump. You may choose to keep a patch of ocean containing them as a Warehouse attachment, or insert them into a predesignated area each new jump.



Other Items

Clothes (0) – A set of period-appropriate clothes. They'll always stay clean. You may choose a landscape to have been painted by a masterful artist on the interior silk of the coat.

Mushi Pins (50, free Mushi Master) – A set of five collapsible pins, around 8in/20cm in total length. Unlike most weapons, these can be used to trap mushi, even those who are intangible. They're also unbreakable and never dull. Post jump, this can be used on any incorporeal entity, such as ghosts or spirits.

Oibako (50, free Mushi Master) – A wooden backpack often used by mushi masters. It contains all sorts of supplies and substances used to attract, trap, and kill mushi. Some of them are exceptionally rare. All slowly refill after use.

Nazaru Seeds (100) – These five seeds are a little different than the one found in Mushishi. You won't have to sacrifice anyone to gain its effects, and any soil the seed is planted in will permanently remain supernaturally fertile and nutrient-rich.

Mushi Master's Log (200, discount Mushi Master) – A book that contains data on common mushi, and updates with information on any mushi you encounter. This includes an image and description, along with its habits, weaknesses, and abilities. Post jump, the book works with any creature or spirit, and the book's pages will never run out.

Patch of Forest (200, discount Mountain Lord and Mushi Master) – If you're a Lord, you may have a copy of the land you preside over as a Warehouse attachment. Its ecosystem, along with the Light Vein, will be self-sustaining, and it'll contain all of the mushi found there. Others can choose any non-inhabited piece of land they travel to during the jump. Once you choose, it'll immediately attach to the Warehouse, and can be used as a habitat to house any Mushi you collect.

Abandoned House (200) – A small, traditional Japanese home that's accompanied by a fish pond. It has the curious ability to be impossible to find or observe by anyone but you, even if another person is actively looking. This includes animals, mushi, and other spirits or entities. Each new jump, this can be placed in a forested location of your choice.

COMPANIONS

Import (50/100/200) – For one companion, four, or eight. Each get 600 CP and a single free origin. Unless they're a mushi, in which case they can take a 100 CP species for free, but have to pay full price for the other ones.

New Companions (50 each) – You can choose the companion in question before or during the jump. If they're already a mushi host, you can choose for the mushi to be removed, or for them to become symbiotic.
You may not use this option to create new custom companions.



DRAWBACKS

You may only gain 800 CP from drawbacks.

Extended Stay (+0) – If you desire to stay here longer, you can start at any reasonable point in time before canon.

Mushi Magnet (+100) – Mushi are naturally drawn to you. It'd be wise to not stay in one place for too long, otherwise they'll soon gather, causing trouble for yourself and others. Mushi will even start to accumulate around your Warehouse portal or door if you stay in there for too long.

Collector (+100) – You've developed a fancy towards collecting mushi-related objects. Items possessed by mushi can have a variety of effects, sometimes dangerous. I'd say to be careful… but you seem to be be absolutely determined to possess any mysterious object you come across.

Solitary (+100) – Any company you have will be temporary, for no more than a few weeks. This includes companions, but you will still be able to communicate or meet up with them once in awhile. Despite this, you won't feel so lonely. Perhaps it may even help in appreciating the atmosphere and scenery more.

Lightning's End (+100) – Lightning has a strange… attraction towards you. Expect stormy clouds to constantly follow your path. If you're not careful, you could easily be struck. The storms will vary in intensity and strength, but they'll always be by your side. Perhaps, you could even use this to help towns suffering from drought.

Wild (+200) – Most mushi can't take human form, and you're no exception. For the entire jump, you'll remain as a non-humanoid mushi, in spite of any shape shifting, illusory abilities, or alt-forms you possess. Additionally, the transformation has… changed you a little. Your mushi instincts are stronger, and you'll be far more inclined to seek out food or sustenance even if you don't need it. This drawback can only be taken by Mushi.

Mushi Banquet (+200) – You were picked for a special ceremony intended to turn you into a full mushi, but it was interrupted. You've become a shadow of your former self, considerably weakening all your abilities. Like real mushi, you can't be seen by normal humans.

Perfect Host (+200/300) – There's just something about your body that makes you an excellent, and highly vulnerable, target for any mushi that parasitizes other living beings. Even if you're a mushi, too. There are some ways to diminish this vulnerability, but not by much.
For an extra 100 CP, if you do become a host, it'll be far harder than normal to remove the mushi.

One-Eyed Fish (+300) – You were exposed to the light of the Ginko mushi for too long, and the resulting Tokoyami almost swallowed you. To survive, you had to sacrifice all your memories - except for a single word - and one of your eyes. The color of your hair and remaining eye have also changed. You won't be able to regain any knowledge of your memories during your time here.

Bittersweet (+300) – Not all tales have happy endings. Your time here will be filled with equal parts happiness and tragedy. Any abilities that skew fate in your favor have left you. Things won't always turn out badly… but you should be prepared for the worst.

Scribe (+200/400) – Your body has become a host for The Forbidden Mushi, an extremely powerful creature that terrorized the land long ago. CP gained depends on how much the coal-black birthmark covers your body. The covered part is rendered useless, and the process of removing it is extremely painful. It'll take far more than a single lifetime to finish. This drawback can't be taken by Mushi.

Echoing Bells (+400) – A Kuchinawa desperately wants to consume you. If this happens, you'll be entirely erased. Not even one-ups or similar abilities will be able to help you. All memories and objects associated with your existence will vanish.



NOTES

Perk, item, and drawback names are underlined.

Origins

Mushi
Usobuki may switch between butterfly and flower form at will.
Sanekuimushi won't gain anything other than sustenance by eating a person's soul.

Perks

Stabilized Mushi Host
Post-jump, this will become an intrinsic ability of yours, if you so wish. While the mushi themselves can be found in-jump, it won't be possible to gain their abilities without a severe cost, and even then it'll be temporary.
For example, after several years the Ganpuku will cause your eyes to fall out, and even before then you'll likely have gone insane due to lack of control over the scope of vision it gives you.
You may also purchase this as a mushi without a host that can later be transferred into one. If you're a Mushi, you can purchase this version to gain the abilities in a human form post-jump.
You may only pick one mushi to be a host of.

Left Hand of God
You can theoretically create or replicate any object or creature - even with its full power - with this ability, but you would need the requisite time, experience, skill, and knowledge to do so.

Most importantly, you cannot create anything that possesses significantly more power than you. Generally, anything that grants or has a power that you can match is fine. Since you're drawing it, you can't create concepts or incorporeal things.

Just as an example, if you had peak human strength and wanted to draw a suit of power armor that would double your physical capabilities, and were starting from scratch with the amount of artistic talent the perk gives you… you'd need basic knowledge on how the suit functioned (the perk does fill in some of the blanks). That, along with constant practice with the ability… would probably take you around 50-75 years to get the requisite skill, but only a month or so to draw it.
In another few hundred years, perhaps you could draw armor with the same capabilities over an afternoon.

Learning perks to make you extremely skilled at drawing will only somewhat help.
The most important factors in creating useful and powerful items/beings (in order) is experience with using the ability, the time taken in making the drawing, and knowledge of how what you're trying to depict looks and functions.

So, for example, it would be far more difficult to make your theoretical power armor have the qualities of adamantium or mithril if you've never observed it in person, or know what its exact capabilities are.

Every 1000 Years
This won't work if you're searching to observe a unique, specific event and the timing is off.

Shadow Biology
Some mushi are be an exception to this, but most of the trouble is finding where their 'true body' is. For an example, a field of flowers may be an extension/under the influence of the mushi, but their actual body is a single flower or bulb hidden within the field.

Line Between Worlds
You can choose to have your humanoid mushi form mimic elements of your true mushi form. For example, if you're a Kuchinawa, you could have snow-white skin and hair, along with slitted eyes and a forked tongue.

In A Sea of Otherworldly Stars
Some examples of said effects include your soul being devoured, sound sensory overload, constant memory loss, conceptual loss of body parts as a result of parasitism, possession, and spatial warping - one type can cause you to get permanently lost in a forest.

Claiming Rights
The mentioned spatial warping abilities will still function even if you leave, but you won't be able to make modifications to them if you're not inside your domain. The claimed area starts at the size of a small mountain, around 3000ft/900m tall. Of course, as you grow stronger, you can claim larger places. If a spirit or similar entity is already under the control of a place you want to claim, you can replace them as ruler if you eat them.

Companions

For New Companions, if they have a mushi parasite already and you want the relationship to instead be symbiotic, it'll function like the Mushi Host options you can buy for CP. All negative effects will be removed.

Items

The note about "For an undiscounted cost of **200 CP**, any mushi you collect will survive and retain their abilities in future worlds." basically gives fiat-backing to any mushi you manage to collect.

Uminaoshi
For the one-up to function, you need to have a companion or confidant consume the pearl. If they don't before the jump ends, it'll count as death.

Drawbacks

Scribe
200 CP version covers a single leg and arm, while the 400 CP version covers everything except your head and the arm you write with.
To get rid of the mushi sealed inside of you, you'll have to copy down stories about people killing mushi. It has to be done with writing, so the mushi will be trapped within the pages. This progression of its removal is slow. It's been sealed within and passed on down a family line for hundreds of years, and the most recent scribe still has an entire leg covered by the birthmark.

Mushi Banquet
This locks you out of any overtly supernatural abilities, magical or physical, except the few gained from being half-mushi, such as levitation, longevity, and the Shadow Biology perk from the Mushi perk tree.

Terminology

River of Light (Koumyaku)
The River of Light is a stream made of brightly glowing, tiny embryonic mushi called Kouki. It flows beneath the surface, covering the entire world. It's the origin of all mushi life. Places where it flows strongly near the surface are green and rich with life. Mushi are particularly attracted there. A Mountain Lord is always located at these "light veins", keeping the balance.

Light Veins and the River of Light are essentially the same thing, but a vein refers to a specific branch of it when it flows closer to the surface.
Kouki in their liquid form is also called Light Wine. If a person drinks enough of this, they will be turned into a mushi that looks like a human.
If you gain awareness to the Mushi world and are able to see the River, by closing your second eyelid, it would be wise not to stare for too long. It's so incredibly entrancing that you can easily become lost in it, succumbing to blindness, or worse, slipping away entirely.

Second Eyelid
A person's first eyelid is, of course, their physical one covering their eyes. When a person closes their eyes, it isn't true darkness, because they're still looking at the back of their eyelids. Closing your second (metaphysical) eyelid shuts out absolutely all light, allowing you to observe the River's glow.

Tokoyami
These are black mushi with an irregular shape created from shadows cast by the light of the Ginko mushi. They eat people's memories.



Changelog

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by Turnip

Special thanks to matacusa for help with formatting.