

MUSHI-SHI 蟻師

Before you'd hardly the time to consider your destination, you find yourself blanketed by an infinite darkness, hanging over you, and stretching across all cardinal points. Not the darkness of a moonless night, or that found behind closed eyes. This is darkness without reprieve, without equal. As if to give definition to the nothingness, a stream of golden light ebbs and flows beneath your feet. Extending forever from whence you came, and to where you shall soon be.

The Koumyaku, a river of light. It takes little time at all for you to notice the pulsations of what might otherwise be mistaken as beams or sparks. The river lives, the river is life. Life in its purest form, and within was a host of creatures completely different from the flora and fauna familiar to the human species. 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."

You may wish to stare, but the poisonous light had already begun to affect you, forcing your eyes to finally open. Once, to find the finite darkness of your own eyelids, and once again, to find the sun shining over you in the world of the living.

You have arrived in the closed-off island nation of Japan, in a soon to be forgotten time following the Edo period, and preceding what will be known as the Meiji period. People live simple lives, mostly blind to the phantasmal Mushi as more than fairy tales. Mushi are not inherently malevolent or benevolent creatures, but they often act in ambivalence to human needs and desires. As such, conflict between the two is not uncommon.

You rise, seemingly oblivious to the chilliad parade of Mushi gathering behind you.

+1000mp

{Role to Play}

*Choose the life you've lived, or the part you wish to play in this world.
Use them to decide your past and memories, or simply appear with none to speak of.
You're free to decide your age and gender, within reason.*

Unwary Bystander

❖ One Who Witnesses Mushi:

Those who suffer at the hands of Mushi are rarely those who make the effort to chase them. More often than not, they are just those who find themselves in the wrong place and time. Despite the strange phantoms you've been seen since childhood, you've lived an otherwise normal life until now. Only time will tell if it will remain as such

Wandering Master

❖ One Who Seeks Out Mushi:

Often called Mushi Masters. They are those who make it their business to study Mushi in the field, and to resolve incidents of conflict between Mushi and humans. Some take to their work as a kind of exterminator, while others prioritize nonviolent preservation. Still, their wisdom is acknowledged even by those who deny the existence of Mushi.

Eccentric Scholar

❖ One Who Reveres Mushi:

Aside from the proactive Mushi Masters, there are many who would rather learn about these peculiar creatures in a more controlled environment. Maybe you're a collector, a sage, or just haplessly curious. Most of your insight and resources are second-hand, but the amount you have compiled is far greater than that of most active Mushi Masters.

Respected Scribe

❖ One Who Chronicles Mushi:

A valuable resource for those who immerse themselves in the esoteric. You belong to a long line of scribes dedicated to the archival of Mushi behavior. You may not have much experience with Mushi yourself, but the knowledge within your archives will bring forth Mushi Masters from every corner of Japan, in the hopes of perusing your collection.

Faithful Guardian

❖ One Who Wards off Mushi:

Someone dear to you has been suffering from Mushi phenomenon for some time. Maybe a family member, or your sworn master, or even your entire community. You know full well how much of a menace these Mushi truly are, and you will take any action available to you to free and protect your loved ones. Be careful that you don't make things worse.

{Traveling Companions}

*This trail of 1000 Mushi seemed so neat before.
Now it appears that some have been tempted to dissent from the trail.
Perhaps they wish to feed on the choices of another?*

Visitors from the Unseen World

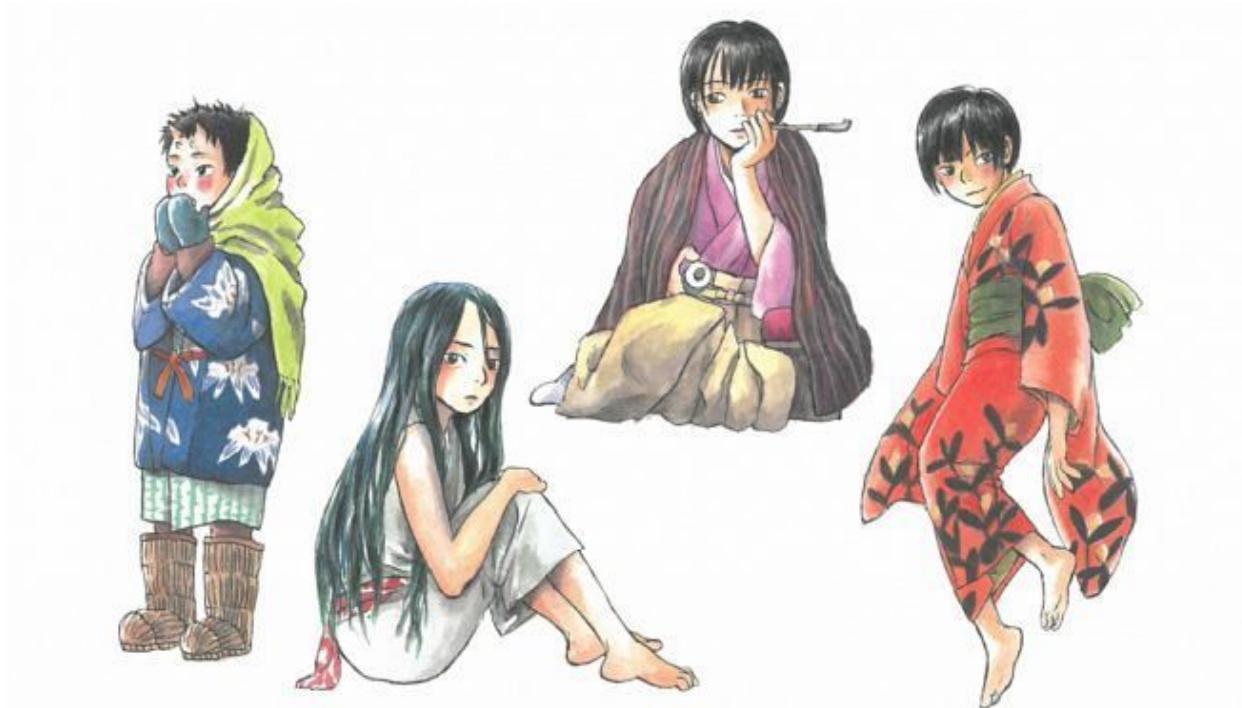
⌘ 50mp each for all, up to eight times:

The parading Mushi have latched on to your companions from past worlds, to give them a place in this one. They appear to have reproduced in the process, granting your ally 60omp of their own to spend. If you prefer, you can instead receive a new friend to accompany you from here one, with the same benefits. Companions receive the same stipend as you for Gifts of the Mushi, and may receive up to 200mp by taking on curses.

Residents of the Visible World

⌘ 50mp each for all:

Instead of tugging on old strings of fate, they have tied you into the lives of residents of this world. You may receive any individual from this world as a trusted ally for your time here. With their informed consent, they may join you in your travels to other worlds.



{Gifts of the World}

The eager Mushi lined up behind you have begun to sway in anticipation.

With each choice you make, more of the Mushi swell and disappear.

Their feeding will leave only a vacuum of potential in their wake.

Let the world fill that vacuum with gifts of talent and fate.

Missed Ones

※omp/20omp for all:

Mushi, or Midorimono, ambiguous and fantastical beings. Even across worlds, you'll find them wherever you may go. Not the exact same Mushi that you'll find here, as they will have adapted to their respective environment. They're no less strange, but any impact or threat they may pose to humans will be as invisible as their form. For 20omp, you'll occasionally come across Mushi with far more apparent effects on the world, but These will always be isolated events, with little to no impact on the world as a whole.

Youushitsu

※omp for all:

As common as Mushi are in the living world, their shapes and existence are vague, so very few humans have retained the ability to detect them to the modern day. You are one of those with the strange quality that allows you to perceive such creatures with all of your senses. Not just Mushi, but any creature normally imperceptible by regular humans. Unless you make an effort to focus on such things, you don't have to worry about losing your sanity to things you were never meant to perceive.

The Light of the Eyelids

※omp for all:

You've seen it once already, the river of light that exists in the infinite darkness, the Koumyaku. A skill long since lost to humans, you've regained the ability to close your second pair of eyelids. Doing so will return you to that darkness, allowing you to see the Koumyaku below you at any time. Be careful, this light is poison to human eyes, if you want to stare, look up at its reflection on the night sky. This can be taught, but teaching someone to move a muscle that they never knew they had is as difficult as it sounds.

The Sore Feet Song

※omp for all:

Is this the work of Mushi, or something else entirely? At your own discretion, music will begin to play with no apparent origin, as if your life was being displayed as some kind of show. Even if you turn this off, the ambient sounds of the world around you become far more pleasant and soothing from here on, barring times of very real danger.

The Place Closest to Your Heart

⌘ 100mp, 100mp for Unwary Bystander:

Mushi are dangerous beings, ones that can unknowingly destroy human lives simply by living their own. They are also wonderful beings that embody a primal, alien beauty that can't be expressed with words. You have come to appreciate this nature, and being a creative individual yourself, you can use the Mushi around you as a truly infinite font of inspiration. Whatever your creative outlet is, you have the ability to regularly create aesthetic and functional masterpieces, as long as you make the most of your muses.

The Living God

⌘ 200mp, 100mp for Unwary Bystander:

What could ever be worse than bearing a curse, save bearing the prejudice forced upon you for it? You have no intention of bearing such pain, and you have learned to turn any such fate on its head. With little more than your testimony, any malignant paranormal force can spun into a divine blessing. No matter how obviously evil or harmful a curse might be, you can convince the world around you of its holiness, and maybe even use it to garner favor or privilege in your community.

Finding Reasons to Wander

⌘ 400mp, 200mp for Unwary Bystander:

Most cases of human-Mushi conflict arise from the former group toying with forces beyond their comprehension. However, your case is different. Whether people, events, or creatures, the paranormal can't help but gravitate towards you from all around the world. A few months will have you swarming with regional Mushi, while a decade might call forth a rare mythological creatures from another continent, or have you witnessing "once every 1000 years" events semi-regularly. Such beings are compelled to see you as something enigmatic, and to observe you with the same curiosity often pointed towards themselves. This aura can be freely disabled, or even be set to exclude particular entities.

Eye of Fortune, Eye of Misfortune

⌘ 600mp, 300mp for Unwary Bystander:

You've had your fill of the cruelty of this world, and out of pity, the forces that be have given you a cure. You've developed and immunity to "tragedy" in itself. Any endings you reach in journeys you undertake are always happy or bittersweet, if not necessarily ideal. This doesn't make success or survival any more or less likely, but guarantees that such endings will never be a total net loss, and will be without regrets, whether that means growing as a person, stumbling into unforeseen opportunities or just making the future brighter for those you leave behind. This can be extended to anyone you hold a close bond with, or make an effort to help find happiness.

A Strange Quality

❖ 100mp, 100mp for Wandering Master:

Those born with Youshitsu often grow to have difficulty understanding the divide between “normal” and “abnormal”, as most humans see it. Still, such a shortcoming is unacceptable for a trusted Mushi Master. The second you lay eyes on something outside of what most humans would call “normal”, you recognize it as such. What’s more, this particular method of sorting makes analyzing and cross-referencing such phenomenon twice as effective. The more past experiences you have with the abnormal, the less time it takes to piece together a solid theory or two for what something is, and what it does.

The Home Called the World

❖ 200mp, 100mp for Wandering Master:

The work of a Mushi master is an inherently intrusive one. So you’ve made sure to pick up how best to get your foot in the door. Unless you give others reason to distrust or fear you, your intrusions into the lives of others will rarely be questioned. Asking for lodging will see you welcomed with open arms, asking about one’s private life will rarely offend, even territorial Mushi or animals won’t see you as a threat unless you present yourself as such. Sometimes you’ll be offered such kindness before you can ask. That being said, you can still be turned away for practical reasons, such as a lack of room or local laws.

Irreplaceable Water of Life

❖ 400mp, 200mp for Wandering Master:

Koumyaku, the golden river of light that runs beneath the earth. Where the Koumyaku flows, life flourishes, where it does not, land turns barren. Your experiences have given you unusual insight into the Koumyaku’s nature and behavior. You could map it by hand, or even predict when it shifts into a new position, you may even learn to alter the stream’s path directly. You know how to process Kouki from the stream, create artifacts that manipulate life and death, and who knows what other miracles you could create. I shouldn’t need to tell you that recklessly toying with the natural order is ill-advised.

The Cure that Lies in the Curse

❖ 600mp, 300mp for Wandering Master:

There are many Mushi Masters that embrace their position as an exterminator, but a rare few would rather seek coexistence with the Mushi. Thankfully for you, a nonviolent solution to any given problem, and its fallout, will always accompany the problem itself. Maybe a Mushi’s adult form is an effective repellent for its larval stage, maybe a Mushi that eats human eyes is accompanied by Mushi that can be used to create new eyes. The solutions won’t be obvious or intuitive, but they will never be significantly more difficult or resource-intensive than the violent alternative.

Those Virtuous by Nature

⌘ 100mp, 100mp for Eccentric Scholar:

With how cruel the world familiar to humans can be, it's not surprising that expressions of kindness is often met with intense gratitude. In your case, providing assistance to others will often be met with a remarkable degree of lasting trust. If you've contributed to your community significantly, it's easy to mobilize a whole town towards a seemingly meaningless goal. This trust extends to the point that, as long as you're providing a solution, you could get someone to accept that a problem facing them is paranormal in nature, even if you neglect to provide proof.

The Invisible World of Life

⌘ 200mp, 100mp for Eccentric Scholar:

Considering how common Mushi are, compared to how few humans can actually see them, you often find those without Youshitsu bumbling their way into a resolution on their own. You've acquired some of this luck, and have a talent for resolving dilemma with only partial, or inherently obscured information. You're the type who could try to ward off parasitic Mushi without Youshitsu, or cure an illness with no visible symptoms, and have a reasonable chance of success, even if you wouldn't know how you did it. This won't guarantee success, but you'll never make the problem worse via ignorance alone.

To Cherish the Unusual

⌘ 400mp, 200mp for Eccentric Scholar:

No matter how you look at it, the world really is a fantastic place, but it's all too common to become numb to its sights. However, when you're involved, the world just never stops being strange and incredible, even relative to your own standards. There will always be a new adventure to undertake, and new souvenirs to proudly add to your collection. You don't need to explore these extremes yourself, if you'd rather just ask someone else to bring them to you. Don't expect to become bored of life anytime soon, or ever again.

What Only the Rule Decides

⌘ 600mp, 300mp for Eccentric Scholar:

In the natural world, there exists a council of wise Mushi, known as the Rule of Life. They physically embody the natural order itself, and can even make adjustments when necessary. You've tapped into a perilous ritual, one allowing you to contact the Rule directly. The Rule of Life is fair enough to acknowledge their own shortcomings, and if you can convince them of the benefits it would hold to the balance of the world, you can talk them into making almost any change to the natural order. However, such changes always come at a great price. Furthermore, even if they acknowledge one of their ruling's as unfair, they will still insist on equally cruel punishments if broken.

Stories Without Killing

⌘ 100mp, 100mp for Respected Scribe:

Between those able to see Mushi, there is a quite clear divide between those that hate and fear these creatures, and those that look upon them in wonder. Chances are, you fall on the latter end. You've developed a keen ability to empathize with others. Not just the hearts of people, but of beasts, Mushi, and similarly inhuman beings, assuming they have the capacity for emotions. Similarly, if a being has the capacity for emotions, but lack them all the same, you can rapidly breath humanity back into their frozen hearts by spending time with them, even if they lack a soul entirely.

Where Paper Fails

⌘ 200mp, 100mp for Respected Scribe:

No matter how masterfully crafted, all paper rots away with time. That's why you've been training from youth to copy down any number of archived works from memory. Whether it's a hundred or a million stories, you won't forget a single character that you've ever written or read. Your thinking isn't impeded in the slightest by holding all this information either. This incredible memory can be utilized to store non-written information as well, but your recall only really shines when used to remember written words, to the point that you can casually pick out a single barely legible line of text from across a room from nothing more than a couple visible words.

Those Destined to Contain

⌘ 400mp, 200mp for Respected Scribe:

When it comes to the paranormal, the burdens that a single person can bear are few and far between. For better or worse, there are times where you must rely on the support of loved ones to supplement your inability. You're capable of a kind of ritual, one that lets you force any kind of paranormal burdens you bear onto your descendants. You can even make it so these continue being passed on through your bloodline. If you're more selfless than that, you can take similar burdens from your offspring into yourself.

A Sea of Writings

⌘ 600mp, 400mp for Respected Scribe:

To suffer at the hands of a malevolent force beyond conventional human understanding can wear on you, but at times, you can't help but find these little monsters cute. To save you the heartache of destroying them, you've learned how to "tame" any malevolent paranormal forces inhabiting your body. Like a trained dog, even beings of pure inborn malice without the capacity for such feelings will eventually respect you as their loving owner. They'll show you personal affection, and be generally be more cooperative. Still, if the harm they cause is beyond their control or awareness, this won't change that.

What you'll Find Beyond the Hills

⌘ 100mp, 100mp for Faithful Guardian:

Much as you loathe to admit it, there is only so much that you can do alone to assist in your charge's recovery. You have a special skill for calling reliable individuals to your location when their services are needed. Through a mixture of luck and diligence, you can quickly gain knowledge of such people, how to contact them, and how to spread the word of your plea as far as possible. They may still require some kind of payment for their help, but you can often talk such people into trades, if you lack the money to pay.

A Warmth that Flows With Time

⌘ 200mp, 100mp for Faithful Guardian:

Just because your priority is to protect your charge's life, there's no reason that you can't make that life more enjoyable while you're at it. So long as you succeed in guarding your charge, their life will be enriched with just as much joy and happiness as safety, even outside of your direct involvement. Naturally, these bonds are as emotionally enriching for you as they are for them. Before long, you'll develop an almost familial bond.

Where Mushi Sleep Forever

⌘ 400mp, 200mp for Faithful Guardian:

Having your loved ones plagued by dangerous Mushi is tragic enough, but if you have a skill like this, you may have been the one to saddle them with this curse as well. You are privy to a sealing techniques that allows you to seal paranormal beings into a human host. The sealed being will cause great suffering to that person, but it will always be far less damage than the being could do whilst free. Even crueler, this being may continue passing down through the host's bloodline, until someone deliberately releases it, or the being is dispelled for good. This can be used to seal the most dangerous Mushi without immediately killing the host, but the same can't be said for significantly stronger beings.

Replacing that Which is Lost

⌘ 600mp, 300mp for Faithful Guardian:

One of the most taboo arts known to this world. Simply by boiling a cup of Kouki over a flame, you are able to create artificial Mushi, with the capacity to act as a living being's soul. Unfortunately, using this to revitalize someone requires them to already be robbed of their soul through some unrelated means. These mindless Mushi serve all the same purposes of a soul within a living host. You may eventually learn to substitute them for souls in other contexts. Once one receives this in place of their soul, their emotions will numb, but they may regain them in time. These Mushi can be used outside of their host to eat or just chase away even the strongest Mushi-like beings. However, if the Mushi is too strong, they may not return to their host, requiring a replacement.

{Gifts of the Mushi}

Mushi are beings that developed mostly indifferent to human actions.

However, occasionally a truly symbiotic bond is formed.

Purchases related to particular Mushi will make that species appear in future worlds.

Regardless, you'll never have trouble finding at least one in future worlds.

In the spirit of coexistence, receive 200 more mp for this section alone.

Clothes that Embrace the Mountain

⌘ 50mp/ 50mp for all:

You'll be heading out into a strange and unpredictable world, a nice change of clothes is the least that you deserve. Whether more period-appropriate, or a comparatively more modern style, these will at least keep you from freezing to death, outside of snowed-in areas. For 50mp, this garment may have a clearly paranormal, but ultimately superficial effect. Like a coat with a painted-on mountain that occasionally shows rising smoke.

Kouki

⌘ 50mp/ 100mp/ 200mp for all:

Also known as "light wine". This mesmerizing liquid is a golden wine, extracted from the Koumyaku itself. It's said to be the more delicious than any other form of nourishment. In spite of this, Kouki's usefulness in the work of Mushi Master makes drinking any feel wasteful. Beyond revitalizing lifeforms that absorb it, Kouki can be used to facilitate a seemingly infinite number of Mushi rituals. With the right tools, it can even turn other beings into Mushi. For 50mp, you will receive a small cup of Kouki that replenishes over several months. For twice that, you receive a bottle of Kouki that gradually refills over a month. If you pay 200mp, you receive a large jug full of Kouki that replenishes instantly.

Mushi Medicine

⌘ 50mp/ 100mp/ 200mp for all:

A variety of medicines used to treat Mushi-related ailments, along with instruction for proper usage, and creating any of these medicines out of naturally occurring herbs. For 50mp, these are all commonplace medicines, with average potency, but a wide range of applications. For twice that, you also receive a handful of rarer medicines for specialized treatments. For 200mp, you'll have medicine on hand for almost any condition even remotely related to Mushi. Even conditions as esoteric as being de-synced from time or space. Some of these medicines are rare enough to be worth a fortune to most Mushi Masters. These medicines are only meant to work on Mushi, but post-jump, you may find them working at a decreased efficiency on sufficiently Mushi-like beings.

Mushi Pins

⌘ 50mp for all:

A tool found in nearly any Mushi Master's arsenal. These retractable metal needles are something like a cross between chopsticks and dissection pins. The main use of these pins are for immobilizing and displaying Mushi. So long as a Mushi's body is "solid" in the sense that it's a singular whole that can't be broken apart easily like liquid or gas, these pins can be used to physically interact with it, in spite of its usual intangibility.

Mushi Cigarettes

⌘ 50mp for all:

Specially made cigarettes, made from various commonly found herbs and Mushi. You're also provided with instructions to make more. While these can be used to satisfy all the same urges as tobacco, these have additional uses for dealing with Mushi. The smoke exhaled from these are actually a form of Mushi that like to harmlessly latch onto other Mushi, before quickly fading. This can be used to momentarily bind stronger Mushi, and to disperse, or just put weaker Mushi to sleep. If you have any concerns over the smell, people tend to be weirdly tolerant of the smoke that comes from these, even indoors.

Wooden Backpack

⌘ 50mp for all:

Used commonly by Mushi Masters to carry the variety of tools and trinkets involved with their work. Essentially a box cupboard with shoulder straps, this wooden box has a couple dozen small drawers, just about big enough for a couple glass jars to fit in each one. Despite it's awkward shape and design, you won't have to worry about hurting your back from carrying this, or any of the contents falling out if you don't want them to. The one you have appears to have seen its fair share of travels. It contains various mundane tools for Mushi study, and a few trinkets of scholarly interest, but nothing particularly useful. If need be, you could sell these contents for enough to feed yourself for a month.

The Road to Darkness

⌘ 50mp for all:

A mysterious trinket, born from the union of an ordinary glass eye and some as-of-yet unnamed liquid Mushi. These Mushi love to hide between people's first and second eyelids. Perhaps that's why, when injected into a glass eye, it became a fully functional eyeball. Assuming you lack one of your original eyes, popping this into the socket will allow it to function identically to how your normal eye would have worked. You can pop this right back out harmlessly, and even give it to others, changing its functionality to match what their eyeballs would be like. Unless purposely take it out, you won't have to worry about this being knocked out of your head, no more than you would a normal eye.

Yasabe

❖ 50mp for all:

For reasons beyond the understanding of yourself, and science as a whole, you were born with a beautiful voice that simply shouldn't be possible with human vocal cords. Your words have unnatural undertones, as if speaking with a slight echo. Incidentally, this voice can attract a rust-like detritivorous species of Mushi called Yasabe from miles around. Unless there's food nearby, they'll just stick to everything in sight. For living beings, this causes their bodies to stiffen, eventually paralyzing them. Unlike another with this condition, you can dispel Yasabe as well, or call them at an even greater rate, or neither, if you'd like to continue using this voice without the Yasabe-calling properties.

Shrine in the Sea

❖ 50mp for all:

A Mushi that had yet to be properly observed or analyzed, with the sole exception of its strange digestive process. After digesting another living creature, this Mushi releases countless small fish eggs, that soon float to the surface. These contain the embryonic form of the creature fed to them earlier. If a female of the same species eats one of these eggs, they will become pregnant with this embryo. Presumably, only biological attributes are inherited from "past lives", but this has yet to be confirmed for certain. The Mushi will only feed on moonless nights, and dwell at the bottom of underwater trenches.

Beneath the Snow

❖ 50mp for all:

Partly due to trauma, partly due to a past run-in with some snow-dwelling Yukimushi, your cold tolerance has been enhanced to inhuman levels. Rather, you don't seem to feel the cold at all. You won't fare much better against frostbite and such, you just don't feel any pain from it. Although, this does protect you from hypothermic shock. Somehow, you don't seem to have any issue telling when your body is at risk, even without feeling the pain. Thankfully, this doesn't impact your sensitivity to warm temperatures.

Mizukagami

❖ 50mp for all:

Mizukagami are an aquatic Mushi that occasionally parasitically infect other animals to survive on land. Your mother was pregnant with you while experiencing this firsthand, imprinting the Mizukagami's aquatic nature on you. Your swimming ability has been improved to surpass your ability to travel on land, not to mention your lung capacity. Unlike others with this condition, you aren't at risk of bursting into water in an attempt to chase floods. Webbed fingers and toes are optional.

Kouda

❖ 100mp for all:

At a young age, you witnessed something simply fantastic. A rainbow, sprouting right out of the ground, like an overflowing spring. You spent the next few years of your life chasing rainbows, all just to catch another glimpse. In your travels, you've developed a seemingly superhuman ability to read the weather. Just from a casual glance, you can tell exactly what kind of weather an area will have in both the near and far future, and seeing these weather patterns in action will tell you where it's going to hit next. This can also be applied to any paranormal weather patterns that you're sufficiently informed on.

Suimitsu-Tou

❖ 100mp for all:

Through your experiments in brewing, you've stumbled into a strange yeast-like Mushi known as Suimitsu-Tou. After years of trial and error, you've learned to use these Mushi to brew artificial Kouki. Now, this doesn't share all the properties of Kouki, but the taste is close enough to fool even Mushi. This brew has the unique property of allowing even normal people who drink it see Mushi, as if they possessed Youshitsu, until they sober up. In addition to a sizable jug of this brew to start with, you've mastered your craft such that you can consistently create artificial Kouki with the same ease as regular sake.

Shourashi

❖ 100mp for all:

Shourashi are Mushi that dwell high in the atmosphere. One day, a larval Shourashi fell down to earth and climbed into your navel for shelter. The Shourashi eat lightening, so they make sure to eat up most electrical discharges that happen to hit your body. You could probably survive getting struck by lightning on a monthly basis. You seem to be able to consciously suppress the electric field they release to attract lightning to you as well. The Shourashi within you will leave once it has matured, but due to the peculiarity of your bond, it always somehow leaves behind another larval Shourashi in its place.

Dew of the Ikigami

❖ 100mp for all:

An unnamed Mushi that resembles a purple blossom that blooms in the darkness. Any creature that smells these Mushi too closely will get the Mushi's spores stuck in their nose. On one hand, this forces the infected to occasionally age to death and back to life over a single night, whilst releasing more spores. On the other, it reduces their mind to a subservient, and almost infantile state. While I'd advise against using this on yourself, infecting someone else will put them in a passive state of bliss, and make them wholly obedient to you. However, the Mushi isn't that hard to remove once you know how.

The Thread of Light

❖ 100mp for all:

After a brush with death, your Youshitsu has taken on an almost wholly unique form. In addition to Mushi, you've started to see strange thread-like films, that sprout from living creatures. These threads are what Mushi Masters call "ether". It's a similar existence to Kouki, or the Koumyaku. In developed creatures, this can be removed with little to no ill effects, however, infants require it to live, and may die if deprived of it. You can also spin this ether into living clothing. This clothing shares the same properties as Mushi, but wrapping someone in it will gradually revitalize them, and in the case of infants, they'll come to possess twice the strength and vitality of others their age when they grow up.

Yado-Kazudori

❖ 100mp for all:

Also known as Sezuri-Kai, these birdlike Mushi similar to mundane swallows. They're fairly harmless, but they have the ability to sense natural disasters from days away, and when they do, they come to shore, and hide themselves in discarded seashells. When such a disaster is on its way, you can be certain to find dozens of these at the nearest shore to warn you, and won't leave until the threat has truly passed. Ordinarily, hearing the voice of these Mushi too closely will make one forget how to use their voice, but the ones around you tend to be better behaved than that.

Uro Cocoon

❖ 100mp for all:

A dangerous, but undeniably useful Mushi with space-warping properties. These Mushi can poke holes outside of space to travel between enclosed spaces across any distance, in this case, between two cocoons. One of the cocoons is on your person, the other is at a specific address in future worlds. Visiting this address in person will let you replace your Uro, or allow you to buy more. By mailing letters meant for you to this address. The Uro handler there will place the letter in your cocoon, letting the Uro take it to you instantly.

Ginko

❖ 100mp, 0mp with Tokoyami:

An event from your childhood exposed you to an unearthly light from a symbiotic pair of Mushi. The infinite pool of darkness called Tokoyami, and the blinding white fish called Ginko. The experience robbed you of one eye, and filled the socket with Tokoyami. Your hair has turned white, and your remaining eye dyed green, and blessed with incredible night vision, letting you through darkness as easily as you can through light. Post-jump, you may regain your eye, or just somehow "see" through the Tokoyami, you also won't be at any risk of disappearing by being caught in the Ginko's light again.

Broken Wine Cup

⌘ 200mp for all:

On one tragic day, you partook in a Mushi banquet, a ritual where a gathering of Mushi select a human to be transformed into a Mushi. However, it was interrupted, and along with the cup you drank from, you were split into two halves. One human, one Mushi. Your halves may grow into very different people over time, but you'll share all the same perks, both before and after the split. However, even with all the same powers the Mushi you are unable to interact with other beings, save those with Youshitsu. Both sides will be plagued with a vague sense of incompleteness, that will only disappear once the cup has been restored, both on a physical and metaphysical level, merging you back into one.

Suiko

⌘ 200mp for all:

Suiko are massive liquid Mushi that travel through bodies of water. You were sacrificed to one at a young age, but were spared. Your hair color changed to a deep sea-green, and you could now breathe underwater. You can temporarily change into liquid, to travel with the Suiko through above-ground and buried bodies of water. You can break off and reform this bond at any time with any Suiko you find.

Mugura

⌘ 200mp, Omp with Mountain God:

Spindly nerve-like Mushi that live within mountains to help maintain the natural order. These Mushi are like the nervous system of the mountain, they sense everything that happens in their domain, from their own perspectives, and through the senses of all resident life on the mountain. These Mushi serve to assist the God of the mountain, by sharing their consciousness and sensory information with the Master at all times. If not a Master, you can imitate this briefly through a simple ritual, at the cost of some Kouki.

Kodama

⌘ 200mp for all:

A foam-like Mushi that dwells within trees, increasing both their beauty and longevity. However, as a child, you began eating this foam, giving you similar properties, at the cost of your senses. You possess superhuman beauty, enough to mesmerize bystanders in disbelief and drive entire bloodlines to obsession with you. Your biology has been distorted, allowing you to graft entire body parts like tree branches, without any regard to compatibility. Even with an incompetent surgeon, you could somehow survive having your entire head transplanted onto another body. You possess a sample of raw Kodama as well, that you can use as an anesthetic, or just apply to make trees around you more pleasing to the eyes. Your senses will be restored post-jump.

Chisio

⌘ 200mp for all:

Through a series of extraordinary circumstances, your mother ended up passing away by having her blood turned into milk at the hands of a Mushi called a Chisio. You drank of this blood when you were young, and soon grew to possess superhuman vitality. What's more, your body now releases a scent that forces plants around you to grow. You could coat an entire fields with full grown crops in the middle of winter. Your work ethic has swelled to the point of obsession. While you have the constitution to work for weeks straight without rest, your compulsion to work may still push you far past your limits.

Torikaze and Yobiko

⌘ 200mp for all:

Torikaze, seagull-like daytime Mushi with the power to control the wind. Yobiko, the favorite prey of the Torikaze, nocturnal snake-like Mushi that can burrow through solid stone, and poison through proximity. The Yobiko uses a specific whistle to mark an area as home, and due to their dynamic, the Torikaze have evolved to communicate with an identical whistle. Somehow, you've obtained the means to replicate this whistle, through nothing more than your own mouth. You can summon and direct these Mushi more or less freely, but they'll never do anything obviously against their own interests.

Kuchinawa

⌘ 200mp for all:

You've somehow stumbled upon a ritual to summon a massive snake-like Mushi known as a Kuchinawa. The Kuchinawa can take days or longer to arrive, and reveals itself with a loud bell-like call. The Kuchinawa can eat any beings with metaphysical "dominion" over a certain domain, namely, Masters. Beings significantly stronger than them will be able to detect and repel the Kuchinawa, unless incapacitated first. Once a Kuchinawa has its meal, those eaten will be wiped from the memories of all those not immediately present, and the Kuchinawa will take over all of that being's metaphysical duties.

Uro Passageway

⌘ 200mp, 100mp with Uro:

The key to the space-warping Uro's ability to traverse distances. When they travel outside the world, they begin to create these caves. Occasionally, these spaces open up permanently into our world, and even more rarely, they can be mapped, and used by humans to travel massive distances to specific locations. Now, both here, and in future worlds, you will come across such caves often, and any you end up stuck in are always guaranteed to have multiple entrances and exits into your world. Just be careful, this method is not without risks, especially if you dawdle in these caves.

Karibusa Legacy

❖ 400mp, *omp for Respected Scribe with Forbidden Mushi:*

A strange yet effective technique invented by the Karibusa bloodline for sealing Mushi. In future worlds, you can use this same technique on other curse-like forces, plaguing yourself or others. To seal them away, you must turn them into ink, and use them to write out true stories about killing beings of the same nature as the curse, or its source. Just be wary, if the medium they're written on is destroyed, those sealed within will be released. They can be re-sealed if you can stick them onto a new medium. Also comes with the ability to write with nothing more than your finger and some paper.

Grain of Nazaru

❖ 400mp *for all:*

Among the many taboos surrounding the Koumyaku, this artifact is an especially grievous offence. A small seed, one formed out of Kouki itself. By planting this seed in the ground, the earth will become fertile, and crops will grow plentifully. However, soon after, the weakest member of the community will be robbed of their own vitality, killing them. However, if one instead ate the Grain of Nazaru, shortly after dying, they would be risen as an immortal. Able to be killed, but immune to age, and generally overflowing with vitality, to the point that nearby soil will fertilize in their presence. Your chain will not be at risk if you're revived in this manner, but the grain will be lost forever.

Fuki

❖ 400mp *for all:*

Fuki is the result of when Kouki, the essence of life, itself decays and rots. The result is a toxic sludge, one that your ancestor was stupid enough to drink. Since then, members of your family, like you, have been born with a strange power. From the eye-like birthmark on your hand, you emit a peculiar smell. This smell intoxicates and lures animals, while the mark deters them from attacking. The effect is far less pronounced on humans, but you can still temporarily paralyze them with this power. Just know, animal killed while under this effect will taste rancid. There are risks that come with this power, like losing your soul through overuse, or poisoning your offspring, but these will vanish post-jump.

Kairogī

❖ 400mp *for all:*

Between all conscious minds, there are channels connecting them, and within these channels, there are Kairogī, Mushi that can transport ideas from one mind to another. You have a talent for forming “deep channels” with people, letting you enter a trance to communicate telepathically over any distance. The only prerequisite to forming a deep channel with someone is a strong soul, and an intense mutual bond between you

Minami Heir

❖ 400mp, *omp with Replacing that Which is Lost and Ragged Road:*

It's beyond me what tragedy led to this outcome, but you have been robbed of your soul, and yet you still live. Any attempts to steal or manipulate your soul will be completely fruitless. An artificial Mushi has taken your soul's place. When in a bind, you can set this free to chase away other Mushi. Losing this Mushi for any reason, without the means to replace it, will count as death. You won't have to worry about any of the usual adverse effects of lacking a real soul, and you will still count as having a soul for perks and such.

Satorigi

❖ 400mp for all:

At one time, a great tree overlooked your home. It oversaw many disasters, and lived so long that it became an invulnerable god-like existence. However, when the need arose, it let itself be felled for the benefit of the humans below. The memories of the tree were preserved in the form of a plum, one that you ate. Since then, you were blessed with all these memories, as if you had seen history unfold with your own eyes. Soon after, you gained the ability to hear the will of plants, letting you detect natural disasters before they arrive. In future worlds, these memories will change, as if the tree had been in that world the whole time, but you can keep the memories from past worlds too, if you'd like.

Isei

❖ 400mp for all:

The result of the Koumyaku bumping up against man-made wells and creating "sparks". Now, the bottom of these wells will contain a world all their own. This dimension will reflect the land around the well, with the exception of a constant starry sky, and the absence of all animals. Strangely enough, anything done to this world will be reflected on the original, such as closing doors, moving objects, or even bringing in new objects from outside. The world created here is particularly stable, so you don't have to worry about losing your memories, and you can leave at any time. You can freely choose the location of one of these wells in future worlds, and changes made to it will carry over.

The Karibusu Archive

❖ 400mp for all:

Somehow, you've gained exclusive possession of the Karibusu archive, or at least a convincing imitation. This is a treasure trove of Mushi information, with thousands of comprehensive accounts of Mushi behaviors, and how to deal with them. You won't have to worry about any cursed Mushi in the scrolls, or even the paper degrading with time. This archive can be found in future worlds, and the information within will be expanded to contain information on Mushi and Mushi-like beings from that world.

The Hand of God

⌘ 600mp for all:

Within one of your hands, rests a terrifying, and wonderful power beyond explanation. The power to create life. Just by drawing anything with this hand, it will come to life, even if it wasn't a drawing of a living being. The one exception is using this power to repair pre-existing inanimate objects, though, this requires at least half of the original object to be intact. The more abstract your drawing, the closer its composition is to ink, but this can be mitigated by the amount of detail you put into a drawing. A similar instability is caused by trying to recreate things with supernatural properties. In the most extreme cases, such creations will evaporate on the spot, even if your drawing is nigh-identical to the original. Also comes with the ability conjure paint onto your brush.

Ganfuku

⌘ 600mp for all:

You've had a run-in with a legendary Mushi, said to cure blindness. More than that, in time, you could see things kilometers away, gaze through solid matter with your eyelids raised, and witness the pasts and futures of those around you when closed. Though, you soon came to find that changing the futures you saw was completely impossible. In time, you'll start to see through your eyelids at the same time you witness the future. You can't shut off or dull this stream of information, but your mind has long since learned to cope. Although your eye's development will eventually plateau, it will never stop entirely, as such, you won't have to worry about losing your eyes once the Ganfuku within mature.

Kairou

⌘ 600mp for all:

A cave-like Mushi that eats the "experiences" of animals by luring them in with the sweet smell within. Doing so traps them in a time loop, where they relive their entire lives until that point, before being lured in once again. In your case, this loop will be relative to your background history, if you had one, and the start of the jump if you didn't. Either way, you don't regain your perks and memories until you reach the time that the jump started. Even the time you have to spend in a jump is reset. The catch? While you will always know clearly that you have looped, the Kairo will have eaten all your experiences, so you won't know exactly why, and any changes made by or to you during that time will be undone. With every loop made within a single jump, the risk of the Kairou eating you becomes greater and greater, at which time, your chain will end.

Mountain God

⌘ 60omp for all:

Sometimes known as Masters, or Guardians, the Gods are animals chosen at birth by the will of the mountain itself to maintain the natural balance of their domain. Masters can be any animal, marked by weeds growing from the top of their body, but you are one of the few instances of a human being chosen. To accomplish this task, you have be given great power. You can freely manipulate the ecosystem of your domain, including the control of seasons, life cycles, temperature, instincts, growth, and even the space itself. What's more, your link with the Mugura lets you perceive the senses of every plant, animal, fungi, and Mushi within, from birth, to death, to decomposition, to birth again.

Still, this position comes with its fair share of drawbacks. Without your supervision, your domain will spiral into chaos. Furthermore, while the Rule of Life don't seem particularly bothered by you using this power for your own ends, if they detect that the natural balance is crumbling from your action or inaction, they will return you to your domain by force, and insist on punishing you. Your domain will follow you into future jumps. You will then be able to halt time in your domain, preventing deterioration in your absence. Naturally, your powers are limited to use within your domain.



{Lingering Curses}

*The parade of Mushi has reached the limit of their ability.
The only way for further gains is to help them reproduce.*

*Take on curses to suffer through these ten years.
Let these Mushi prosper from your sacrificial choice.
Only up to 600 of these Mushi may be born this way.*

Tale of the Bugmaster

⌘ 100mp gained:

A fairly meaningless curse, with an appropriate payout. You will be entering a strange variation of this world. The world of humans seems far more “real”, while Mushi seem distinctly artificial in contrast. In this telling, the stories of the Mushi Ma-er, Bugmaster Ginko are more condensed, and his relationship with his old caretaker Nui takes on a very different ending that it would have ordinarily.

Kagedama or Tokoyami

⌘ 100mp/ 200mp gained:

Of the many strange dietary needs of Mushi, memories are a particularly common one. For 100mp each, you will be struck with two forms of this loss. The first is that wrought by the *Kagedama*. The Kagedama are shadow-like Mushi that infest the brain of an animal and continuously eat pieces of their memory. To keep the host alive, they avoid things the host recalls often. Their impact can be mitigated by constantly making new memories for the Kagedama to eat instead, and keeping your important memories close. Alternatively, you may have run into a *Tokoyami*. Once you escaped the darkness of this Mushi’s body, you had lost everything, every memory you ever had. Even the name you now use is something you made up. At least you won’t have to worry about continuously losing memories. You may receive 100mp for either one of these, or 200mp if you take on both. In either case, your lost memories will be restored at the end of the decade.

Bringer of Disaster

⌘ 100mp gained:

Those with this condition are far from unheard of, but in spite of that, the cause of this phenomenon had yet to be explained. For some reason, you attract Mushi to yourself like rotting meat attracts flies. Both benign and dangerous, a month or so in any one place would see it overrun with all manner of Mushi. You may attempt to use this for scientific study, or for exploiting others, but given the diversity of Mushi, eventually you'll call forth a Mushi that neither you nor anyone around you will be able to handle.

Ragged Road

⌘ 100mp gained:

The childhood you experienced was hellish. Due to circumstances outside your control, you were isolated, trapped all alone in a darkness for who knows how long. It didn't take long for you to lose your sanity, if only it had stayed gone. By the time you were let out, you were without a soul, hopefully just metaphorically. Pleasure, beauty, or any other emotion you could name have been robbed from you. Even your dreams are pitch black now. At the very least, your morals and convictions are intact, if only as habits.

Shadow that Devours the Sun

⌘ 100mp gained:

A condition that's not particularly common, but not particularly rare either. Not only were you born without Youshitsu, your ability to detect Mushi is even less than ordinary people. Even in situations where normal people should be able to see Mushi, like in the midst of a solar eclipse, you'll likely be the only one completely lost. Ironically, this has only pushed you farther to learn all about these elusive creatures. Your obsession leads you to collect items and insert yourself into situations of a paranormal nature without any ability to understand whatever forces you're meddling with.

The White Which Lives Within the Inkstone

⌘ 100mp gained:

In your past, in order to prove yourself to your loved ones, you created a masterpiece. Whatever it was, it served its intended purpose, but soon claimed those loved one's lives. Unbeknownst to you, you had incorporated a deadly Mushi into this creation. Despite killing one owner after another, it just keeps exchanging hands. The more lives it claims, the more the guilt crushes you, and the more those around you start to tie them back to you. You can try to track this item down, but for some reason, it seems to evade all your otherworldly means of detection, limiting you to mundane methods. What you do with this creation, if you ever find it, is up to you. You could even keep it, if you want.

Forbidden Mushi

⌘ 200mp gained:

During a time of great strife, and invasive species of Mushi that disregarded the balance of life and death was born. One with both the will and ability to destroy all life. To avert apocalypse, such Mushi were sealed within your bloodline. One of your limbs have been stained pitch-black, and permanently paralyzed. This is where these abomination Mushi rest. You cannot remove them through otherworldly means, and any efforts that would put them in danger would put your body and soul in unbearable agony. Be mindful, any attempt to reproduce will result in immediate death.

Mageredake

⌘ 200mp gained:

On a seemingly trivial errand one day, you wandered into a bamboo grove, just to find that you simply couldn't leave no matter how hard you tried, or how little sense it made. You will be trapped in this small area for the entirety of your jump, until you can find the central Mageredake Mushi causing this phenomenon. Unfortunately, your loved ones appear to have formed a special bond with this Mushi, and chasing it away will kill them all. They will be reborn shortly after as babies inside bamboo shoots, but this sole factor will be conveniently forgotten at the start of the jump.

Hidane

⌘ 200mp gained:

Hidane are a weed-like Mushi that infest fields to lure humans to burn them in fear. Upon doing so, they mature into Kagabi, Mushi fires that freeze instead of burn. You ended up swallowing such a being, and a poisonous Hidane has sprouted inside your stomach. If you do not treat this in time, it will kill you. Ironically, the only method to do so is to smother it in food cooked by the icy flame of a Kagabi. You will need to regularly subject your insides to intense frostbite. Despite your best efforts, the pain from the act is unavoidable.

Matahaki

⌘ 200mp gained:

The Matahake are a particularly horrific Mushi, that infest pregnant women and replace their child with their own fungal form. After running away to a safe place, they gradually send several Hitotake resembling their child. You are going through such an ordeal, and in spite of realizing their inhumanity, your parental instincts won't let you neglect them before they die and release Matahake spores. The Hitotake share a single hive mind, and won't hesitate to manipulate your emotions to get what they want. Mushi Masters will come to kill the Matahaki, but who's to say how far you'll go to stop them.



The Sleeping Mountain

❀ 300mp gained:

It's beyond you how or why such a being set its eyes on you, but it has. A mountain-sized Mushi, resembling an albino serpent, has taken to pursuing you. This is what's known as a Kuchinawa, a Mushi known for devouring Mountain Gods. This one seems abnormally powerful. Any attempt to harm, misdirect, or delay it will be completely fruitless. What's more, simply getting within proximity of you is all it takes for it to erase your existence, not only killing you, but wiping you from the memories of your companions. Thankfully, it is rather slow, and its distance from you can be easily determined by its bell-like call that can be heard for miles around. So long as you keep running farther away, and you don't spend more than a few days in any one spot, you won't be in any immediate danger.

Imonoawai

⌘ 300mp gained:

You have been forced into a bond with powerful Mushi known as the Imonoawai. Mushi that bring your dreams into reality against your will, as if seeing the future. While most of your dreams will be fairly mundane, you will occasionally witness horrific nightmares, ones that make little pretense of being grounded in reality. Naturally, these will come true as well. Trying to alter your own dreams to your own benefit will only result in even more nightmares. The only way to rid you of this curse is to kill the true body of the Imonoawai, living inside your pillow, however, damage dealt to them will be reflected onto your own mind, body, and soul. Driving you mad, if not killing you outright.

The Rule of Life

⌘ 300mp gained:

The Rule of Life is hardly all-knowing, but neither are they fools. They realize the threat your very existence poses to the natural balance, and will stop at nothing to destroy you. Expect all of nature to be your enemy, and entering the domain of other Mountain Gods is barely any different than suicide. Animals will attack you without any regard for their own survival, and the less said about the countless deadly Mushi that have taken to pursuing you is better left unsaid. Thankfully, most humans are distant enough from the influence of the Rule to be exempt from this decree.

Uro

⌘ 300mp gained:

As if empathizing with your nature, the Mushi known as Uro have taken to bringing you to their domain whenever the opportunity presents itself. Every time you find yourself in an enclosed space, an Uro will appear to drag you away to one of their caves. In these caves, your body's growth will be frozen in time, preventing any form or aging, death, or insanity within. Even the time you have within this jump will stop progress. You'll start losing memories as well, if you spend too much time here. The strange properties of this dimension prevent any means of escape that don't involve the exits made by the Uro. Although, you can rest assured that there will always be at least one accessible exit, somewhere. Although, there's no telling where and when that exit will actually open to.

{Premonitions of the Future}

*The forces that kept you in this world have exhausted themselves.
Just as you have exhausted the Mushi that paved the way for your new fate.
Now, the last choice left for you is where your two feet will take you next.*

Every Single Step of the Way

❖ *Return Home:*

You've found contentment in all that you've accomplished, and what needn't be your responsibility anymore. The only home left for you is the one you left behind.

Every Single Night and Day

❖ *Stay Here:*

There is nothing to return to. Only you can decide what is and isn't home, and it's right here. Opportunities may be lost, but you know that this is where your heart belongs.

Through Sandstorms and Hazy Dawns

❖ *Move Forward:*

Home is not a location, or even a world, it's anywhere and everywhere your heart happens to find peace. There's nothing to be found, all of reality is your home.



{Footnotes}

Jump by Gene

Special thanks to Turnipfield over on Spacebattles for giving me early critique, and generally being really cool about the awkward situation of our two jumps.

I should specify that Youshitsu won't bypass active invisibility or intangibility powers. It just lets you see things that are imperceptible to the human mind or senses by their very nature. Similarly, those with a similar ability to sense the unseen will likely have a far easier time detecting Mushi, assuming they can't see them outright.

To be perfectly clear, Mushi you find in future worlds, canon or otherwise, will never be responsible for any large-scale disruptions to human life, unless knowingly disturbed by one with Youshitsu. So basically only you and your close allies. Even then, it will be rare for any of them to have the potential or desire to have that kind of impact.

To give an idea of the costs and punishments mentioned in *What Only the Rule Decides*, in canon, Ginko approached the Rule to ask them to relieve a human Mountain God from her position. The Rule agreed that making her Master was a mistake, and made it so no human will ever be born as a Master again. Despite recognizing their mistake, they still held the girl, responsible for neglecting her position, and as punishment, one of the two would be broken down to nourish the mountain, as to give birth to the next Master.

It was a bit too meta to say outright in the drawback itself, but *Tale of the Bugmaster* drops you into the setting of the 2006 *Mushi-Shi* live action movie. The production is surprisingly competent for what it is. Just wish the subs were a bit better.

