**Spirits**

Spirits are an ethereal, parasitic, vampire-like species that primarily consume the life force of humans until the human withers and crumbles to dust, clothes and all. They lay dormant in their human host until the Spirit King or a high-ranked spirit forcefully awakens the spirit within the human, with the spirit forcefully taking over the human’s body and mind. Spirits and their hosts don’t age. They are also nocturnal as they are weak to sunlight because the sunlight awakens their human host’s humanity, causing them to crumble into nothingness, though they also stay up during the day as they don't require sleep. Spirits have an abnormally powerful physical constitution and potent regenerative abilities, making them immune to normal weaponry and granting them the ability to heal from any wound with ease, even re-growing their head. Only weapons made with Tenhanrin steel, which are weapons made from the special ore, Stardust Celestial Ore, with sunlight absorption properties, can inflict life-threatening wounds. However, even with Tenhanrin steel weapons, the only method guaranteed to kill a spirit is through decapitation. Spirits are also known to hate both cherry blossom and Peach Blossom Trees, which are poisonous to them and whose smell is repudiated by them.

Practically all spirits possess a murderous instinct to kill and devour the life force of humans and have lost most of their memories from their human life. When a spirit attaches itself to their human host, they are influenced by the human's original personality, most times it becomes a darker version of what it used to be, often corrupted by its core beliefs. All spirits will see glimpses of the memories of their human hosts moments before they die.

Spirits are also known to mutate and grow stronger over time as they consume more human life force, allowing them to grow into more monstrous forms and improve their physical and regenerative abilities among other attributes. Once spirits consume enough life force, they can develop Spirit Art Styles, an array of supernatural powers and techniques that are unique to each Spirit. Every human has different life force types, with each type having different levels of nutrition for Spirits: the rarer the life force type, the greater the nutrition, meaning that it provides a spirit with roughly the same nutrition as absorbing hundred more common life forces.

**Spirit King or Onyx Emperor**