

KISHIKO BUSHIDO

Basic Information

Name: Kishiko Bushido

- 日本語: 武士道 騎士子
- 中文: 西鵝「Xī Kōng」

Age: (appearance) late teens/early 20s (actual 500+)

Place of Birth: Sacred Shrine, Inazuma

Date of Birth: 10/10/? (~500 years ago)

Weapon of Choice: Bow

Vision: Anemo (wind/air)

Quality: ★★★★★

Nationality: Inazuman/ Mondstadtian

Height:

- With ears, ~160cm (5'3")
- Without ears, ~150cm (4'11")

Education: Shrine guardian: archery, kitsunebi illusions (kitsunebi is foxfire), judo, smooth talking, high class etiquette

Occupation: wanderer/ adventurer/ traveling shop owner

Income: Tips for magic tricks (may use kitsunebi to feign currency in dire straits), shrine offerings

Genshin Profile Format:

Birthday: 10/10

Affiliation: Hightailer's Trinkets (pre-tavern construction) / Hightailer's Tavern

Vision: Anemo

Constellation: illusora flamma (illusory flame)

Description: A half-kitsune who fled Inazuma after her operations assisting the Resistance were discovered. Now, she wanders Teyvat freely in pursuit of new and exciting experiences.

Characterization

What accessories are ALWAYS associated with them?

- Inazuma Anemo Vision

- Star Ball Curio
- Marbles (false hoshitama)
- Inari key
- Windborne Bow
 - [her father's old bow, laid to rest next to him once Kishiko had used it to its fullest]

Usual level of grooming: Somewhat put together (presentable, but thinks its a hassle to groom up to higher class standards: only puts in the extra effort when necessary)

Tics and mannerisms:

- Hums
- Plays with kitsunebi (foxfire)
- Eats shrine offerings (especially mochi or sweets)
- Slow to move on tasks/ orders that don't align with interests
- Free spirit: hates being bound to any place/ person/ duty/ etc that isn't fun
- Likes to nap in trees/ on top of walls
- Likes using kitsune-ken to settle trivial disagreements (is decent at it)
 - It's like rock paper scissors:
 - Fox (the peace signs by the head as ears) beats, headman (hands on thighs and slight bow), beats hunter (holding "gun"), beats fox
 - Clap, pass, clap is like the "rock paper scissors says" (shoot)
 - Should be done sitting down, feet tucked under tush
 - <https://www.youtube.com/watch?v=ZNBoGsLs-WQ>

Health: Sound physical health, but prone to daydreaming/ loss of focus

Handwriting:

- bubbly print (english/hiragana/katakana)
- playful yet still neat calligraphy (traditional kanji)

How they walk: Lazy stroll, daydreamy, treads lightly on the balls of her feet

Idle Animations

Long:

- Summons, then daydreamily dances, guiding wisps of foxfire playfully with her finger. She then withdraws her finger and snaps- extinguishing them with a mischievous smile.

Short:

- Sleight of hand trick with a marble
- Kitsune-ken: "Let's play a round of Kitsune-ken! Ready- Fox, Headsman, Hunter, gooo... Fox! Hehe."

Origin

Konketsu Kitsune 「混血狐」

Kishiko's father is a Knight of Favonius who lives up to Barbatos's teachings of freedom, so he travels across Teyvat. He ends up on a merchant vessel bound for Inazuma on a business favor for a friend. Upon arriving, he struggles as an outlander to be processed and to carry out his task with constant probing and mistrust. After finally accomplishing his business, he wanders the city, but then more of the countryside to escape the oppressive atmosphere. He eventually finds himself at the Great Narukami Shrine.

A Kitsune Guardian -- a descendant of a disciple of Hakushin -- sees him, but is surprised by the presence of an outlander on the sacred grounds. Rather than expelling him as her more closed-minded peers would have done out of mistrust for such a person, out of curiosity, she decides to interact with him. She is captivated by his stories of his travels through lands all but foreign to her: Mondstadt, Liyue, and even the outskirts of Dragonspine. Having never left Inazuma, she finds him and his outlander stories fascinating.

The two fall in love, and eventually, they reveal their relationship to the shrine as the Kitsune Shrine Maiden sought Kitsune Saiguu's blessing¹. She found the odd couple intriguing, laughed in surprise, and gave them her best. Many of the other shrine maidens took issue with the impurity of the arrangement. Nonetheless, as they valued their love over their racial differences, the two wed. After being married for several years, the couple decides to have a child.²

[Mother's age at Kishiko's birth: 627?]

[Father's age at Kishiko's birth: 29?]

Enter Kishiko -- a half kitsune, half human.

As she grows up, Kishiko receives a dual education. Her mother guaranteed a rich education in shrine maiden etiquette: familiarizing her daughter with various skills she had

¹ ~500 years ago - After Yuurakusai's banishment, the Kitsune Saiguu moves from the Grand Narukami Shrine to [Tenshukaku](#) in preparation for the Abyss' attack. Kishiko's parents would have needed to seek Saiguu's blessing before she left.

² Kishiko is born on the brink of war: the Cataclysm, which occurred around 500 years ago, after Saiguu left Narukami Shrine. She is therefore alive at the time of the fighting, Saiguu's corruption, Raiden Makoto's death, and the changes in Inazuman policy under the new Raiden Shogun's (Ei's) rule. She would also be present when the [Sakoku Decree](#) (to shut [Inazuma](#)'s borders) and the [Vision Hunt Decree](#) (order to seize all Visions within Inazuman borders) were implemented (>100 years ago). Though, Narukami Island seems to be mostly safe from the effects of the fighting, given that [Iroji](#) had been tricked into a game of hide-and-seek in Chinju Forest by Saiguu in order to keep him away from the conflicts of the cataclysm.

spent much of her life self teaching: among them being cultural history studies and practices, shrine rituals, kitsunebi arts, kyudo and judo. Although constantly scathed with murmurs and whispers of “half-breed”, with her eagerness to learn, she managed to glean much experience from various members of the Narukami Shrine, and even visitors from the Shuumatsuban and Kamisato Estate. Kishiko always understood she was different, but did her best to overlook discrimination aimed at her to reap the benefits of any education available to her.

One of the reasons that Kishiko is able to get past her difference is because of the stories her father tells of his adventures, and the teachings of Barbatos. Little Kishiko is starstruck by the idea of freedom and how it compares to the isolation of not just confinement to the sacred shrine, but to Inazuma. She grows to hold the idea of freedom in high esteem.

Kishiko enjoys a childhood supported by her mother, who provides for them with her work at the shrine, while her father takes care of her health at home. Often, the two explore the reaches of Narukami Island, and even make day trips to Kannazuka when they are able to obtain a boat. During festivals, Kishiko remembers fondly how she and her father would make charms and prepare materials, and would meet with her mother to decorate the shrine with the fruits of their labor.

As yokai, kitsune age more slowly than humans. Although her mother is already quite old, her father’s age showed much more. Even as Kishiko was still young for a kitsune, after many years, her father died. It wasn’t by any tragic accident or ill-willed fiend -- Kishiko’s mother would never have allowed such an occurrence -- but peacefully.

Time passes, but Kishiko and her mother always relish the father's memory. However, as the Inazuman government undergoes drastic change, a once free spirited kitsune watches as her homeland grows ever more oppressive under the rule of an eternity obsessed shogunate. Bafuku patrol the cities and the plains alike, cracking down on any threats to the rule of the almighty Shogun-- no matter how small or trivial, meaning little tolerance for kitsune antics.

The Resistance

Kishiko gets involved with the Resistance of Watatsumi Island. She smuggles goods that come through the Narukami Shrine, utilizing illusory kitsune arts to aid in her endeavor. Her mom is aware of Kishiko’s affiliation with the resistance, but rather than reporting her, she gives Kishiko a hand. Eventually, her mother comes under suspicion for treason, so Kishiko decides to flee Inazuma to assume blame and cover for her mother. Her connection with the resistance allows her to get in contact with the Crux Fleet, who arranges for her escape.

Parental Details

- Kishiko's father was once an alcoholic. He broke the habit after many long talks and kind support from a friend in the adventurer's guild in Mondstadt. In raising Kishiko, he advises her against drinking too much, even when she is of proper age. He explains how alcohol detaches one from reason, which can be harmful in many situations. Additionally, he notes it is not good for one's health (dulls the senses, inhibits bodily functions).
- Kishiko's mother is a lower level yokai, originally a wild trickster. When she came across a shrine and watched the shrine maidens work, she was enraptured by their practices. Whereas a yokai like Yae Miko blends with ease into the world of humans, Kishiko's mother struggled to assimilate. Given her intense curiosity and tough skin, she was able to teach herself much despite beratement from the humans. Eventually, she is tolerated and learns enough to cooperate with the shrine maidens to work alongside them. When Kishiko is born, she bestows her hard won wisdom to her daughter.
- Parental Birth Circumstances
 - Father was born into poverty, no last name. While he never faced any traumatic deal of discrimination, he certainly didn't live lavishly. He did what he could for his mother, who was blind, but he could only do so much at a young age. His life started to pick up once he was old enough to join the Adventurer's Guild and take commissions for a living. Not only was he then able to afford basic necessities consistently, but he discovered his passion for adventuring. His downturn into alcoholism started as a way to numb the grief of his mother's passing, but grew into an addiction as he continued to struggle in coping with her loss.
 - Mother was given the last name "Bushido" by a young shrine maiden. Although it was her mother's initial intention to trick the girl to steal her food, this mischief turned to curiosity when the young shrine maiden offered to share her meal openly. The two enjoyed their snack, and played together. In a pretend scenario, Kishiko's mother played the role of the bodyguard.
 - "Any noble warrior such as thee, worthy of serving as my bodyguard, must have an equally noble name! And thus, I bestow upon thee the name... Bushido! Take this name with thee, who has long served under me with admirable loyalty."
 - Even though after their initial meeting, Kishiko's mother never saw the young shrine maiden again, she never did stop looking for her friend from the shrine's outskirts.
- At the time of their marriage, Kishiko's parents were not the same age.
 - Mother: ~700 (can manifest 7 tails) [alive]
 - Father: ~30 [passed, ~80 years of age]
- Hightailer's Tavern「狐の居酒屋」
 - On her travels, Kishiko acquires a Japanese style inn building.

- She found an old tavern in disuse after Inazuma's economy took a turn for the worse, and works to acquire the funds to patch it up properly.
- Using her kitsune arts, Kishiko can "pocket" this building, allowing her to pop it up wherever she pleases. This makes it particularly suited to not only her needs, but to her nature. As the name implies, it's a tavern for the kind of crowd prone to hightailing at any given moment- should they feel in the mood to.
- Things inside:
 - Upper: (traditional Japanese style)
 - Bar (stools, reception)
 - MMD stage (in west tatami room)
 - Notice board (post recent events)
 - "Gallery" (framed photographs on a shelf in an inconspicuous spot — but still very visible — featuring our favorite fan art/ personal works)
 - Lower: (more modern setup, with tech and equipment)
 - Couch + TV
 - Voice Studios (glass, facing each other)
 - Costume Closet
 - Gaming Setups

Profile > Story Text

Character Details	A wandering half-kitsune who fled from Inazuma. You can never tell where she may show up next, but it wouldn't be surprising to find her sharing trinkets with children who go to greet her as she passes through town, or sleeping in a tree beside a road less traveled by. Really though, she could be just about anywhere given how much she loves to explore.
Character Story 1	There was once a Knight of Favonius, whose adventures are all but unknown to many -- unsung even by the bards of Mondstadt. This knight strove to follow Barbatos's teachings of freedom, which he felt he best achieved by traveling across Teyvat. At some point in his venture, he wound up on a merchant vessel bound for Inazuma; on a business favor for a friend. Upon arriving, however, as an outlander he faced difficulties getting clearance, and found interaction incredibly difficult, given the constant probing and mistrust of the locals. Despite this, he was a determined soul, and so after much negotiating, he did eventually manage to succeed in carrying out his friend's business. Having come so far to such a remote and beautiful nation as Inazuma, he thought it would be a shame not to explore. At first,

	he wandered the city, but given the general hostility towards outlanders, he decided to escape to the countryside and continue his exploration without the weight of unwelcome gazes. He eventually found himself at the Great Narukami Shrine. Upon arriving on the outskirts of the grounds, one of the shrine maidens noticed him. She was a yokai – a kitsune – but known openly as such and tolerated by the humans working at the shrine. She was puzzled by the presence of an outlander on sacred grounds. Rather than expelling him as her more closed-minded peers might have done out of skepticism for such a person, her curiosity convinced her to speak with him. As they conversed, she found herself captivated by his tales of his travels through lands all but foreign to her. Having never left Inazuma herself, she found him and his outlander stories quite enthralling. Some time later, a small half-kitsune, half-human called Kishiko would fondly call these two her parents.
Character Story 2	Kishiko finds things that refract light interesting to look through; especially marbles or clear gems. She thinks a lot about the unique perspectives they possess – how they’re not unlike the natures of different personalities. One should always try to consider various points of view to understand all the potential angles of someone’s character. Under different light, one may come to understand something they thought they knew in a whole new way. Kishiko’s own crystalline star ball, which holds a portion of her power, is a magnificent sight to behold. Some folktales say that the ball represents a kitsune’s soul; and that a kitsune will die if separated from it for too long. It is even believed by some that those who obtain the ball may be able to extract a promise from the kitsune to help them in exchange for its return.. Kishiko denies any knowledge of such myths, but is certainly wary of having her star ball stolen, as her mother wisely advised her to be. She has a collection of many other stones to keep the real one hidden, each carefully picked and polished from the various places she’s traveled. One from a shallow pool at Narukami Shrine, washed pale purple by electro energy. Another from the peak of Wuwang Hill, with a strange yet refreshing coolness subtly emanating from it. Another from the outskirts of Dragonspine, inlaid with specks of ice and snow... She is quite passionate about her collection, and may even share some details if asked in earnest. Though, it would be quickly followed by her fretting: “Ah, but I’ve said too much already! I don’t want you going and figuring out which one is the real one now...”

Character Story 3	As she grew up, Kishiko received a dual education. Her mother provided a rich education in shrine maiden etiquette, familiarizing her daughter with various skills – among them being cultural history studies, certain rituals, basic exorcism techniques, kyudo, judo, and foxfire illusion arts. Although she was often scathed by whispers of “half-breed”, they did little to stifle her eagerness to learn. She has always looked at all different kinds of people to learn from, and thus picked up a range of skills. She trained not just with members from the Narukami Shrine, but even with visitors from the Shuumatsuban and Kamisato Estate. Kishiko has always understood she was different, but has never allowed discrimination to deter her from pursuing her goals and seeking answers to her many questions about the world. Kishiko has gained many valuable lessons from listening to her father’s stories. He would speak of his adventures, of literature from Mondstadt, and the teachings of Barbatos. Kishiko was starstruck by the idea of freedom and how it compared to the isolation of not just confinement to the Narukami Shrine, but to Inazuma. She grew to hold the idea of freedom in high esteem. Kishiko enjoyed a childhood supported by her mother, who provided for them with her work at the shrine, while her father took care of her health at home. Often, the two would explore the reaches of Narukami Island, shop in the city, and even make trips to Kannazuka when they are able to get their hands on a boat. During festivals, Kishiko remembers fondly how she and her father would make charms and prepare materials, and would meet with her mother to decorate the shrine with the fruits of their labor.
Character Story 4	Although Kishiko is quite familiar with literature not only from within Inazuma but from outside it, it wasn’t until she left Inazuma that she was able to lay her hands on many of the texts themselves. Everything she knew about the outside world before leaving is due to her father’s extensive travels, and his frequent pastime of storytelling. It is quite fascinating to observe the contrast in values of the different regions of Teyvat. Mondstadt holds freedom in high regard; disciples of Barbatos are encouraged to live as they please, seeking personal happiness. Conversely, Inazuma prides itself in its pursuit of eternity, the Raiden Shogun reigning supreme. Kishiko notes, with dismay, that the Shogun would choose to act in this interest even when it conflicts with the needs of the Inazuman people. Compared to the more stifling environment where she grew up, taking into account the more recent declarations of the Vision

	Hunt and Sakoku decrees, Mondstadt's ideas are cut from an entirely different cloth. Despite the limitations Kishiko faced while living near the Narukami Shrine, she calls this place home. Her mother had lived her whole life on that island, rarely venturing out so as to remain dutiful to her role as a shrine maiden. After exploring the furthest reaches of Teyvat, she wishes to return one day. She prays that when she finds her way there that Inazuma will have grown into a nation that respects the ambitions of its people, and allows them to pursue them freely. Though, as a wanted fugitive among other circumstances, for now she can only wait and hope for the best.
Character Story 5	The declaration of the Vision Hunt and Sakoku Decrees were not only hard on the people of Inazuma, but Kishiko feels they were a major breach of basic freedoms. These policies left people trapped, fettered to the Shogun's unbending realm of jurisdiction. For Vision holders, this meant being stripped of their Vision, and their ambitions, with no hope of having their protest acknowledged. After hearing word of a Resistance, mounted by the people of Watatsumi Island, Kishiko managed to send a message offering her aid. Sometimes, portions of food rations, cloth, or other material shipments to the shrine might be missing some inventory. Of course, this can't be helped -- given Inazuma's stormy seas, some things are bound to go overboard. Though, perhaps less than the shrine maidens are led to believe -- in a little boat at the foot of the mountain, Kishiko carefully loads the lost goods. Occasionally, she feeds refugees before sending them off on their way to Watatsumi. With a wave in farewell, and a flourish of foxfire cover, they disappear without so much as a ripple. Perhaps the shrine maidens should have put up more charms to ward off the bad weather. Eventually, many of the shrine maidens do come to suspect more than the elements were at work in the case of so many missing supplies. Kishiko's mother was liked for treason. Of course, despite their efforts to be subtle about this so they could make their move, the new hostility in the atmosphere was difficult not to notice. Realizing her operations had been discovered -- although blamed on the wrong person -- Kishiko decided to flee Inazuma to clear her mother of blame. Following a desperate letter to the Divine Priestess, a certain pirate crew aided her in a daring escape.
Kishiko's Philosophy	In the eyes of humans, the passing of a decade is a significant length of time. For a kitsune, even a century can feel as short as

	the blink of an eye. As yokai, kitsune age drastically more slowly than humans. Although the world changes around her, Kishiko remains relatively unchanged. She does notice differences, and feels saddened when she bears witness to a life shorter than her own coming to a close. Despite her initial distress at the stark difference between her lifespan and those of others, she has come to realize that it matters less how long one's life is, and more about how one spends the time they have. Success in life is not living longer - nor is doing more, or being "better": it is finding one's fulfillment. Finding what makes you feel free, in that you are able to be your whole and complete self without inhibition. So many people get caught in ideas that tether them to unhealthy and even destructive habits. This chase consumes an alarming amount of time and effort, that ultimately leaves one empty. Tying all one's value to material things is no way to live happily. If one believes they are only worth what they own, who are they when those things are taken away? Kishiko makes a point of trying to brighten the lives of those she encounters. Such actions may be as simple as slipping a lost article back into a pocket with a quiet giggle, or as intrusive as dishing out a hard lesson to someone who has the audacity to think they hold the right to violate the freedom of another person. And although she might not always be right, she certainly has kind intentions.
Vision	Kishiko's first contact with her Vision was when it wasn't even hers. Her father had dangled it in front of the young half-kitsune, who he had held, curled in his arms, for her to admire. Little did he expect the young kitsune to stare wide eyed at the gently swinging pendant, only to pull it into her mouth to gnaw on a moment later. Kishiko remains to this day quite bad at comprehending time. As a human, naturally, her father aged. For a young yokai though, five decades is not quite so great a length of time, and she was yet unaware of the cruel toll it takes on other forms of life. Her father's old bones, worn from adventuring, finally started to give him trouble. For months, he laid in bed. Confident she could help him recover, Kishiko was more than diligent in attending to him. Her mother, however, seemed to smile more melancholily when she pulled back from his embrace. As a kitsune who had witnessed the passage over many centuries, unlike Kishiko, she was fully aware of the consequences of age. "Come Kishiko, I have a story for you," her father called softly,

	beckoning her to his side. He didn't need to ask twice, as Kishiko dashed over so fast he only saw a blur before a pair of kitsune ears came up under his hand. "Remember this?" He held up his Vision in his other hand. Kishiko responded with a firm nod. "I bought it from a little shop back in Mondstadt. I thought it was a rather interesting piece. Celestia is quite particular about who it chooses to receive their blessings, so even if it was real, I only ever expected it to be a trinket - not a Vision. When it started glowing, I don't know if the shopkeeper or myself was more surprised!" He chuckled lightly, and pressed the Vision into Kishiko's palm. Her brow furrowed. "Father, don't you need this? I can't use it anyway, it's yours! So why-" "Just hold on to it for me, okay?" He smiled. She looked at him for a moment, nodded, and turned around to lean against the bed. Patting her head, he launched into a recount of the solution to a difficult puzzle - various patterns and clues, dangerous monsters and perilous traps - and Kishiko was soon asleep. In her palm, the Anemo Vision flickered, and went out. Her father's hand was still. The fluttering of falling sakura petals and the whisper of wind from outside the window were the only things that disturbed the atmosphere. Then, slowly, the Vision's glow grew, the soft light of anemo energy pulsing with Kishiko's heartbeat.
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Name Card

	Kishiko: Flickering Foxfire Who can say where a trail of foxfire will take you? It would no doubt be a good excuse to go explore... the next one will surely lead you somewhere.
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Outfit Description

Bushido Kishiko's outfit. She put much of the outfit together herself, obtaining the cloth from various places on her travels. She drew much of her inspiration from Mondtadtian fashion, but has also designed various parts with shrine maiden motifs as a throwback to her childhood home.

Dialogue

Profile > Story Dialogue

- Adventuring
- Sparring
- Hand crafts/ foraging
- Marbles

Title	Transcription
Hello	Yohoo! I'm Kishiko Bushido, a wandering adventurer. You seem like loads of fun! Mind if I tag along?
Chat: Exploring	Ooooh, did you see something? Over there somewhere? C'mon, let's go check it out!
Chat: Knick-Knacks	Hmm, I need something to keep my hands busy... let me make you something.
Chat: Daydreaming	Hmmm.... hm? Did something happen just now? I think I might have spaced out a bit, ahah...
When it Rains	Uwaaa, it's raining! Let's go find somewhere to take cover and watch it come down!
After the Rain	Aww, it's all done raining already? Oh! The puddles are still here though - let's set off some leaf boats!
When it Snows	Hehe... don't you love the way fresh snow feels under your feet? It's a shame it doesn't crunch the same way in your mouth...
When the Wind is Blowing	Oooh! That's quite a strong breeze... hehe, I'm gonna go chase it!
Good Morning	So early... *yawn* so sleepy... hm? You'll go exploring with me? Oh, I take it back! I'm not tired, I promise!
Good Afternoon	Are you going off somewhere? Can I come with you? It'd

	be fun to pick apart any monsters that might try their luck, heh...
Good Evening	Good evening, ehe... up for some sparring practice? I could use a stretch.
Good Night	You're not sleepy? Hmm... I'll bet I can get you to yawn with some kitsunebi! It's real pretty, so if you watch closely, I think you'll end up snoozing pretty quickly.
About Kishiko	I think everyone deserves the freedom to pursue what they want! That's why I go wherever the wind may lead me. You should go out and do what you want to do too! If anyone ever tries to push their agenda on you, just let me know...
About Us: Illusions	If you ever run into trouble, you can count on me to create a diversion with my kitsunebi. I'll make sure to hold their attention so you can make a run for it!
About Us: Skills	As a shrine maiden, my mother taught me all sorts of important skills... ceremonial rituals, some basic exorcism, illusory arts, and combat! Learning archery was a given of course, but I know judo too. If you're worried about getting disarmed, I could show you a technique that uses an enemy's own strength against them!
About Us: Half-Blood (konketsu) 「混血」	I'm half kitsune, half human - which is why it's hard for me to hide my ears and tail all the time. My mother and father said I should be proud of who I am, but some of the shrine maidens didn't seem to think so... you don't mind though? We can still be friends, then?
About Us: Star Ball (hoshi no tama) 「星の玉」	Hmm? These glass marbles? Ah... one of them is my Star Ball. Since I'm half kitsune, it holds a bit of my power. It's really important that I keep it with me, so I hope you're not getting any funny ideas.
About the Vision	It's a gift, from my father. His stories are probably the greatest thing he ever gave me, so I carry his memory within this Vision, and take it wherever I go. I like to think that whenever the wind is at my back, that it's him, pushing me forward to see new sights!
Something to Share	When the war situation clears up in Inazuma, I'd like to take you to see Narukami Shrine. I could teach you how to

	tie fortune slips and make an offering to the Sacred Sakura! That is, if you're interested. Hopefully, they'll have gotten better about receiving outlanders...
Interesting Things	You know, kitsunebi might look like fire, but it's actually a bit chilly! Here, here- you can touch it. Cool, huh?
About Sayu	The little Shuumatsuban girl? I think I've seen her once or twice, sleeping... in the boughs of the Sacred Sakura tree...
About Kujou Sara	I've heard she's quite a force to be reckoned with... though, she doesn't sound like the kind of person I could agree with. I mean, it just doesn't make sense! How can a Vision holder justify the taking of the Visions of others? The taking of another's ambitions?
About Sangonomiya Kokomi	Oh, the Divine Priestess? I've never gotten to see her in person, but her devotion in standing against the Vision Hunt Decree is awe-inspiring. Not to mention, her orders are really, really thorough...
About Gorou	I've heard many stories about General Gorou and his loyalty to the Divine Priestess. He sounds like an admirable commander, but from what I've heard, I'd say it's probably a good idea to avoid criticizing Lady Sangonomiya when you know he's listening in...
About Kaedehara Kazuha	I met him in person for the first time on board Captain Beidou's ship. He knows sooo many haikus!
About Beidou	I owe great thanks to the Crux Fleet's Captain. Keep this bit quiet... she's a big part of the reason I was able to escape Inazuma undetected. I'd tell her to go easy on the drinks for her health's sake, but seeing her laugh like that, I don't have the heart to.
About Naganohara Yoimiya	Uwaa... she seems like a nice person, but her fireworks are really loud. How can she stand such explosive noise?
About Raiden Shogun	Inazuma doesn't exactly have a pretty history, given how many tragedies the Shogun has dealt with, but I can't sympathize with the Sakoku and Vision Hunt Decrees. I can see why her Vision of eternity might seem like a safe option, but really, what point is there to living like that when you aren't able to do what your heart desires?
About Barbatos	I have the Anemo Archon to thank for his teachings -

	which my father brought with him all the way to Inazuma. One day, I really want the chance to talk to him! Maybe getting to meet one of the Seven seems a bit far-fetched, but you never know!
About Velle	(coming soon)
More about Kishiko: I	Hey Traveler, come check it out! I found a new marble for my collection. Ohhh! Look at the way it catches the light! This one is quite the find.
More about Kishiko: II	Teyvat is huge, you know? There's so much to do, so much to see! Too many people would rather sit and complain about everything when all they need to do is get up and do a little exploring. If you go to new places and learn enough stuff, I'm sure you can find <i>something</i> fun to do. Speaking of, where should we go next? Oh! How about we play a round of kitsune-ken, and the winner gets to decide? Ready, ready? Fox, headsman, hunter, gooo... fox!
More about Kishiko: III	Doesn't it feel good doing little favors for people? Hehe... I love seeing the expression on people's faces when they discover a lost item I snuck back in their bag, or how little kids gasp in wonder when I do magic tricks for them!
More about Kishiko: IV	It seems that everything I smuggled from the shrine made it safely to Lady Sangonomiya, given the letters I've gotten back... but really, how did the shrine maidens even figure out that things were going missing in the first place? I was suuuper careful! When I cast kitsunebi illusion over the boats, I didn't even forget to cover the ripples!
More about Kishiko: V	When the shrine maidens finally noticed there were supplies going missing, they suspected my mother. Of course <i>she</i> knew what I was doing, I can never hide very much from her - but I guess I wasn't the only one who didn't like the new decrees. Maybe she wanted to help the Resistance too... Anyway, before the shrine maidens could make up a way to find her guilty, they discovered that I'd disappeared! I'd just up and left! Now, who would do that but the dirty traitor, right? Hehe, poof! Just like that... Now they can't blame her...
Kishiko's Hobbies	I love exploring! You never know what's around the bend, and all you have to do is run up and find out. It's even more fun to have company! Want to come along?

Kishiko's Troubles	Time is hard to keep track of... especially when I go out adventuring! Everything goes by so fast. How old am I now, I wonder?
Favorite Food	Don't yell at me for eating the shrine offerings! They're left out for guardian spirits, so that means me! Oh oh! Someone's left some daifuku!
Least Favorite Food	I don't exactly have a lot of money, so I take what I can get. Usually, I eat simple foods, though I'm not used to flavors that pack too much punch. I shudder at the thought of Jueyun Chilis...
Birthday	Happy Birthday! Here, I made you a trinket. It's kind of small, so let me know if there's anything else you want! I'll even consider going easy on you if you want to spar, hehe.
Feelings about Ascension: Intro	Oh- I feel... lighter? Hmm... interesting!
Feelings about Ascension: Building Up	Hehe, my energy is really building up! Come spar with me. Let's go all out!
Feelings about Ascension: Climax	Mmm! We can go and do some more exploration now that I've gotten stronger. Tell me if I go too fast, ok? I don't want you to fall behind.
Feelings about Ascension: Conclusion	I really appreciate all your help! Even so, I want to keep exploring... do you think you could come with me? We've already been working together for a while, but there's still way more out there for us to see together!

Profile > Combat Dialogue

Title	Transcription
Elemental Skill	1. Foxfire! 2. Now you see me... now you don't! 3. Hehe... not sure where to look now, huh? 4. Fufufu...
Elemental Burst	1. Ready to roughhouse? 2. Ready or not, here I come!
Sprint Start	1. Hehehe!

	2. I'm gonna catch you! 3. Time to explore!
Sprint End	1. x
Deploying Wind Glider	1. Wheee! 2. Ooh- what a wonderful breeze!
Disengaging Wind Glider	1. Ehe...
Opening a Treasure Chest	1. Hmm... which should I pick for my collection? 2. Ooh! I wonder what I can make with this... 3. Whoa... so glittery...
Low HP	1. No need to be so rough... 2. Ok, that's enough joking around now... 3. The world... is kinda spinning....
Ally at Low HP *	1. 2.
Fallen	1. I wasn't... done... yet... 2. Playtime's... over? 3. I don't want to go...
Light Hit Taken	1. Uwa! No fair! 2. Gah! I'll admit, that was a good one... 3. Ah! Seriously?
Heavy Hit Taken	1. Hrrg... didn't see that coming... 2. Aah! How'd you figure me out...
Joining Party	1. Yay! Playtime! 2. Ready to go exploring? 3. Ta-da! Here to help!
Additional Idle Dialogue	1. x
Light Attack *	1. 2. 3. 4. 5. 6. 7.
Mid Attack *	1.

	2. 3.
Heavy Attack *	1. 2. 3.
Climbing *	1. 2. 3. 4. 5.
Climbing Breath *	1. 2. 3. 4.
Jumping *	1. 2. 3. 4. 5.

* - Sound, not dialogue. May require description. Open to change based on preference.
x - no dialogue under the title included (as of Venti's voice files)

Ability Information

Combat Talents:

- Normal Attack (auto): Shrine Guardian Marksmanship
 - Normal Attack:
 - Perform up to 6 consecutive shots with a bow.
 - Charged Attack:
 - Perform a more precise Aimed Shot with increased DMG. While aiming, favorable winds will accumulate on the arrowhead. A fully charged wind arrow will deal Anemo DMG.
 - Plunging Attack:
 - Fires off a shower of arrows in mid-air before falling and striking the ground, dealing AoE DMG upon impact.
- * Elemental Skill (E): Foxfire Illusion (Kitsunebi)

- Tap:
 - Summons a Foxfire Whisp, which lingers beside Kishiko until pinned to an enemy with her next charged shot. Once marked, the enemy continuously taunts other enemies and draws their fire, as if the target were another player.
 - The mark pulses for every second it is on an enemy, imbuing the target with anemo energy every 2 seconds.
 - Foxfire Illusion's discharge damage scales with Kishiko max HP.
 - When it's timer expires, the Foxfire Illusion discharges, dealing AoE Anemo DMG that knocks enemies prone and imbues them with anemo.
- Hold:
 - Summons a Foxfire Whisp, which pins itself to the nearest enemy without Kishiko needing to fire any arrows.
- Additional Information:
 - This skill generates 3 elemental particles when it hits at least 1 target, and 1 elemental particle with every pulse on a live target.
 - 1 elemental particle is generated for each enemy hit by the discharge.
 - Upon summoning, the Foxfire Illusion lasts for 15 seconds.
 - Once pinned to its target, Foxfire Illusion lasts 8 seconds.
 - CD is activated after summoning, not pinning.
 - CD is 20 seconds
 - Only Kishiko's charged shot has the ability to pin Foxfire Illusion to an enemy.
 - This skill has 1 charge.
 - Only one enemy can be marked at a time. Foxfire Illusions pinned to other enemies cancel previous summons.
 - Canceling previous summons still triggers the end discharge.
 - C1 V1: With Kishiko's 1st constellation, when Foxfire Illusion is active but lingers at the player's side unconsumed, party movement speed is increased by 25%.
- Elemental Burst (Q): Kitsune's Claws
 - Kishiko takes on her illusory kitsune form, bow aside but fangs bared and claws on full display. Smiling in what may look to her enemies like more of a snarl, she lets loose.
 - Increases Kishiko's ATK AoE, ATK Speed, and ATK DMG.
 - Replaces Kishiko's Normal Attack: Shrine Guardian Marksmanship with melee attack
 - Increases Kishiko's resistance to interruption
 - Converts attack DMG into Anemo DMG, which cannot be overridden by any other elemental infusion.
 - The effects of this skill end when Kishiko leaves the field.

- Tapped Elemental Skill (E): Foxfire Illusion during the duration of Kishiko's Elemental Burst takes on Hold Elemental Skill (E): Foxfire Illusion's effects.
- Duration: 15s
- CD: 20s
- Energy Cost: 80
- * Similar to Tartaglia's elemental skill, Foul Legacy: Raging Tide, but optimized to act as Kishiko's ultimate ability.

Passive Talent:

- 1st Ascension Passive:
 - 4th Ascension Passive: Voracious Vixen
 - Lifesteals 8% of damage inflicted by Kishiko while using the ability Kitsune's Claws
 - Utility Passive:
 - Sharp Scout - When a party member collects plants, they have a 25% chance to obtain an additional drop.
-

Additional Research

General Kitsune Background

<https://yokai.com/kitsune/>
(Basic information)

<https://yokai.com/myoubu/>

They often carry sacred objects in their mouths, such as the round jewel often carried by koma inu in other shrines. Myōbu can also be seen carrying spiral keys, sheaves of grain, and scrolls. These all carry special significance in Inari worship.

- The round jewel represents both the soul of Inari, and its form is a symbol of a grain storehouse.
- The spiral key is an archaic design of the keys used with traditional farm warehouses. The key represents the desire to unlock the storehouse; i.e. the soul of Inari.
- The sheaves of grain represent the five grains (wheat, rice, beans, awa millet, and kibi millet) which are important in East Asian traditions.
- Finally, the scroll represents knowledge and wisdom.

<https://www.mythicalcreaturesguide.com/kitsune/>

- A kitsune is a shapeshifter, and usually when it reaches the age of 100 years, it learns the ability to take on a human form. Thus, they have to be a fox for a hundred years before it can shapeshift from a fox to a human and back again.

- Kishiko must be older than 100 years old in actuality.
- Kitsune are from Japanese folklore and are Japanese foxes. A kitsune can have up to nine tails, depending on its age, wisdom and power. The only way to kill a kitsune is to cut off all of its tails, as it is said that one of the tails is its main tail and the source of all its power. Not knowing which tail is the main one, one would have to cut off all its tails to kill it. One, five, seven, and nine tails are the most common numbers in folk stories. When a kitsune gains its ninth tail, its fur becomes white or gold.
 - Kishiko only has one tail, so although she's "old", she's still relatively young and inexperienced on kitsune terms.
 - Kishiko's mother has 9 tails maybe?
- There are two common classifications of kitsune. The zenko (善狐, literally good foxes) are benevolent, celestial foxes associated with the god Inari; they are sometimes simply called Inari foxes. On the other hand, the yako (野狐, literally field foxes, also called nogitsune) tend to be mischievous or even malicious. Local traditions add further types. For example, a ninko is an invisible fox spirit that human beings can only perceive when it possesses them. Another tradition classifies kitsune into one of thirteen types defined by which supernatural abilities the kitsune possesses.
 - There's also nogitsune, which could be either. Nogitsune interacts with humans most frequently. I think that works.
- One of the most important things to a Kitsune is freedom. They do not fare well being locked away, and do not like to be forced to do something they don't want to. Doing something like that would be likely to get you killed if they are freed.
 - i'd do that haha
- Kitsune loves playing tricks. They like to take things and hide them from people, or do just about anything else to piss someone off.
 - Derives fun from pranking people who deserve to be taught a lesson.
 - Does not seek to cause harm, and in fact despises those who would do so.
- Kitsune have a fear and hatred of dogs even while in human form, and some become so rattled by the presence of dogs that they revert to the shape of a fox and flee.
 - haha I'm actually scared of dogs why is that accurate
 - Note: on edge around Gorou/ Taromaru/ wandering dogs

<https://en.wikipedia.org/wiki/Kitsune>

- The more tails a kitsune has – they may have as many as nine – the older, wiser, and more powerful it is
 - Kishiko is relatively young, possessing only one tail. Barely acquainted with human customs, limited world knowledge.
- The zenko (善狐, literally 'good foxes') are benevolent, celestial foxes associated with Inari; they are sometimes simply called Inari foxes in English. On the other hand, the yako (野狐, literally 'field foxes', also called nogitsune) tend to be mischievous or even malicious.
 - I think she's going to be yako, specifically nogitsune, but kind hearted compared to others of her kin.
- Depictions of kitsune or people possessed by them may feature round white balls known as hoshi no tama (ほしのたま, star balls). Tales describe these as glowing with

kitsunebi. Some stories identify them as magical jewels or pearls. When not in human form or possessing a human, a kitsune keeps the ball in its mouth or carries it on its tail.

- One belief is that when a kitsune changes shape, its hoshi no tama holds a portion of its magical power. Another tradition is that the pearl represents the kitsune's soul; the kitsune will die if separated from it for too long. Those who obtain the ball may be able to extract a promise from the kitsune to help them in exchange for its return.
 - Kishiko has various marbles, which she stores in her pocket dimension. Only one is truly her Starball, while the others are distractions. Glows with kitsunebi when drawing heavily on her kitsune abilities (ex: Elemental Burst, but not Elemental Skill).
 - Rather than carrying the Starball in her mouth or on her tail in fox form, she wears black cloth tied in a bow at the back, with a hemp rope over it around her neck, with her Starball embedded in a charm fixed to the front metal band.
 - Kishiko is very aware and careful not to lose her Starball, as advised by her wise mother.
- Kitsune are often presented as tricksters, with motives that vary from mischief to malevolence. Stories tell of kitsune playing tricks on overly proud samurai, greedy merchants, and boastful commoners, while the crueler ones abuse poor tradesmen and farmers or devout Buddhist monks.
 - Kishiko feels the need to knock some people off their high horse when their actions negatively impact the lives and freedom of others. Although she derives pleasure from making mischief in those situations, she finds it abhorrent that some kitsune prey on the innocent and helpless (and would take action to penalize them, just as she would a human).
- Kitsune are thought to employ their kitsunebi to lead travelers astray in the manner of a will-o'-the-wisp. Another tactic is for the kitsune to confuse its target with illusions or Visions. Other common goals of trickster kitsune include seduction, theft of food, humiliation of the prideful, or vengeance for a perceived slight.
 - She uses kitsunebi to confuse her enemies. (they go after the kitsunebi instead of her)
 - Kishiko is interested in tricking people for the purposes of:
 - Theft of food/ other survival objects (in dire need)
 - Humiliation of the prideful (when excessive/ has negative impact on others)
 - Vengeance for a perceived slight (especially against innocent/helpless people or beings)
- Other kitsune use their magic for the benefit of their companion or hosts as long as the humans treat them with respect. As yōkai, however, kitsune do not share human morality, and a kitsune who has adopted a house in this manner may, for example, bring its host money or items that it has stolen from the neighbors.
 - Kishiko has the best intentions, and does her best to adjust to human culture when interacting with them. She doesn't understand many things, but strives to learn.

- Tales distinguish kitsune gifts from kitsune payments. If a kitsune offers a payment or reward that includes money or material wealth, part or all of the sum will consist of old paper, leaves, twigs, stones, or similar valueless items under a magical illusion. True kitsune gifts are usually intangibles, such as protection, knowledge, or long life.

Ukiyo-e Print of Kitsune:

https://www.google.com/search?q=ukiyo-e+kitsune&hl=en&source=lnms&tbn=isch&sa=X&ved=2ahUKEwiLue7mlbvyAhWRElkFHY6PCZYQ_AUoAXoECAEQAw&biw=1440&bih=789#imgrc=VFMOAQfe79ezWM

Genkurō

<https://en.wikipedia.org/wiki/Genkur%C5%8D>

Genshin Kitsune Lore:

Overall Inazuma Timeline (Reddit):

[Timeline of Inazuma - As of Current Lore \(Weapon, Material, and Artifact\): Genshin Impact](#)

Overall Inazuma Timeline (Wiki):

[Inazuma/History | Genshin Impact Wiki | Fandom](#)

Chronically if the Six Kitsune:

[New Chronicles of the Six Kitsune | Genshin Impact Wiki | Fandom](#)

Lady Saiguu:

[Kitsune Saiguu | Genshin Impact Wiki | Fandom](#)

Great Kitsune Hakushin:

[Hakushin | Genshin Impact Wiki | Fandom](#)

- Chronically of the Six Kitsune (Volume 2)
 - Becoming a Youkai
 - The eldest of the six was Itaru the Black Fox, who, unlike most other females, was built as broad as a bear and as strong as a tiger. She also had a wild and unruly personality. One day, she was being drunk and disorderly in the main hall of the shrine, and destroyed ashintai that represented the Shogun. Incensed, Hakushin banished Itaru from the mountain for a period of much-needed self-reflection.
 - But Black Fox Itaru was all too happy to leave the mountain behind. She put Hakushin's warnings completely out of her mind, found a bottle of good-quality liquor, and headed straight for the nearest village to look for trouble.
 - Legend has it that in the time of the Great Kitsune Hakushin, she had six apprentices. All were greatly skilled in magic and in shape-shifting.

Day-to-day, they were tasked with assisting their matriarch, Hakushin, in managing the shrine and defending Mt. Yougou.

- Chronically of the Six Kitsune (Volume 3)
 - Even “evil” Yokai can be interested in helping others
 - "The Twin Oni of Tokaku? Looks like neither of you have learned anything from the beating I gave you last year for harassing the villagers!"
 - When the two bandits heard this, they panicked and started begging for their lives. Black Fox Itaru threw them to the ground and begin to speak:
 - "Fair enough. Well, I'm a masterless yokai now that I've been banished from the mountain by Hakushin. Why don't the two of you join me? We'll go around helping those in need. It'll be fun!"
- <https://www.ancient-origins.net/myths-legends-asia/kitsune-0012027>

Kishiko's Philosophy

Talent Material Sources

- Teachings of Freedom
 - "Freedom is the spirit of the Land of the Wind. The freedom to live is one of such. It is the freedom to live freely and healthily without concerns of one's own safety."
- Guide to Freedom
 - "Freedom is the spirit of the Land of the Wind. The freedom of travel is one of such. It is the freedom to traverse the land freely without being obstructed."
- Philosophy of Freedom
 - "Freedom is the spirit of the city of wind. To sing is one such freedom. To sing on the land created by the Anemo Archon is to send your heart away with the song on the wind."
- SUMMARY
 - Live free, healthy, carefree, without unfair obstruction

*Wind, Courage, and Wings

(whole text)

When the first wisp of wind brushed across the land
Birds that yearned for the sky had wings
But no way to fly
They asked the Anemo God:
"How can we reach the heavens?"
To which the Anemo God replied:
"You have yet to find that which is most important"
As the God spoke, the wind thrust the seeds of a dandelion
High into the sky
The birds thrust out their wings
But the breeze was all too mild
Leaving them to stumble across the earth
So they went to the gorg
Where the wind showed off its wild and incomparable strength
They threw themselves off the cliff
And flapped their wings amongst the howling winds
Until they were able to fly freely in the sky
To the Anemo God they went, to gleefully say:
"We understand now! All we needed was a stronger wind to fly"
In reply the Anemo God said:
"What you lacked was not wind, but courage"
"It is courage that has allowed you to become the first flying birds of this world"

- SUMMARY

- The anemo god (or circumstances/the environment) will create conditions to succeed, but one must have the courage and the will to pursue their goals in order to attain what one desires.

A Drunkard's Tale

(excerpt)

The tribe-dwelling human and the pack-dwelling wolf could not bear to live in solitude. This newly brewed wine served to bring man and wolf together in their dreams.

But their attitudes towards these dreams were poles apart.

The human who knew only the wind and snow **yearned for** the **wasteland** where the lone **wolf runs freely**, but the lone wolf was fearful of the human's desire. It could not understand why this human was **captivated by dangerous illusions** and **sought hope from within them**.

What concerned the wolf even more was that when in a drunken human dream, it **could no longer distinguish whether it was a wolf or a human with a wolven spirit**.

So the wolf swore an oath never to touch the humans' poison again, to resist the allure of wine.

Wolves are not the children of the wind, and the land of wine and song is not their home. So the wolves left the humans' domain and settled far off in the wilderness and deep in the mountain forests, places where the scent of wine could not reach them.

"What you humans call wine, we wolves call the abyss,"

The wolf haughtily concluded.

- SUMMARY
 - Despite any danger, people tend to yearn for, and find hope in even mere illusions of unbounded freedom.
- ANALYSIS
 - Even when faced with intense danger, it is people's (or at least followers of Barbatos's) desire the ability to freely pursue whatever they wish.
 - Drunkenness radicalizes the capacity to imagine and convey one's dreams.
 - Your thinking isn't bound by reason, and you may be more easily able to grasp what you truly desire.
 - Drunkenness is wholly unnecessary if one is capable of attaining a sense of their desires, detached from conventional reasoning.
 - Once a desire is defined, one can apply reason afterwards (the equivalent of sobering up), and bring that desire to fruition.

* Ballads of the Squire

(whole text)

Down every street in Mondstadt have I strolled.

The air was filled with the stench of misery and the buzz of revelry.

I saw the most arrogant of aristocrats,

And I saw the most pitiful of the impoverished.
At night these streets are a spider's web—some here to feast, others their eternal prey.
I hear a jangling in the night, and know it is the chains that fetter the souls of the oppressed.

I patrol the streets of Mondstadt at nighttime,
Where my peers and superiors would once declare:
"We are the starlit knights, lift thy heads and bear witness!"
"For we, who raise our flag in the splendor of starlight, are the true protectors of Mondstadt!"

But not once have I lifted my head to the stars, or gazed at our flag:

For I cannot shift my focus from the filthy street corners.

Destitute peddlers weep in silence.

Aging soldiers grimace in pain.

In the deathly stillness of night,

A young girl, rejected by the Aristocracy, pleads for Barbatos' mercy.

The sighing of mournful winds rattles the Cathedral gate,
Carrying within them the grief of the oppressed, they assault splendid palatial walls.

Each mother's call,

Each infant's cry,

Enough to dent the hardest of shields.

Enough to shatter the sharpest of swords.

Sounds of sorrow send shivers down my spine.

But in the palace, and in the castle,

Though the wind blows the same over holy ground,

They are but the sighs of ants to the ears of men.

One day, at the crack of dawn,

A dancer whose sword was her song set foot in Mondstadt.

Though clad in chains with cuffed hands and fettered feet,

In her silence lay a song:

It was the song of freedom. A song of a brighter dawn beyond the walls,

A joyous ballad sung without reservation by a people unrestrained.

She was the dawnlight of the Wanderer's Troupe,

But she spelled eternal midnight for the Aristocracy.

I once asked her, "Why do you come to overthrow our aristocrats?"

"Do you not know that they are the first among us?"

"Wherefore do you place their lives on a pedestal?"

Came her voice, like a fresh breeze,

"If you claim to know the wind as your companion,"

"Then did you not once know freedom, too?"

To her lonesome listeners she told a tale:

A tale of our rulers' better ancestors who held divine power,

A tale of angels, gods and vile dragons,

A tale of the deities and peoples of all the land.

Each myth and legend she turned to song,

And the wind carried the song to all corners of the land.

In the aristocrats' arena, her sword sang once more:
Her final masterpiece, but it stopped short of perfection.
A nameless knight retrieved [her sword](#) from the blood-soaked battlefield.
And buried it where the gentle winds meet in communion.

- SUMMARY

- Even Mondstadt suffered through times of inequality and oppression. It is not the nature of one who follows Barbatos's teachings to overlook undue suffering and injustice.
- Do not think so highly of aristocrats. The mere fact of their standing does not warrant that they deserve it. Additionally, at one point, their ancestors were no different from anyone else's - therefore, they don't have any innate superiority (that may be insinuated by themselves, or by societal influence).
- The Dawnlight Swordsman gave her life in an attempt to bring down the aristocracy
 - The Dawnlight Troupe made an attempt to tear down the aristocracy, but the attempt failed, the Dawnlight swordsman (the last of them) was captured and forced to fight as a gladiator, where she was murdered.
 - Even though the Dawnlight Swordsman was killed (one might think the fight against the aristocracy ended with her), another swordsman, Ragnvindr (aka Dawn Night, named in the Dawnlight Knight's honor) (ancestor of Diluc), retrieved her sword and buried it in respect. He then took up efforts to relieve Mondstadt of its oppressors.

- ANALYSIS

- Never overlook oppression or injustice.
- Social and economic standing speaks little to nothing of a person's full character. Don't judge a person (especially in an environment where they have lived under oppression) without first making a thorough effort to understand them.
- No one has the right to inflict oppression or a sense of superiority over others (it violates their choice to live freely)
- Fighting for one's freedom and the freedom of others is a cause worth dying for.

*The Fox in the Dandelion Sea

(11 volumes) (summary only, quoted text included)

- * Kishiko's favorite book as a child
- [The Fox in the Dandelion Sea | Genshin Impact Wiki | Fandom](#)

- SUMMARY

- A hunter finds a fox, trapped with its tail frozen by a mist flower by the edge of the lakeside.

- The hunter says “be good and stay put”, intending to shoot and kill, but is distracted by the fox’s gaze and misses. The arrow chips the ice, setting the fox free.
- Upon being able, the fox flees. He calls after it, yelling “hey! don’t go!”, as he was looking forward to having meat in his meal. Though, the hunter quickly realizes that once a fox has made up its mind to run, they are too quick to catch.
 - “Foxes are strange animals. Even when running on a flat plain like at Windrise, where one can see clearly for miles ahead, they somehow still seem to disappear from view. It's almost as if they run into another world.”
- Despite his impression, the fox waits for him. Or so he thought, but the fox leads him on a chase that wears him out, until he finds himself back at his own doorstep. (similar to will-o-wisp trail trick)
- Later that day, the fox appears at his doorstep, and transforms into a stunningly beautiful woman and greets him, thanking him. Bowing, she says, “Although to die by that gemstone lake is no bad thing, we foxes are grateful beings, so you must let me return the favor”.
- After that, for the next few days after that night, the fox didn’t come again. But in those few days, prey in the forest became gradually more abundant.
- Lying half-asleep, preoccupied by thoughts of the fox-lady, the hunter hears a faint sound outside his door. He hopped from the bed and swung open the door, eager to see her. However, all he could see was dandelion seeds drifting in the moonlight.
- As the dandelion seeds floated, the hunter sneezed, and they whirled up and around him, and suddenly, the fox-lady appeared before him. She had brought him to the dandelion field.
- "Only the foxes know the way to this place. It is the homeland of the dandelions. It is my desire that you would tarry here, and teach my child human language... In return, I will teach you the magic of foxes."
- The hunter thinks: “could I transform into a flying bird once I'd mastered the magic? How high would I be able to fly? Maybe I could transform into a fish, and finally have the chance to go to Musk Reef. I could even use magic to hunt! No more meatless carrot stews for me...”
- He loses track of how long he has stayed in the dandelion sea, teaching the fox-lady’s son to speak human tongue.
- The hunter asks the little fox "Why must you learn human speech?"
He answered cheerfully in the common tongue:
"So that when I transform into a human, I can befriend them!"
"Why would you want to befriend the humans?"
This seemed to make him sad, and he dropped his gaze.
"I saw a boy in the distant forest. He was dressed in grey. He looked and had eyes like a wolf. I had just mastered my magic, and was running around excitedly on my hind legs. Running on the grass was fun! But sadly, due to the difference in height, a fox can't see or smell the same things that a human

can. "I'm sure you can guess what happened next, teacher! Suddenly, I realized a horrible truth — I was lost."

In the end, he had wandered into some faraway wood, and encountered vicious monsters.

Just when he thought he was done for, that grey lupine boy suddenly leaped out of the forest and chased away the monsters. Without a word, he turned around and vanished into the woods.

"If I could transform into a human and speak their language, I could track him down and make friends with him!" he said gleefully.

- The little fox teaches the hunter how to wish with a dandelion, offering it to the Anemo Archon.
- The fox-lady catches her son teaching the hunter, and he hides.
- She asks the hunter "Now, tell me then, why is it you wish to learn fox magic?"
- To which he replies, "I want to learn to transform just like foxes do. That way I could turn into a bird and fly to the highest of heights, and behold places that were once too far for my eyes to see." Though, he thinks to himself: "Ahh yes, no longer will I need to lie in wait among the bushes while hunting. Instead, I will be able to freely soar high above like a falcon."
- The hunter admires the kitsune lady, and every time the moonlight shone upon her long hair, he couldn't help but blush and look away.
- She turned her face in thought for a moment, and let out a gentle sigh. She seemed rather displeased.
- They sat amidst the dandelion sea, not saying a word. A long time passed, long enough that I started thinking that she might be angry with me.
- At last, she says "We foxes are grateful beings. I will teach you the magic of transformation, and so fulfill your wish," turning her face towards the hunter..
- He thinks to himself "Thank goodness, she wasn't mad at me." And for some reason he could not clearly name, he quietly heaved a sigh of relief.
- The little fox learned very quickly, and could sometimes even ask questions that would stump me, since human speech is complicated and intricate, nothing like the innocence of animal speech.
- But foxes are clever animals, and very quickly they learn the many intricacies of human speech. Every time the little fox discovered a new term, every time he tried using unfamiliar words to explore a familiar world, to bestow meanings upon the wind, dandelions and the earth
- The hunter worries:
 - The little fox learned very quickly, but the hunter did not take much joy from that.
 - When he had run out of things to teach, he wondered if the kitsune lady would still keep him in the dandelion sea.
 - "When that time came, would I still be able to behold those beautiful eyes under the moonlight? Would she still lead me into the depths of the dandelion sea, smiling slyly as we frolicked and breathed in the bitter fragrance that came from both the north and south winds?"

- Before I knew it, the fox had walked in front of me. She bowed, and her hair spilled over her shoulders, flowing like water in the glimmering moonlight.
 - K: "Once he has learned human speech, he should be able to make more new friends."
 - H: "I am truly thankful to you for all you've done. He has also cheered up significantly since beginning to learn the human language."
 - She gazed at me, her deep, unfathomable eyes shining like jewels.
 - K: "Still, once you have finished teaching us the human language, where will you go then?"
 - Enraptured by those shining eyes, I forgot to reply. Was this fox magic, too?
 - Could I transform into a flying bird once I'd mastered the magic? How high would I be able to fly? Maybe I could transform into a fish, and finally have the chance to go to Musk Reef. I could even use magic to hunt! I couldn't contain my excitement. No more meatless carrot stews for me...
 - K: "Then I shall ask you to stand still."
- She walked circles around me, her body growing in size with each pass. Not just her, but the dandelions were also growing in size! I started to feel strange, and then I noticed — I had turned into a dandelion! Even if I wanted to protest, the dandelion had no mouth nor tongue for me to make a sound. All I could do was watch helplessly as she gently picked the dandelion plant from the ground and held it between her thumb and index finger.
- "Dandelion, dandelion, ride the wind to a faraway land," the fox chanted. And then with a puff, the dandelion seeds began to dance in the air. I was caught in a storm and whisked away to a distant sky.
- "Oh, Anemo Archon, I beg you to turn us into humans! For only then can we be safe from their hunting bows and knives."
- When the hunter wakes, he finds himself in the woods behind his village.
 - "Hmm. I must have lost myself in thought that day," drifting off into sleep as I watched the sparkling lake."

● ANALYSIS

- Even when running on a flat plain like at Windrise, where one can see clearly for miles ahead, they somehow still seem to disappear from view.
 - Kishiko adopts the nature of appearing and disappearing wherever she likes. She learns not to dwell on things that make her sad: recognize the issue, resolve the issue, put it behind you. She doesn't feel right if she can't go where she wants when she feels tied by a grudge, responsibility, guilt, etc.
- "So that when I transform into a human, I can befriend them! If I could transform into a human and speak their language, I could track him down and make friends with him!"
 - Kitstune like making friends and being friendly with others. Additionally, they value friendship so much that they feel compelled to seek it out and even track it down.

- "We foxes are grateful beings. I will teach you the magic of transformation, and so fulfill your wish,"
 - Kitsune are grateful (they view favors as binding, so they seek to repay any debts or perceived debts quickly and in full)
- For some reason he could not clearly name, he quietly heaved a sigh of relief.
 - Kitsune should be able to exert an air of intimidation and pressure when they want you to recognize personal wrongdoing.
- Human speech is complicated and intricate, nothing like the innocence of animal speech.
 - Kishiko learns Kitsune language from her mother and old human tongue and modern human tongue from her father. She tends to speak plainly and true to her heart (she tries to do away with the complications and limitations that human language puts on the expression of emotions and desires).
- H: "Could I transform into a flying bird once I'd mastered the magic? How high would I be able to fly? Maybe I could transform into a fish, and finally have the chance to go to Musk Reef. I could even use magic to hunt! I couldn't contain my excitement. No more meatless carrot stews for me..." K: "Then I shall ask you to stand still."
 - The hunter asks the kitsune lady to teach him fox magic, which she grants out of respect for repaying her debt.
 - Ultimately however, she looks for a loophole in his request so that she can make him realize how his desire conflicts with his morality.
 - (irony of learning fox magic to get better at hunting)
 - When a favor is owed to one who exploits/targets others, seek a way to fulfill their request that does not enable that oppressor to maintain their dominance.
 - Turn it into a teaching moment to improve their character!
- I beg you to turn us into humans! For only then can we be safe from their hunting bows and knives."
 - Kitsune seek power in order to escape oppression and vulnerability -- to protect not only themselves, but those they care for and those they deem good-willed.
- "Hmm. I must have lost myself in thought that day."
 - Kishiko would be incredibly frustrated that he forgot everything
 - She would argue that he needs to remember what happened in order to learn his lesson.

The Legend of Vanessa

(2 volumes) (summary only, quoted text included)

- "Sons and daughters of Mondstadt, may the gift from the Anemo Archon be engraved in your hearts! And let it be known that this gift is not freedom, but just defiance!"

- “Chained by royals, Mondstadt could barely suspire,
And festivities were but vanity games of the rich,
A withering dungeon, Mondstadt was.
In slavery games the royal gaily relished,
Oblivious to their place, the inmates were.”
- The Anemo Archon sought her fiery hair and descended to her position.
"Every being deserves a name," the spirit grinned.
"To weave your fair name into a song I yearn,"
"I seek nothing but your friendship in return."
 - Not exactly philosophically relevant, it's just Venti is speaking
- "You first conducted what now transpires in your song."
"You have entrusted me with your friendship and your name."
"To praise your freedom, my songs came."
 - Not exactly philosophically relevant, it's just Venti is speaking
- “Never cease to pursue freedom, even when the land is bare!”
- SUMMARY
 - Praise to the Anemo Archon and the Hero Vanessa for liberating Mondstadt from the oppression of the Lawrence Clan
 - The people were oblivious to their capability of changing the situation. They suffered as they felt there was no way to cast off the aristocracy.
 - Vanessa and Barbatos defeated the evil dragon presiding over Modstadt and overthrew the Lawrence Clan's hold over the city.
- ANALYSIS
 - Freedom is not only the ability to act as one wishes, but the ability to exercise defiance when freedom is restricted or violated.

The Mondstadt Tower

(1 volume) (summary only, quoted text included) [unfinished]

Set in the time of the aristocrats

- There stood a high tower in Mondstadt's plaza. It was built to honor Barbatos the Anemo Archon in name, yet in reality it was nothing more than a flamboyant display of wealth and power by the royal to gloat over the commoners.
 - The one time in the year that the commoners living in these dark times could find a little solace was during Ludi Harpastum.
- "The blessings of Barbatos are for everyone! You are only sinful if you are bitter at such a joyous occasion!"
- As she sang these verses, she handed out her earnings during the festival to the poor and orphans in the city.
- A frail figure stood amongst the crowds. He was the Seneschal, and he fell for Inès at first sight. But his religious piety filled him with a frustration at his inability to suppress the emotions he was experiencing, and her acts of charity, which violated the Church's right to aid to the poor, irked him all the more.
- As is known to all, the beliefs of contemporary Mondstadters hold that the Anemo Archon Barbatos encourages people to seek love and pursue freedom, but in the dark ages the Anemo Archon slept, and the city of tormented by the tyranny of the

nobles, the poverty of the commoners, and the ravage of the dragon; meanwhile, the self-proclaimed "orthodox" church — a mere figurehead, controlled by the ruling class — advocated abstinence from earthly pleasure to avert divine punishment.

- Under such circumstances, even the harp which symbolized the wind had been restricted to playing only those songs deemed "holy." However, the notion of "divine punishment" was little more than an excuse fabricated by the nobles to conceal their avarice and restrict the commoners.
- "To let her stay in the city is to bewitch all its inhabitants. What wickedness will this witch bring?" the Seneschal pondered.
- Upon seeing the girl weeping in the moonlight, his pure heart was stirred, for he had never seen such a wondrous sight. He gazed at the girl, leaving his task forgotten.
- But the silence of the tranquil moment shared by Octave and the girl was interrupted by the servants...
- SUMMARY
 - Inès plays her tunes during Ludi Harpstrum, and distributes her earnings to those in more dire need.
 - The Seneschal is irked by Inès's presence, calling her a witch and looking down on her for "stealing" the church's "right" to help the poor
 - The Church of Favonius did not act in the interests of the people in the time of the aristocracy, but rather served as a tool of oppression (threat of divine retribution for rebellion against the aristocracy)
 - The Seneschal sends Octave to kidnap Inès, but Octave experiences a change of heart after witnessing her.
- ANALYSIS
 - It is wrong to punish oneself with guilt or undeserving sentiment when such feelings are baseless. When there is joy to be had, and there isn't reason not to, indulge in it and don't allow negative emotions to taint the experience. Live life to the fullest.
 - When possible, it is the mark of a kind and fulfilled heart to give what one does not necessarily need to those who may need it more.
 - "Seek love and pursue freedom" = Find happiness, and do so on a path you choose yourself
 - Those who hold a view devaluing freedom may insist that following a path true to one's heart is not a realistic nor defensible pursuit. They may consider people who consider their dreams seriously to be swayed by illusion, or bewitched.
 - A kind, hopeful natured person can change the heart of even one who prescribes to the devaluation of freedom.
 - Perhaps it is best to let just the atmosphere of a person guided by their heart speak for itself in terms of results. Sometimes, words cloud judgment: stubborn people, or people caught in a lie may not be moved by words.
 - Sometimes, the best way to convince someone of something is to give them the information they need to reach the same conclusion, but by themselves.

Along With Divinity: Prologue

(1 volume) (full text)

- When our perceptions are unfettered by archons and churches, we shall learn that in northern Teyvat, the people of Mondstadt preserved their culture as decades ago, even after Barbatos the Anemo Archon concealed himself.
- When we observe the daily lives of the people of Mondstadt from a higher perspective, it is evident that the people share a carefree nature, which mostly stems from their bountiful and pleasant living conditions. The surplus grain produced became their source of brews, and the brews further nourished their easy going temperament.
- Above all, the Anemo Archon never taught them how to make wine and revel — they discovered it themselves.
- But I do not intend to make my readers think that we could do without archons. On the contrary, say, if Barbatos had not guided the warm monsoons to Mondstadt with his divine powers, would Mondstadt still be so bountiful as to produce the brews that it does?
 - The answer would be no. Mondstadt is an inland city and would have struggled to provide for itself if not for the grace of Barbatos. If we look back through history, we learn that Mondstadt is situated on a land that was once frozen, where the living conditions were harsh and brewing would be virtually impossible. It was the power of Barbatos that changed everything.
- A cumbersome preface indeed, but I hope that my readers will keep one thing in mind when reading my humble book: while it is the power of archons that created our living environment, we should be conscious of the fact that what shapes our thinking, logic, culture, philosophy and aesthetics is not the archons themselves, but the objective environment that exists around us.
- This world around us is what we have inherited, and what this book shows is that the people of Teyvat have always been, and always will be, heirs to a divine legacy — but not to divinity itself.
- SUMMARY
 - People are able to care for themselves and figure things out.
 - We have the archons to thank for the earth, and for their teachings.
 - Understand it is not the point, nor the duty of the archons to intervene. People must learn to thrive without dependence on divinity.
- ANALYSIS
 - Do your best to make do with what you have been given.
 - Take the time to recognize and appreciate what is present.
 - (Stop and smell the flowers.)

* Heart's Desire

(4 volumes) (summary only, quoted text included)

- Legend tells of a corner of the city that has been forgotten by the wind.

- To reach that place one must stand before the fountain and close their eyes, then wait for thirty-five heartbeats, then walk seven circles clockwise around the fountain followed by seven further circles anticlockwise. Upon opening one's eyes, one will find they have arrived at a little shop...
 - To reach that place one must stand in the center of the plaza and close their eyes, walk seven circles clockwise around the plaza followed by seven anticlockwise circles, take forty paces forward and then wait till the cries of the birds can no longer be heard in the wind. Upon opening one's eyes, one will find they have arrived at a little shop...
- Legend tells of a corner of the harbor that has been forgotten by the mountain rocks and the sound of the crashing waves.
 - To reach that place one must stand in the sea breeze and close their eyes, walk forty-nine steps away from the clamor of the crowds, then wait till the sound of one's own heartbeat drowns out the voices in the background. Upon opening one's eyes, one will find they have arrived at a little shop...
 - To reach that place one must stand in the sea breeze and close their eyes, walk forty-nine steps away from the clamor of the city streets, then wait until complete silence replaces the sounds of the voices in the background, the only remaining sound being that of one's own heartbeat. Upon opening one's eyes, one will find they arrived at a little shop...
- Stacks of curious objects fill every part of the room. One would make their way through the store cautiously, for fear of stepping on something and breaking it.
- Upon entering, there is no answer. One might begin to examine the objects around her more closely: an obscure mechanical component, an ornate ancient lyre, a broken ceramic tile engraved with incomprehensible markings, a pair of old manacles, dented and scratched from years of use, a forgotten crown that once belonged to an aristocrat...
- At some point as one might be inspecting these objects of no apparent utility, the shopkeeper would appear beside you. The shopkeeper's eyes were like those of a fox, with long slender pupils at their center.
- She'd speak softly: "Welcome to the store. Do you see anything that takes your fancy?"
- "Do you have anything here that can help someone... to forget?"
- "Why, certainly."
- Veiga clutched her chest as she pursued the question further.
- "... To forget anything? Even... someone very important?"
- The fox-eyed shopkeeper's expression turned stern, and she nodded as she continued: "I know that the one you wish to forget is a young man with limpid eyes as clear as moonlight. He disappeared a long time ago, and left a deep hole in your heart. Nothing else can fill that hole... all other blessings, no matter how joyful they may be, feel elusive and out of your reach... just like the moonlight before your eyes."
- Veiga was stunned into silence. All she could do was nod along. The fox-eyed shopkeeper smiled and, seemingly out of nowhere, presented a bottle of wine.

- "This wine will help you forget your pain. Long time ago in the age when the icy winds blew, our forebears brewed this wine in secret, deep within the frozen earth, to give them the strength to keep surviving. The method they used to brew this kind of wine was forgotten when the people's fate took a turn for the better, and their lives became more joyful."
 - She tilted the wine bottle back and forth.
 - "There is not much left. And since it seems you have an affinity with this store, this one is for free. Provided, of course, that this is what you really want..."
 - Veiga took the goblet of wine from the fox-eyes shopkeeper's hand.
 - When Veiga regained consciousness, she was in front of the fountain.
 - "Hmm? What am I doing here?" She wondered to herself. As the moon shone down brightly, she began briskly walking back home. The glow of twilight had all but disappeared now, and if she didn't get back soon...
 - She had forgotten all about the strange store, from the route that had taken her there to everything that had happened inside.
-
- As Yu'an picked up a small bottle filled with a fine white crystalline powder, he heard a soft voice coming from someone who was now standing next to him.
 - "This is salt formed from the residue of an ancient archon's tears—"
 - The voice caught him off guard, breaking the long silence like a stone disrupting the surface of a pool of still water. Startled, he dropped the bottle he held in his hand.
 - But the sound of smashing glass his ears were anticipating never came. The shopkeeper, who had fox-like eyes with slender lines for pupils, had somehow caught the bottle and returned it to its place on the shelf.
-
- The fox-eyed shopkeeper sat alone at the back of the shop, turning the geometrically flawless crystal in her hand.
 - "In you, I have seen unpleasant things. That fellow's true nature, it is unbelievable... It is upsetting."
 - "That said, when it comes down to it he is but a lowlife opportunist who wishes to marry into a wealthy and prestigious family in the salt industry, and will do whatever is necessary to achieve his wish. Had this not come to light, it is entirely possible that they may still have enjoyed a happy life together, despite it not being born out of genuine mutual affection. After all, happiness is but a state of mind - it is not related to love."*
 - She took a dainty sip of wine, and smiled mockingly at the thought of her own vanity.
 - "But the fact is, I simply have zero tolerance for people like that."
 - "On the other hand, it is delightfully straightforward opening up to a complete stranger. I know that once he sets foot outside that door, we never have to meet one another again - so what does it matter if I reveal a little truth to him? Perversely, the closer two people become, the more one seeks to gain, and so you must be on your guard. But how could he have known..."
 - "I'm sorry, this has all been quite the imposition on you. But it is truly wonderful to have this back." She lowered her gaze and continued, "This is, after all, your heart that you have left behind. I will be sure to treasure it... But don't you think it's fun?"

Taking a trip down into the world once in a while, seeing what people are like nowadays?"

- "Business is fine. But these days, it would appear, I need to watch out for burglars."
 - The shopkeeper responded with a slight smile.
 - "Well, ...This time I am here to ask for something from you... the wine. That special wine you've got that helps you forget about the one you long for."
 - Though a burglar by trade, this customer was nevertheless valiant at heart. His words lacked courtesy, but the smile on his face was entirely earnest.
 - "I'm terribly sorry. Somebody has already bought it."
 - He looked, and somehow, she was now holding in her hand the wine flask that he had discreetly slipped into his breast pocket earlier.
 - "Each item in this store is spoken for. This particular one has already been bought by a customer who will turn up at some point in the future."
 - "It seems your sleight of hand is superior to my own. What a disgrace I am..."
 - The burglar of valor said with a pained smile.
-
- Legends claim that peering into a pure gemstone at a specific time can reveal the past, the future, and even someone's true nature. Just as legends claim that somewhere in the world, there is a field of dandelions as vast as the sea.
-
- SUMMARY:
 - People look for things to help them forget their pain or things to improve their lives.
 - The fox-like shopkeeper is emotionally intelligent in terms of her understanding of human thought and reasoning.
 - She offers them what they want, but she wonders if what they want is really what is best for their freedom and happiness.
 - Being the best, the richest, the most powerful are not the same things as real happiness and love. Material happiness is not love.
 - Not very forgiving towards material obsessed people.
 - Legends claim that peering into a pure gemstone at a specific time can reveal the past, the future, and even someone's true nature.
-
- ANALYSIS:
 - Perversely, the closer two people become, the more one seeks to gain, and so you must be on your guard.
 - By growing closer, one has the potential to become more vulnerable. By sharing one's lesser appreciated side to someone there will be future interactions with, it may sour future interactions or serve to be used against one.
 - The closer you get to someone, the more that opening up to them can hurt -- should things go south.
 - Legends claim that peering into a pure gemstone at a specific time can reveal the past, the future, and even someone's true nature.
 - One must consider various perspectives to understand all the different angles of someone's nature. Under different light, one may

come to understand something they thought they knew in a whole new way.

- APPLICATION:

- Legends claim that peering into a pure gemstone at a specific time can reveal the past, the future, and even someone's true nature.
 - Kishiko likes clear gems and marbles because they are interesting to look through. The unique perspective each one provides is not unlike individual human nature.
- Legend tells of a corner of the city that has been forgotten by the wind. Legend tells of a corner of the harbor that has been forgotten by the mountain rocks and the sound of the crashing waves.
 - Until Kishiko is able to save enough money to repair the tavern she pocketed in Inazuma, she made use of empty dimensional space she gathered from Mondstadt and Liyue to create a shop.
 - Although Kishiko is technically a nogitsune, not an inari fox, she reasons that it's fine for her to use the Inari key because unlike most nogitsune who would play tricks on humans, she prefers to help and play together with them.
 - She finds this key at a wayside shrine and discovers that she could use it to manifest her pocket space. It can open any door into a space of her own creation.
 - Dimensional space is a bit unstable, so keeping it together is a bit difficult to maintain. Sometimes, the Hightailer's Trinket shop she runs disappears. It's hard for her to constantly dedicate so much focus to keep it together.
 - Because it's made of the dimensional space she patches together from the surrounding area, many of the trinkets she pawn off are actually forgotten items. They come from spaces like behind an old sofa, where someone lost a gold earring, or beneath a cupboard where a piece of silverware slid underneath.
 - If people were careless enough to let them get into places like that, she reasons that she can find a new owner that will take much better care of them.
- Kishiko is adept at sleight of hand, although she only uses this skill when she feels it is justified.
- Upon finding someone's nature to be greedy, selfish, or otherwise self absorbed in a way that is harmful to others, Kishiko finds it unbelievable. She is greatly upset by actions driven by such sentiment.
- * Someone who visited Kishiko's shop was inspired to write this story. Although a couple of details are changed -- which Kishiko is slightly annoyed by -- the connection is undeniable.
 - Details that are different include: older age, drinking wine, gold eyes, connection to the Great Thief of Mondstadt (Parcifal) and the

blue-eyed sorceress (Blue-Eyed Spear Witch), and the mature tone of speaking depicted in the book.

Philosophy (Summarized)

- Live free, healthy, carefree, without unfair obstruction.
- Even when faced with intense danger, it is people's (or at least followers of Barbatos's) desire the ability to freely pursue whatever they wish.
- Drunkenness radicalizes the capacity to imagine and convey one's dreams.
- Your thinking isn't bound by reason, and you may be more easily able to grasp what you truly desire.
- Once a desire is defined, one can apply reason afterwards (the equivalent of sobering up), and bring that desire to fruition.
- Never overlook oppression or injustice.
- Social and economic standing speaks little to nothing of a person's full character. Don't judge a person (especially in an environment where they have lived under oppression) without first making a thorough effort to understand them.
- No one has the right to inflict oppression or a sense of superiority over others (it violates their choice to live freely)
- Fighting for one's freedom and the freedom of others is a cause worth dying for.
- When a favor is owed to one who exploits/targets others, seek a way to fulfill their request that does not enable that oppressor to maintain their dominance. Turn it into a teaching moment to improve their character!
- Freedom is not only the ability to act as one wishes, but the ability to exercise defiance when freedom is restricted or violated.
- Perhaps it is best to let the just the atmosphere of a person guided by their heart speak for itself in terms of results. Sometimes, words cloud judgment: stubborn people, or people caught in a lie may not be moved by words.
- Sometimes, the best way to convince someone of something is to give them the information they need to reach the same conclusion, but by themselves.
 - We have the archons to thank for the earth, and for their teachings. It should be understood it was never the point, nor the duty of the archons to intervene in mortal affairs. People must learn to thrive without dependence on divinity.
- Do your best to make do with what you have been given.
- Take the time to recognize and appreciate what is present. (Stop and smell the flowers.)
- One must consider various perspectives to understand all the different angles of someone's nature. Under different light, one may come to understand something they thought they knew in a whole new way.

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