

**Sen anawoharu wamu (one thousand burrowing worms, genjutsu)** - a sensory jutsu that can be triggered by physical touch, by **Ubontobo's Fluid** (see below), or by the **Thousand Screaming Worms** technique (see below); *creates the feeling of a large number of worms digging into your brain, tearing your brain to shreds and taking its place.*

**Sen himeiwageru wamu (one thousand screaming worms, genjutsu)** - a sound-based jutsu technique utilizing a clew of worms that transmit a psychic scream, paralyzing foes with their painfully high-pitched squeal, which seems to echo off itself in an endless loop; at its highest pitches, triggers a powerful **Thousand Burrowing Worms** technique.

**Master Worm Ubontobo** has the ability to emit a viscous fluid, which triggers several different genjutsu: **Wamu Maiso (worm burial)**, or *the sensation of being covered, head-to-toe, in worms, which block airflow by crawling up the nose and down the throat.* **Wamu Shin-nyu (worm invasion)** which, like the thousand burrowing worms technique, *creates the feeling of the body being invaded by worms - through the skin, in the mouth and ears, etc.* **Wamu Bunraku (worm puppet theatre)** is a *powerful combination jutsu* for Ubontobo and an Ugokasenai, *replacing the victim's limbs with worms, connected to worm-strings leading back to the Ugokasenai's fingers.*

*There is **no** Worm Sage equivalent to **Frog Kumite**. Though Worm Sage Mode **does** boost the user's speed and strength **significantly**, the talents are meant to be used **defensively** as a means to set up the use of **genjutsu techniques** meant to stun and wear out the opponent.*

**Nature Energy Training** with the Worms consists of several stages. **Stage One** consists of a **physical endurance training** that starts with the trainee being taught to move through the earth like worms do - **with the goal being the trainee can spend at least a day traveling underground without seeking air.** This introduces nature energy training, and the threat of **turning into a worm if imbalancing nature energy with chakra.**

**Stage Two** is a **form of awareness training** - meant to establish a mental connection between Keito and the **Worm Clew who make their home at Ichimimizu (earthworm city).** As the Worms share a mind and work toward one goal, they wish to not just communicate telepathically with Keito, but act on the same wavelength without the need to **exchange thought.** To master Worm Sage Mode, Keito must be able to shift between his power and the worm power as the group needs. **In a sense, it's a team-building exercise.**

**Stage Three** is the **submergence training**, which doubles as a **philosophical lesson.** Subjected to Ubontobo's viscous fluid, Keito is meant to survive under the influence of the Worm genjutsu for (like in stage one) a full day, without needing to release himself from the technique. As it sounds, this is where the training starts to become...dangerous. The major genjutsu Keito will experience is **being hooked to a fishing rod like a worm and eaten by a fish, watching from the fish's belly as it is de-scaled and de-boned and cooked for dinner, and finally eaten, leaving Keito in the fish's belly in the fisherman's belly.** The Worms claim it to be a metaphor for life as a shinobi.

**Stage Four - The Final Stage** - is one simple, but near-impossible task: Keito must **allow himself to be cut in half, and from there regenerate his full human body.** This can

**only be done by applying the perfect combination of nature energy and chakra both at the time of severance, and throughout regeneration. If regeneration is interrupted at any point, it can become “flawed”, or be stopped altogether.**

Upon completing the Fourth Stage, the shinobi have been proven capable of the power of Sage Mode. **Worm Sage Stage 1** does not require fusing with Ubontobo; Keito loses **all hair and physical features, his skin color turning to that of an earthworm’s**. However, Keito **keeps his limbs and his internal, human organs**.

**Worm Sage Stage 2** - fusing with Ubontobo - **turns Keito into an earthworm inside and out, maintaining only his physical size. Keito can use control over other earthworms to simulate limbs and their movement via a perfectly synched group mindset.**