

# THRONE OF DARKNESS



Covers All  
Magic Items



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# THRONE OF DARKNESS



## Prima's Official Strategy Guide



An Incan  
Monkey God Studios  
Production

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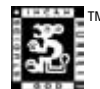
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# YOUR SAMURAI

This chapter gives the basic statistical outline of each of your seven Samurai. The stats should be read as follows:

**Starting value** is a 1st level Samurai's score in that stat. **Max** is the maximum value that Samurai can ever achieve in the stat, through any combination of experience and magic.

**Hit points** are normally twice Vitality, except in the case of the Berserker, where they are 2.5 times Vitality. Likewise **Ki Points** are normally 2 times Ki, except in the case of the Wizard, who gets 2.5 times Ki. There is no hard ceiling on Hit Points or Ki Points — they are limited only by what you can earn, find and use.

**Strength Damage Bonus** is the amount of damage added to each melee and ranged attack (but not magical spells) from your Strength. It is equal to 10% of your current Strength, rounded down.

**Charisma Discount** is the percentage that the Blacksmith and Priest take off their charges for goods and services when dealing with you. It is based on 10% of your current Charisma, rounded down.

**Base unarmed damage** is the base amount upon which all your unarmed attacks are figured. The total in parentheses is your actual unarmed damage at first level, after your Strength Damage Bonus is added in.

**Knockback Force** is an arbitrary value used to determine your chance to knock an enemy away from you in combat (see page 38 for more on Knockback).

**Weapon skills** are determined by the Samurai's base value, plus a percentage of his current Dexterity (normally 10%, but the Archer gets 15% in Bow and Thrown Weapon, the Ninja gets 15% in Thrown Weapon, and the Swordsman gets 15% in all melee weapons). The **Starting Values** shown are based on the Samurai's base value with that weapon, plus the bonus for their starting Dexterity.

Weapon skill **maximums** are absolute, and can never be raised beyond that level regardless of total Dexterity or magic employed.

## Samurai Experience Levels

Your Samurai earn one point of experience for each point of damage they do to an enemy.

Level	XP	Level	XP	Level	XP	Level	XP	Level	XP	Level	XP	Level	XP
1	0	7	5931	13	13719	19	31734	25	73403	31	169787	37	392729
2	500	8	6821	14	15777	20	36494	26	84414	32	195255	38	451638
3	1500	9	7844	15	18144	21	41968	27	97076	33	224544	39	519384
4	3900	10	9020	16	20865	22	48264	28	111638	34	258225	40	597292
5	4485	11	10374	17	23995	23	55503	29	128383	35	296959		
6	5157	12	11930	18	27595	24	63829	30	147641	36	341503		

For each level beyond 40, take the threshold for the previous level times 1.15. Thus the threshold for level 41 is 597292 x 1.15, or 686886.



# Leader



### Stats

Stat	Starting Value	Max
Strength	50	350
Dexterity	50	350
Vitality	75	350
Ki	25	300
Charisma	150	500
Hit Points	150	–
Ki Points	50	–
Strength Damage Bonus	5	35
Charisma Discount	15	50
Base Unarmed Damage	2 – 5 (7 – 10)	
Knockback Force	1	

### Weapon Skills

Weapon	Base Value	Starting Value	Max
Sword	55	60	85
Polearm	50	55	80
Bow	40	45	75
Unarmed	50	55	70

## Spells

Each Samurai can cast up to 40 spells. Which spells each can cast, what they do, and at what levels they can be cast are all detailed in **Samurai Spells**, pp. 13-36.

The Leader's specialty is commerce. Thanks to his Charisma he gets, by far, the best deals from the Priest and Blacksmith. If the Leader is allowed to handle all such transactions (and he should be), none of the other Samurai need even think about their Charisma scores.

There is a tendency to write the Leader off as a combatant. However, with a little special attention he can be developed into a respectable all-around front line combatant (see **Party Advancement**, p. 48). Except for the Swordsman, none of the other Samurai can do as much with a two-handed sword as the Leader can in the long run.





# Archer



## Stats

Stat	Starting Value	Max
Strength	25	200
Dexterity	150	500
Vitality	50	350
Ki	50	300
Charisma	25	400
Hit Points	100	–
Ki Points	100	–
Strength Damage Bonus	2	20
Charisma Discount	2	40
Base Unarmed Damage	1–3 (3-5)	
Knockback Force	1	

## Weapon Skills

Weapon	Base Value	Starting Value	Max
Sword	45	60	75
Bow	70	92	95
Throwing	55	77	80
Unarmed	40	55	70



The Archer delivers damage to the enemy at range, and right from the start of the game he pretty much never misses. Even with a low-to-mid-level bow the Archer can pump out an amazing amount of damage. His drawback is that once the enemy does close with him, he can't stay up for long.

Something to think about in developing an Archer — sure, you can pump his Dexterity all the way up to 500, but why do you need to? At Dexterity 200 you can use every bow in the game, and your Bow skill is already maxed out. In fact, between magic items and stat-buffing spells, it's actually fairly easy to get the Archer's Dexterity and Ki as high as they'll ever need to be. Save your hard-earned experience for maxing out your Strength and raising your Vitality as much as possible.





# Brick



### Stats

Stat	Starting Value	Max
Strength	100	500
Dexterity	50	200
Vitality	100	500
Ki	25	300
Charisma	25	200
Hit Points	200	–
Ki Points	50	–
Strength Damage Bonus	10	50
Charisma Discount	2	20
Base Unarmed Damage	3 – 7 (13 – 17)	
Knockback Force	2	

### Weapon Skills

Weapon	Base Value	Starting Value	Max
Sword	40	45	85
Dual Sword	45	50	75
Polearm	70	75	95
Unarmed	60	65	85

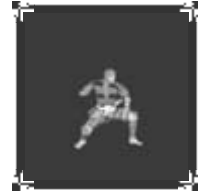
The Brick's specialty is dealing out massive amounts of Damage with every hit. Give him a good polearm, and pack as much damage-enhancing magic as you can afford on it (a few bonuses to weapon skill wouldn't hurt either). He'll also need good armor, because you're going to want him right up in the middle of things.

Strength really is the most important stat for the Brick to develop, followed by Dexterity and Vitality (plus enough Ki that he can wear magic items with decent Elemental Resistances).





# Ninja



## Stats

Stat	Starting Value	Max
Strength	50	200
Dexterity	100	450
Vitality	75	350
Ki	75	350
Charisma	25	350
Hit Points	150	—
Ki Points	150	—
Strength Damage Bonus	5	20
Charisma Discount	2	35
Base Unarmed Damage	1 – 3 (6 – 8)	
Knockback Force	1	

## Weapon Skills

Weapon	Base Value	Starting Value	Max
Sword	50	60	85
Bow	60	70	85
Throwing	70	85	95
Unarmed	50	60	75



The Ninja is your back-up ranged combat specialist. While he's not quite as deadly as the Archer offensively, he does tend to stay alive significantly longer in combat, making him probably the more dangerous fighter overall.

Like the Archer, Dexterity 200 will give the Ninja all the Dex he'll ever need, and his Ki is already almost as high as it ever needs to get, unless you plan on seriously leaning on spellcasting in combat. Once you get his Dex up to a point where his Throwing skill is maxed out, concentrate on maxing out Strength, and then put everything left over into Vitality.



# Wizard



### Stats

Stat	Starting Value	Max
Strength	25	150
Dexterity	50	400
Vitality	25	150
Ki	100	500
Charisma	25	450
Hit Points	50	—
Ki Points	250	—
Strength Damage Bonus	2	15
Charisma Discount	2	45
Base Unarmed Damage	1 – 2 (3 – 4)	
Knockback Force	.75	

### Weapon Skills

Weapon	Base Value	Starting Value	Max
Sword	35	40	75
Bow	35	40	75
Throwing	40	45	80
Unarmed	30	35	70

The Wizard is a physical wimp. Expect him to lag significantly behind the other Samurai until at least level 20 or so. But he is worth the effort it takes to keep him alive and progressing, because at the upper levels his powerful spells and plentiful Ki points make him indispensable in combat.

In the long run, it would be nice if you could work your Wizard's Dex up to 150 or so, and his Strength up to 130, to give him access to decent armor and weapons late in the game. But the really important thing for the wizard is to give him as much Ki as possible, and enough Vitality to stay alive long enough to use it.





# Swordsman



## Stats

Stat	Starting Value	Max
Strength	60	400
Dexterity	100	350
Vitality	50	400
Ki	25	250
Charisma	750	350
Hit Points	100	–
Ki Points	50	–
Strength Damage Bonus	6	40
Charisma Discount	7	35
Base Unarmed Damage	3 – 6 (9 – 12)	
Knockback Force	1	

## Weapon Skills

Weapon	Base Value	Starting Value	Max
Sword	75	90	95
Dual Sword	65	80	85
Bow	50	60	80
Unarmed	55	70	80



The Swordsman isn't your toughest or most intimidating fighter, but the thing about him is he nearly always hits, and he can dish out an amazing amount of damage if you can keep him alive. Give him swords with lots of damage potential and a really good set of armor and watch him go to town.

Like the Archer, there's no reason to raise the Swordsman's Dexterity up past 200. You definitely want to get his Strength up around 200 or so, plus enough Ki for some decent resistances, and give him as much Vitality as you can afford.



# Berserker



### Stats

Stat	Starting Value	Max
Strength	75	450
Dexterity	75	300
Vitality	100	450
Ki	25	200
Charisma	25	200
Hit Points	250	–
Ki Points	50	–
Strength Damage Bonus	7	45
Charisma Discount	2	20
Base Unarmed Damage	4 – 8 (11 – 15)	
Knockback Force	2	

### Weapon Skills

Weapon	Base Value	Starting Value	Max
Sword	45	52	80
Dual Sword	50	57	85
Polearm	60	67	90
Unarmed	75	82	95

The thing about the Berserker is, he never goes down. It seems as though he just absorbs damage like a sponge. For some real fun, give the Berserker armor with lots of Reflection and a weapon with decent Health Leech, and watch the bad guys shred themselves while they're ineffectually pounding on him.

In the long term, you want to get the Berserker's Strength and Dexterity each up between 150 and 200, and then just keep pumping points into Vitality.



# SAMURAI SPELLS

(C). Spells marked with a (C) are continuously in effect — you don't have to keep them active and they cost no ki to maintain.

(A). Spells marked with an (A) are in effect as long as you keep them active. As with Continuous spells, they cost nothing to maintain, but each samurai can only have one active spell at a time.

**Area-Effect Targets.** The maximum number of targets you can hit with any area-effect spell is 20 (although some spells have lower specific limits). If there are more targets available than you can hit with one spell, the nearest targets take the damage.

**Kanji Range.** The area of effect for any of the Kanji spells is about 20 feet (just about the size of your screen), centered on the caster.

**Seeker spells** follow a straight line until they detect an enemy. They check for enemies every 1 or 2 seconds. The higher the level of your seeker spell, the more maneuverable it is (that is, the better it can turn to attack an enemy).

**Multiple Projectiles.** If a spell casts more than one projectile, it will cast:

Spell level 1 or 2	3 projectiles
Spell level 3+	5 projectiles

Of course, wall and wave spells cast many more than 5 projectiles. The damage listed is for each projectile.

**Leech Spells.** A leech spell boosts the caster with a fraction of the damage he inflicts. At the first level, the caster gains 5% — 1 hit point (Blood Leech) or 1 ki (Ki Leech) — for every 20 full points of actual damage inflicted (in a single blow). This damage can be of any type, or combination of types, but damage absorbed by armor or resisted by your target doesn't count. At higher levels, you gain a higher percentage of the damage you inflict (so you don't have to cause as much damage to gain a benefit from this spell).

**Monster Spells.** Monsters can cast samurai spells, as well as a few other spells. Spells that only monsters cast are listed on page 165.

### Earth Spells

#### Blood Leech (A)



Leeches health from enemy

Health drained 5%, +5% / level

##### Samurai Casters

Archer 22 / 5  
Wizard 5 / 6

#### Brimstone



Shoots multiple Earth balls

Ki Cost 9, +2 / level  
Earth Damage 5 - 10, +3 / level  
Knockback (force) 3, +0.5 / level  
Duration 10  
Speed 25  
Seek Radius 10, +1 / level

##### Samurai Casters

Leader 24 / 16  
Archer 22 / 17  
Swordsman 24 / 20  
Berserker 26 / 17

#### Earth Dragon



Creates an Earth dragon that attacks enemy

Ki Cost 15, +5 / level

##### Dragon's Stats

Earth Damage 1 - 5, +1 - 2 / level  
Knockback (force) 2, +1 / level  
Duration 10, +5 / level  
Range 50  
Speed 50  
Seeking Radius 10, +1 / level

##### Samurai Casters

Wizard 10 / 25

#### Earth Kanji



Inflicts Earth Kanji on enemies

Ki Cost 20, +2 / level  
Earth Damage 10 - 15, +5 / level  
Number of Enemies 4, +1 / level

##### Samurai Casters

Wizard 20 / 35

#### Earth Spear



Sends spikes to the target

Ki Cost 10, +3 / level  
Earth Damage 5 - 10, +5 / level

##### Samurai Casters

Leader 13 / 12  
Swordsman 8 / 7  
Berserker 16 / 7

#### Earth Strike



Shoots an Earth strike

Ki Cost 10, +5 / level  
Earth Damage 7 - 14, +7 / level  
Knockback (force) 3, +0.5 / level

##### Samurai Casters

Archer 12 / 10  
Wizard 5 / 15  
Swordsman 24 / 12

#### Entomb



Decreases target's Earth resistance

Ki Cost 10, +1 / level  
Earth Resistance -10, -10 / level  
Duration 10, +5 / level  
Radius 10, +1 / level

##### Samurai Casters

Archer 6 / 5  
Ninja 1 / 6  
Wizard 10 / 5

## Granite Barrier



Increases Earth Resistance

Ki Cost	10, +2 / level
Duration	10, +5 / level
Earth Resistance	5%, +5% / level
Reflection	5, +2 / level

### Samurai Casters

Leader	10 / 5
Archer	12 / 5
Brick	1 / 5
Ninja	10 / 5
Wizard	1 / 6
Swordsman	10 / 5
Berserker	3 / 6

## Impenetrable (C)



Permanently increases armor class

Boost Armor Class	5, +5 / level
-------------------	---------------

### Samurai Casters

Leader	5 / 7
Brick	13 / 5
Swordsman	3 / 4
Berserker	5 / 4

## Lava Blade (A)



Adds Earth damage to the total attack

Earth Damage	1 – 5, +5 / level
--------------	-------------------

### Samurai Casters

Leader	8 / 5
Archer	8 / 4
Brick	14 / 5
Ninja	5 / 5
Swordsman	8 / 5
Berserker	10 / 5

## Lava Ring



Shoots lava balls in all directions

Ki Cost	19, +2 / level
Earth Damage	10 – 20, 10 – 15 / level
Knockback (force)	3, +0.5 / level

### Samurai Casters

Brick	35 / 17
Ninja	22 / 15
Wizard	10 / 15

## Lava Seeker



Shoots a homing lava ball

Ki Cost	7, +2 / level
Earth Damage	5 – 10, +2 / level
Knockback (force)	2, +0.5 / level
Duration	10
Speed	25
Seek Radius	10, +1 / level

### Samurai Casters

Archer	1 / 7
Ninja	6 / 13

## Lava Wave



Shoots a spike wave

Ki Cost	15, +3 / level
Earth Damage	5 – 10, +5 / level
Speed	40

### Samurai Casters

Archer	12 / 12
Brick	35 / 10
Ninja	12 / 13
Swordsman	16 / 12
Berserker	17 / 7



### Meteor



Shoots an Earth ball

Ki Cost	9, +4 / level
Earth Damage	5 – 10, +5 / level
Knockback (force)	2, +0.5 / level

#### Samurai Casters

Brick	14 / 5
Wizard	1 / 10
Berserker	26 / 10

### Petrify



Paralyzes the target

Ki Cost	7, +2 / level
Freeze	
Duration	10, +5 / level
Radius	2, +1 / level
Chance	50%, +10% / level

#### Samurai Casters

Brick	28 / 7
Ninja	22 / 20
Wizard	20 / 30

### Resist Earth (A)



Increases Earth Resistance

Earth Resistance	5%, +5% / level
------------------	-----------------

#### Samurai Casters

Leader	2 / 6
Archer	2 / 5
Brick	6 / 6
Wizard	5 / 5
Swordsman	5 / 5
Berserker	10 / 5

### Skill Bonus (C)



Increases skill for all weapons

Skill Bonus	5, +1 / level
-------------	---------------

#### Samurai Casters

Leader	3 / 5
Ninja	6 / 5

### Spike Trap



Creates a wall of spikes

Ki Cost	30, +2 / level
Earth Damage	5 – 10, +5 / level

#### Samurai Casters

Leader	16 / 12
Archer	6 / 7
Brick	28 / 7
Ninja	12 / 13
Swordsman	16 / 12

### Stonebolt



Shoots a stone bolt

Ki Cost	4, +2 / level
Earth Damage	1 – 5, +1 – 2 / level
Knockback (force)	1, +0.5 / level

#### Samurai Casters

Leader	1 / 7
Ninja	1 / 10
Swordsman	1 / 7
Berserker	1 / 6

### Strength Increase (C)



Permanently increases strength

Boost Strength	5, +5 / level
----------------	---------------

#### Samurai Casters

Leader	24 / 5
Brick	3 / 6
Berserker	8 / 5

## Fire Spells

### Blastwave



Shoots a flame wave

Ki Cost	15, +3 / level
Fire Damage	5 – 10, +5 / level
Speed	40

#### Samurai Casters

Archer	12 / 12
Brick	35 / 10
Ninja	12 / 13
Swordsman	16 / 12
Berserker	17 / 7

### Fear



Causes monsters to retreat and stops them from attacking

Ki Cost	10, +5 / level
Terror	
Duration	3, +1 / level
Radius	2, +1 / level
Chance	50%, +10% / level

#### Samurai Casters

Brick	28 / 7
Berserker	1 / 10

### Fire Darts



Shoots multiple fire balls

Ki Cost	15, +2 / level
Fire Damage	5 – 10, +5 / level
Knockback (force)	1, + / level 0.2
Duration	10
Speed	25
Seeking Radius	10, +1 / level

#### Samurai Casters

Leader	24 / 16
Archer	22 / 17
Wizard	10 / 15
Swordsman	24 / 12

### Fire Dragon



Creates a fire dragon that attacks enemy

Ki Cost	15, +5 / level
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#### Dragon's Stats

Fire Damage	1 – 5, +1 – 2 / level
Duration	10, +5 / level
Range	50
Speed	50
Seeking Radius	10, +1 / level

#### Samurai Casters

Wizard	10 / 25
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### Fire Kanji



Inflicts fire Kanji on enemies

Ki Cost	20, +2 / level
Fire Damage	10 – 15, +5 / level
Number of Enemies	4, +1 / level

#### Samurai Casters

Ninja	22 / 20
Wizard	20 / 35

### Fire Seeker



Shoots a homing fire ball

Ki Cost	15, +2 / level
Fire Damage	5 – 10, +3 / level
Knockback (force)	1, + 0.2 / level
Duration	10
Speed	25
Seeking Radius	10, +1 / level

#### Samurai Casters

Leader	3 / 10
Archer	1 / 7
Brick	14 / 5
Ninja	6 / 13
Wizard	5 / 15

### Fire Storm



Creates a fire storm

Ki Cost 30, +2 / level  
Fire Damage 15 – 25, +5 – 15 / level

#### Samurai Casters

Berserker 16 / 7

### Flame Barrier



Increases fire resistance

Ki Cost 10, +2 / level  
Duration 10, +5 / level  
Fire Resistance 5%, +5% / level  
Reflection 5, +2 / level

#### Samurai Casters

Leader 10 / 5  
Archer 12 / 5  
Brick 3 / 5  
Ninja 10 / 5  
Wizard 1 / 6  
Swordsman 10 / 5  
Berserker 3 / 6

### Flame Blade (A)



Adds fire damage to the total attack

Fire Damage 1 – 5, +5 / level

#### Samurai Casters

Leader 8 / 5  
Archer 8 / 4  
Brick 14 / 5  
Ninja 5 / 5  
Swordsman 8 / 5  
Berserker 8 / 5

### Flame Dart



Shoots a flame dart

Ki Cost 4, +2 / level  
Fire Damage 1 – 5, +1 – 2 / level

#### Samurai Casters

Leader 1 / 7  
Brick 1 / 6  
Ninja 1 / 10  
Swordsman 1 / 7  
Berserker 10 / 5

### Immolate



Shoots a fire ball

Ki Cost 15, +2 / level  
Fire Damage 5 – 10, +5 / level  
Knockback (force) 1, +0.2 / level

#### Samurai Casters

Wizard 1 / 10  
Swordsman 7 / 8  
Berserker 26 / 10

### Incinerate



Shoots fire balls in all directions

Ki Cost 40, +2 / level  
Fire Damage 10 – 20, +10 – 15 / level  
Knockback (force) 2, + 0.2 / level

#### Samurai Casters

Leader 24 / 20  
Brick 35 / 17  
Ninja 22 / 15  
Wizard 20 / 30  
Swordsman 24 / 20

## Inferno Strike



Shoots a fire strike

Ki Cost	10, +5 / level
Fire Damage	7 – 14, +7 / level
Knockback (force)	2, + 0.2 / level

### Samurai Casters

Leader	13 / 12
Archer	12 / 10
Berserker	26 / 17

## Inflammable



Decreases target's fire resistance

Ki Cost	10, +1 / level
Fire Resistance	-10%, -10% / level
Duration	10, +5 / level
Radius	10, +1 / level

### Samurai Casters

Archer	6 / 5
Ninja	1 / 6
Wizard	10 / 5

## Resist Fire (A)



Increases fire resistance

Fire Resistance	5%, +5% / level
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### Samurai Casters

Leader	2 / 6
Archer	2 / 5
Brick	6 / 6
Wizard	5 / 5
Swordsman	5 / 5
Berserker	10 / 5

## Sunshard



Creates a wall of flames

Ki Cost	30, +2 / level
Fire Damage	5 – 10, +5 / level

### Samurai Casters

Leader	16 / 12
Archer	6 / 7
Brick	28 / 7
Ninja	12 / 13
Swordsman	16 / 12

## Vitality Increase (C)



Permanently increases vitality

Boost Vitality	5, +5 / level
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### Samurai Casters

Leader	5 / 5
Archer	22 / 5
Brick	13 / 5
Ninja	6 / 5
Wizard	5 / 5
Swordsman	3 / 5
Berserker	5 / 6

### Lightning Spells

#### Arc Wall



Creates a wall of lightning arcs

Ki Cost 30, +2 / level  
Lightning Damage 5 – 10, +5 / level

#### Samurai Casters

Leader 16 / 12  
Brick 28 / 7  
Swordsman 16 / 12  
Berserker 26 / 10

#### Ball Lightning



Shoots a lightning ball

Ki Cost 15, +2 / level  
Lightning Damage 5 – 10, +5 / level

#### Samurai Casters

Berserker 10 / 5

#### Conductive



Decreases target's lightning resistance

Ki Cost 10, +1 / level  
Lightning Resistance -10%, -10% / level  
Duration 10, +5 / level  
Radius 10, +1 / level

#### Samurai Casters

Archer 6 / 5  
Ninja 1 / 6  
Wizard 10 / 5

#### Dexterity Increase (C)



Permanently increases dexterity

Boost Dexterity 5, +5 / level

#### Samurai Casters

Leader 5 / 5  
Archer 6 / 7  
Ninja 6 / 6  
Swordsman 3 / 5

#### Flash Strike



Increases melee attack speed

Ki Cost 30  
Melee Speed x2  
Duration 5, +1 / level

#### Samurai Casters

Leader 3 / 5  
Brick 13 / 5  
Ninja 12 / 4  
Swordsman 8 / 5  
Berserker 6 / 5

#### Forked Lightning



Creates a stream of lightning that aims multiple enemies

Ki Cost 15, +3 / level  
Lightning Damage 1 – 10, +1 – 5 / level  
Number of Enemies 3, +1 / level

#### Samurai Casters

Leader 24 / 20  
Wizard 20 / 30  
Berserker 26 / 17

## Furious Attack



Increases ranged attack speed

Ki Cost	30
Ranged Speed	x2
Duration	5, +1 / level

### Samurai Casters

Archer	22 / 5
Ninja	6 / 4

## Lightning Bolt



Creates a stream of lightning

Ki Cost	10, +2 / level
Lightning Damage	1 – 10, +1 – 5 / level

### Samurai Casters

Leader	1 / 7
Brick	3 / 6
Ninja	1 / 10
Wizard	1 / 10
Swordsman	1 / 10
Berserker	3 / 6

## Lightning Burst



Shoots lightning balls to all directions

Ki Cost	40, +20 / level
Lightning Damage	10 – 20, +10 – 15 / level
Knockback (force)	1, +1 / level

### Samurai Casters

Ninja	22 / 15
Wizard	10 / 15
Swordsman	24 / 20

## Lightning Kanji



Inflicts lightning Kanji on enemies

Ki Cost	20, +2 / level
Lightning Damage	10 – 15, +5 / level
Number of Enemies	4, +1 / level

### Samurai Casters

Wizard	20 / 35
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## Lightning Shield



Increases lightning resistance

Ki Cost	10, +2 / level
Lightning Resistance	5%, +5% / level
Reflection	5, +2 / level
Duration	10, +5 / level

### Samurai Casters

Leader	10 / 5
Archer	12 / 5
Brick	1 / 5
Ninja	10 / 5
Wizard	1 / 6
Swordsman	10 / 5
Berserker	1 / 6

## Lightning Strike



Shoots a lightning strike

Ki Cost	10, +5 / level
Lightning Damage	7 – 14, +7 / level
Knockback (force)	1, +1 / level

### Samurai Casters

Leader	13 / 12
Archer	12 / 10
Brick	28 / 7
Wizard	5 / 15

### Lightning Wave



Shoots a lightning wave

Ki Cost	15, +3 / level
Lightning Damage	15 – 10, +5 / level
Speed	40

#### Samurai Casters

Archer	12 / 12
Brick	35 / 10
Swordsman	16 / 12

### Resist Lightning (A)



Increases lightning resistance

Lightning Resistance	10%, +10% / level
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#### Samurai Casters

Leader	2 / 6
Archer	2 / 5
Brick	6 / 6
Wizard	5 / 5
Swordsman	5 / 5
Berserker	10 / 5

### Shock Blade (A)



Adds lightning damage to the total attack

Lightning Damage	1 – 5, +5 / level
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#### Samurai Casters

Leader	8 / 5
Archer	8 / 4
Brick	14 / 5
Ninja	5 / 5
Swordsman	8 / 5
Berserker	8 / 5

### Spark Seeker



Shoots a homing spark ball

Ki Cost	15, +2 / level
Lightning Damage	1 – 10, +3 / level
Knockback (force)	1, +1 / level
Duration	10
Speed	25
Seeking Radius	10, +1 / level

#### Samurai Casters

Archer	1 / 7
Brick	14 / 5
Wizard	5 / 15
Berserker	16 / 7

### Spark Storm



Shoots multiple lightning balls

Ki Cost	15, +2 / level
Lightning Damage	1 – 10, +3 / level
Duration	10
Speed	25
Seeking Radius	10, +1 / level

#### Samurai Casters

Leader	24 / 16
Archer	22 / 17
Brick	35 / 17
Ninja	22 / 20
Swordsman	24 / 12

## Thunder Dragon



Creates a lightning dragon that attacks enemy

Ki Cost 15, +5 / level

### Samurai Casters

Wizard 10 / 25

### Dragon's Stats

Lightning Damage 1 – 5, +1 – 2 / level

Duration 10, +5 / level

Range 50

Speed 50

Seeking Radius 10, +1 / level

## Thunder Storm



Creates a thunder storm

Ki Cost 30, +2 / level

Lightning Damage 15 – 25, +5 – 15 / level

### Samurai Casters

Ninja 12 / 15

Berserker 17 / 7

## Water Spells



### Avalanche



Shoots an ice wave

Ki Cost 15, +3 / level

Water Damage 5 – 10, +5 / level

Freeze

Chance 40%, +5% / level

Duration 3, +2 / level

Speed 40

### Samurai Casters

Archer 12 / 12

Brick 35 / 10

Swordsman 16 / 12

Berserker 17 / 7

### Blizzard



Shoots multiple ice balls

Ki Cost 15, +2 / level

Water Damage 1 – 10, +5 / level

Knockback

Chance 40%, +5% / level

Force 2, + 0.2 / level

Duration 10

Speed 25

Seeking Radius 10, +1 / level

### Samurai Casters

Leader 24 / 16

Archer 22 / 17

Wizard 10 / 15

Swordsman 24 / 12

Berserker 26 / 17



### Comet



Shoots an ice ball

Ki Cost	15, +2 / level
Water Damage	5 - 10, +5 / level
Knockback	
Chance	50%, +5% / level
Force	1, +0.2 / level
Freeze	
Chance	30%, +5% / level
Duration	5, +2 / level

#### Samurai Casters

Wizard	1 / 10
Swordsman	8 / 7
Berserker	26 / 10

### Drown



Decreases target's water resistance

Ki Cost	10, +1 / level
Water Resistance	-10, -10 / level
Duration	10, +5 / level
Radius	10, +1 / level

#### Samurai Casters

Archer	6 / 5
Ninja	1 / 6
Wizard	10 / 5

### Freeze



Freezes the target

Ki Cost	7, +3 / level
Freeze	
Duration	4, +1 / level
Radius	2, +1 / level
Chance	50%, +10% / level

#### Samurai Casters

Ninja	22 / 15
Wizard	20 / 30

### Frostbolt



Shoots a frost bolt

Ki Cost	8, +1 / level
Water Damage	1 - 5, +1 - 2 / level

#### Samurai Casters

Leader	1 / 7
Brick	3 / 6
Ninja	1 / 10
Swordsman	1 / 7
Berserker	10 / 5

### Ice Blade (A)



Adds water damage to the total attack

Water Damage	1 - 5, +5 / level
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#### Samurai Casters

Leader	8 / 5
Archer	8 / 4
Brick	14 / 5
Ninja	5 / 5
Swordsman	8 / 5
Berserker	8 / 5

### Ice Kanji



Inflicts ice Kanji on enemies

Ki Cost	20, +2 / level
Water Damage	10 - 15, +5 / level
Number of Enemies	4, +1 / level

#### Samurai Casters

Wizard	20 / 35
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## Ice Seeker



Shoots a homing ice ball

Ki Cost	15, +2 / level
Water Damage	1 – 10, +3 / level
Knockback	
Chance	50%, +5% / level
Force	1, +0.2 / level
Freeze	
Chance	30%, +5% / level
Duration	5, +2 / level
Speed	25
Seeking Radius	10, +1 / level

### Samurai Casters

Archer	1 / 7
Brick	14 / 5
Ninja	6 / 13

## Ice Spears



Sends ice spikes to the target

Ki Cost	15, +3 / level
Water Damage	1 – 10, +5 / level
Freeze	
Chance	40%, +5% / level
Duration	5, +2 / level

### Samurai Casters

Leader	13 / 12
Berserker	16 / 7

## Ice Trap



Creates a wall of ice spikes

Ki Cost	30, +2 / level
Water Damage	5 – 10, +5 / level
Freeze	
Chance	40%, +5% / level
Duration	2, +1 / level

### Samurai Casters

Leader	16 / 12
Archer	6 / 7
Brick	28 / 7
Ninja	12 / 13
Swordsman	16 / 12

## Icy Barrier



Increases water resistance

Ki Cost	10, +2 / level
Water Resistance	5%, +5% / level
Duration	10, +5 / level
Reflection	5, +2 / level

### Samurai Casters

Leader	10 / 5
Archer	12 / 5
Brick	1 / 5
Ninja	10 / 5
Wizard	1 / 6
Swordsman	10 / 5
Berserker	3 / 6

## Ki Barrier



Creates a magic shield to stop damage

Ki Cost	20
Duration	30, +5 / level

### Samurai Casters

Leader	5 / 6
Ninja	6 / 5
Wizard	5 / 7
Berserker	5 / 4

## Ki Leech (A)



Leeches magic from enemy

Ki drained	5, +5 / level
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### Samurai Casters

Leader	24 / 5
Ninja	22 / 6
Wizard	5 / 6

### Kyudo (C)



Permanently boosts normal damage

Boost Normal Damage 5, +5 / level

#### Samurai Casters

Archer 22 / 7  
Ninja 12 / 5

### Resist Water (A)



Increases water resistance

Water Resistance 5%, +5% / level

#### Samurai Casters

Leader 2 / 6  
Archer 2 / 5  
Brick 6 / 6  
Wizard 5 / 5  
Swordsman 5 / 5  
Berserker 10 / 5

### Suido



Reflects a portion of received damage

Ki Cost 20, +5 / level  
Reflection 10, +10 / level  
Duration 15, +2 / level

#### Samurai Casters

Leader 3 / 6  
Brick 13 / 5  
Swordsman 3 / 5  
Berserker 1 / 6

### Tidal Wave



Shoots ice balls in all directions

Ki Cost 40, +2 / level  
Water Damage 10 - 20, +10 - 15 / level  
Knockback  
Chance 50%, +5% / level

Force 2, +0.4 / level  
Freeze  
Chance 30%, +5% / level  
Duration 5, +2 / level

#### Samurai Casters

Brick 35 / 17  
Swordsman 24 / 20

### Water Dragon



Creates a water dragon that attacks enemy

Ki Cost 15, +5 / level

#### Dragon's Stats

Water Damage 1 - 5, +1 - 2 / level  
Freeze  
Chance 5%  
Duration 5, +1 / level  
Duration 10, +5 / level  
Range 50  
Speed 50 (missile speed)  
Seeking Radius 10, +1 / level

#### Samurai Casters

Wizard 10 / 25

### Water Strike



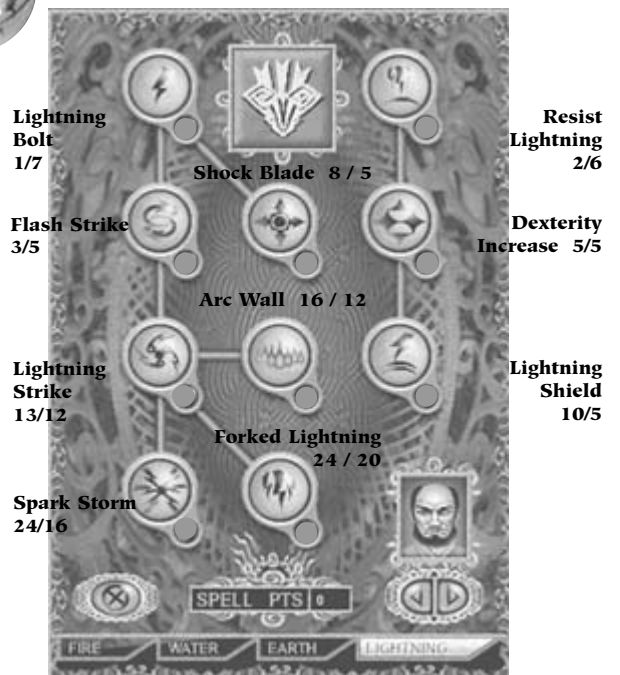
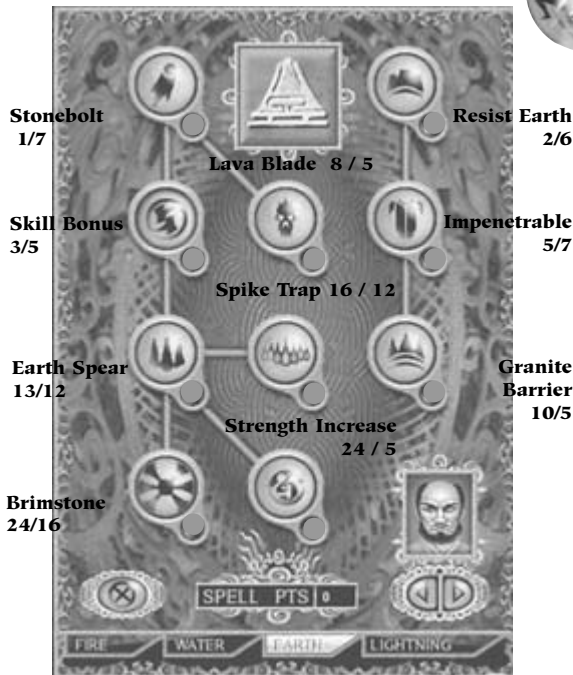
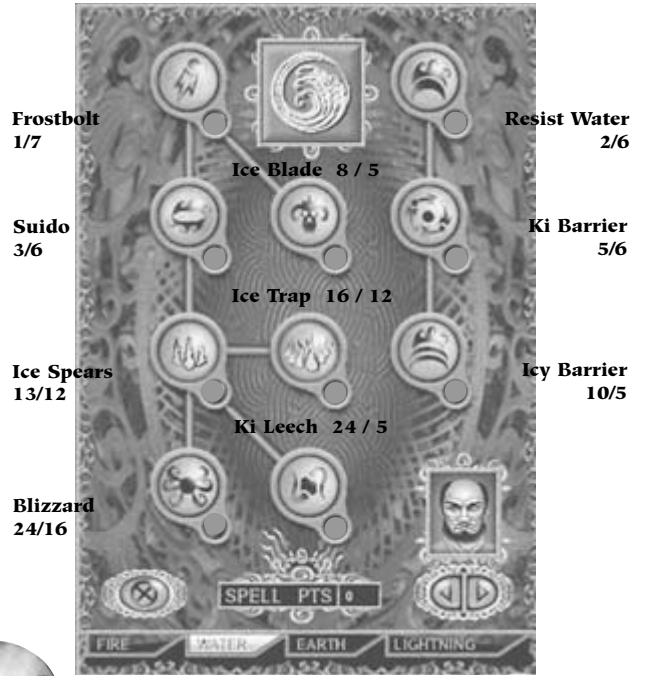
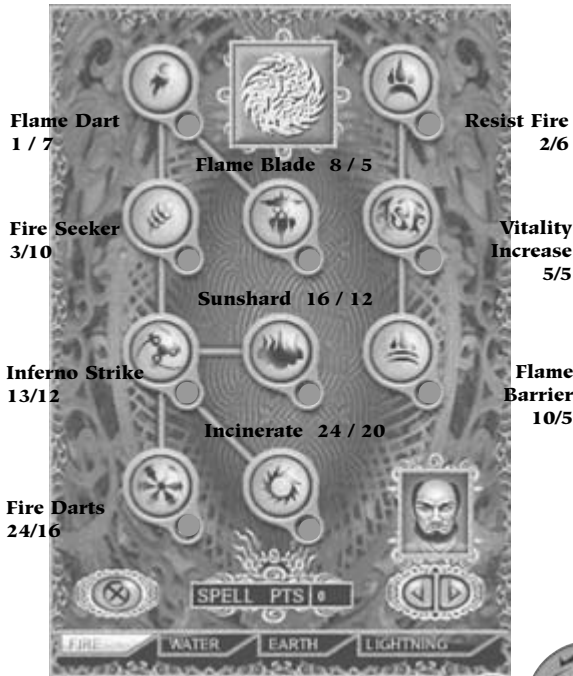
Shoots a water strike

Ki Cost 20, +5 / level  
Water Damage 7 - 14, +7 / level  
Knockback  
Chance 50%, +5% / level  
Force 3, +0.2 / level  
Freeze  
Chance 30%, +5% / level  
Duration 8, +3 / level

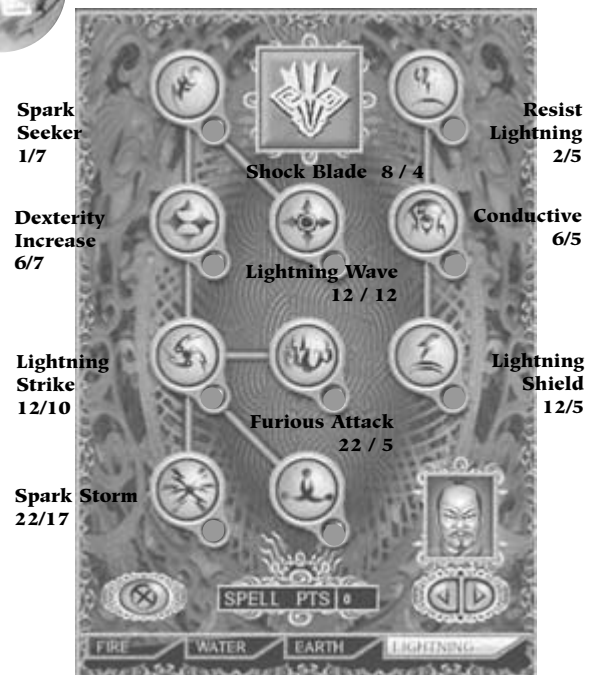
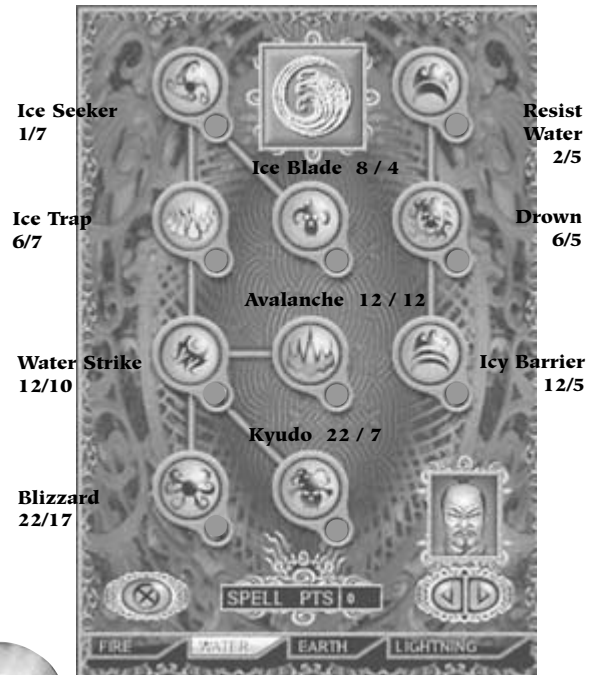
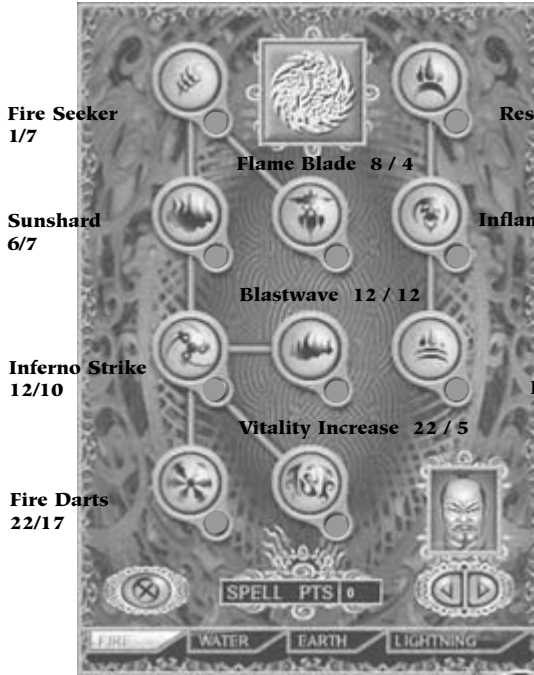
#### Samurai Casters

Archer 12 / 10  
Brick 28 / 7

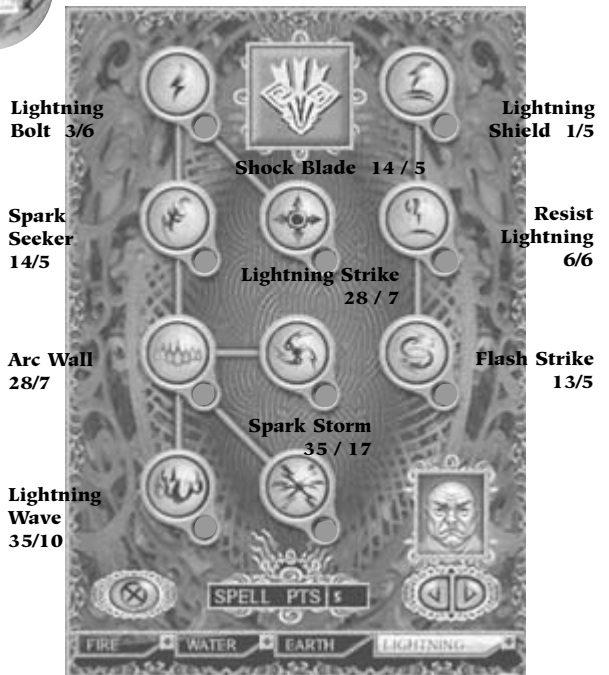
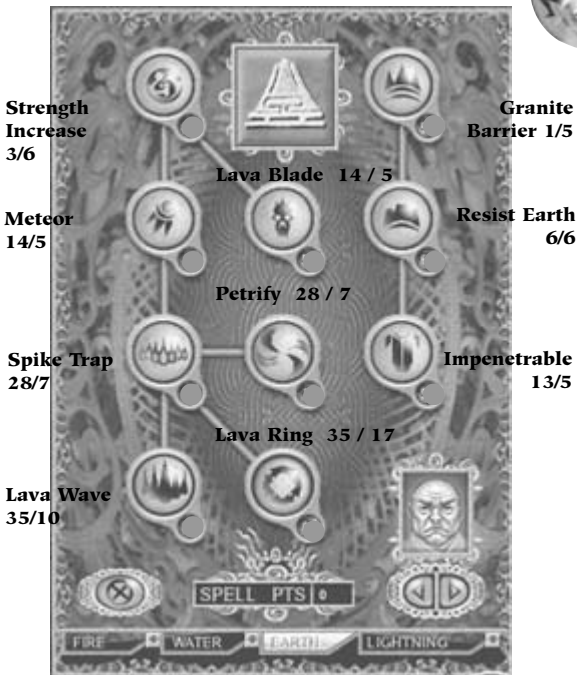
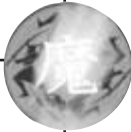
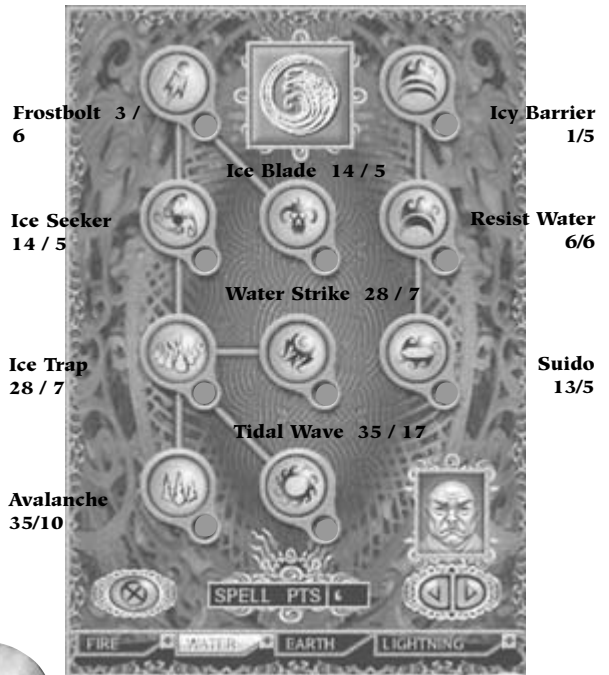
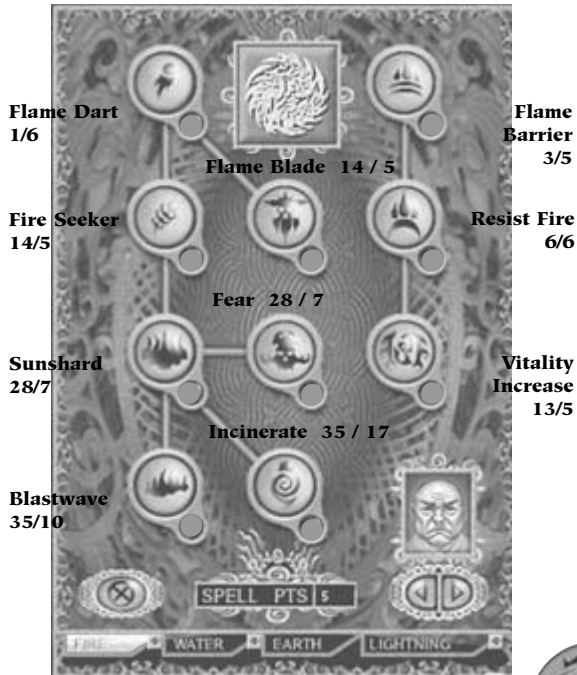
# Leader's Spell Trees



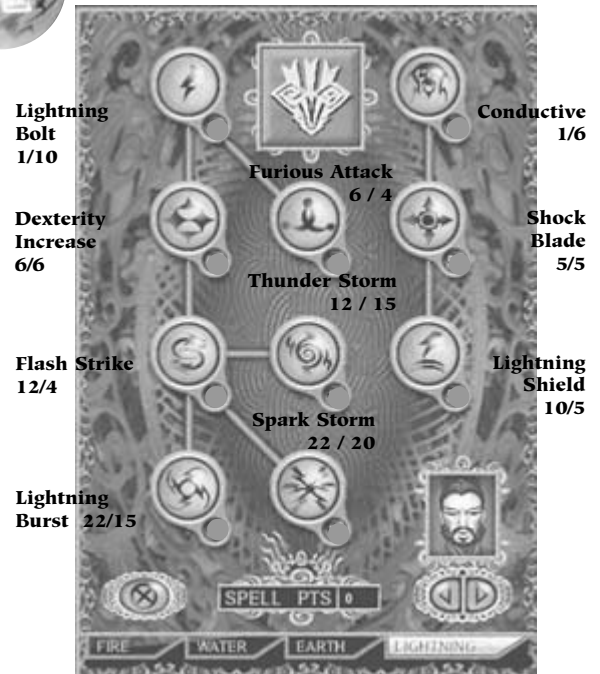
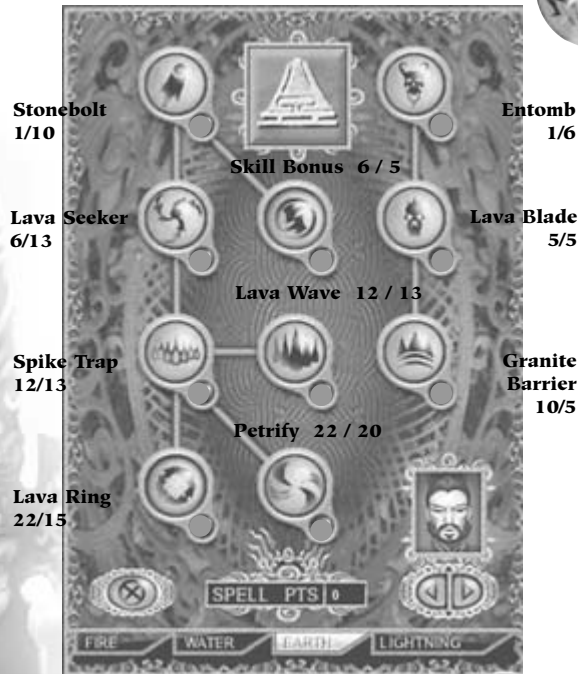
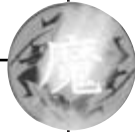
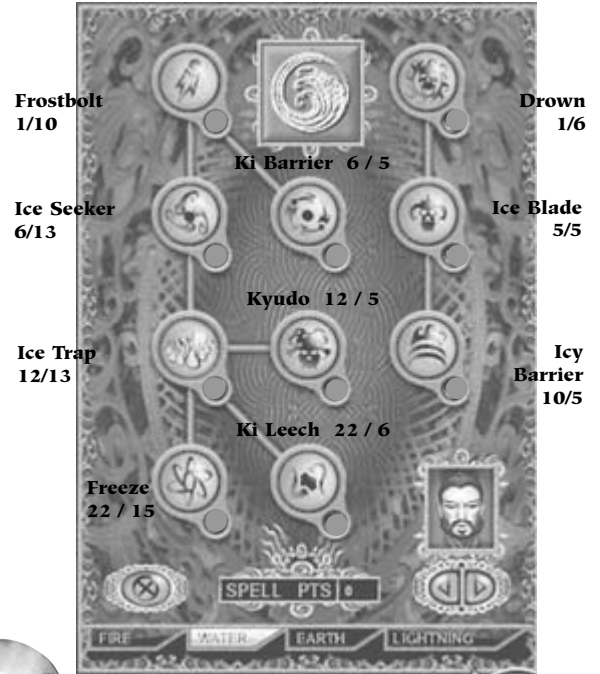
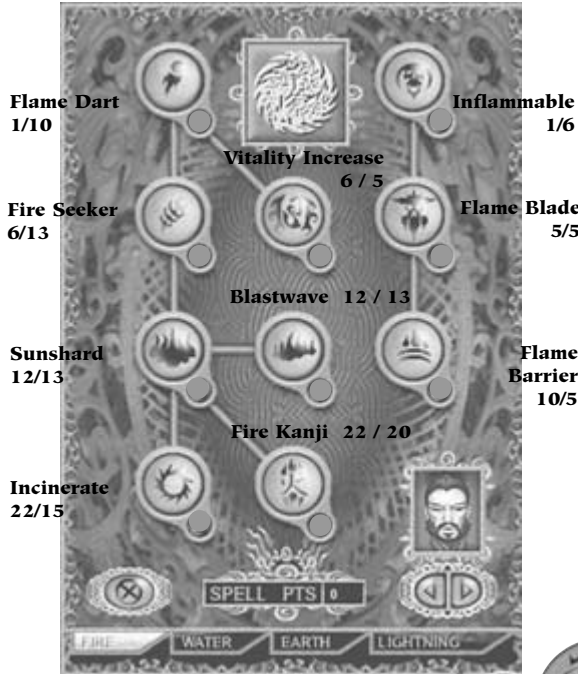
### Archer's Spell Trees



# Brick's Spell Trees



### Ninja's Spell Trees



# Wizard's Spell Trees

**Immolate** 1/10

**Flame Barrier** 1/6

**Fire Seeker** 5 / 15

**Resist Fire** 5/5

**Vitality Increase** 5/5

**Fire Dragon** 10 / 25

**Fire Darts** 10/15

**Inflammable** 10/5

**Fire Kanji** 20 / 35

**Incinerate** 20/30

SPELL PTS 0

FIRE WATER EARTH LIGHTNING

**Comet** 1/10

**Icy Barrier** 1/6

**Ki Leech** 5 / 6

**Resist Water** 5/5

**Ki Barrier** 5/7

**Water Dragon** 10 / 25

**Blizzard** 10/15

**Drown** 10/5

**Ice Kanji** 20 / 35

**Freeze** 20/30

SPELL PTS 0

FIRE WATER EARTH LIGHTNING



**Meteor** 1/10

**Granite Barrier** 1/6

**Blood Leech** 5 / 6

**Resist Earth** 5/5

**Earth Strike** 5/15

**Earth Dragon** 10 / 25

**Lava Ring** 10/15

**Entomb** 10/5

**Earth Kanji** 20 / 35

**Petrify** 20/30

SPELL PTS 0

FIRE WATER EARTH LIGHTNING

**Lightning Bolt** 1/10

**Lightning Shield** 1/6

**Spark Seeker** 5 / 15

**Resist Lightning** 5/5

**Lightning Strike** 5/15

**Thunder Dragon** 10 / 25

**Lightning Burst** 10/15

**Conductive** 10/5

**Lightning Kanji** 20 / 35

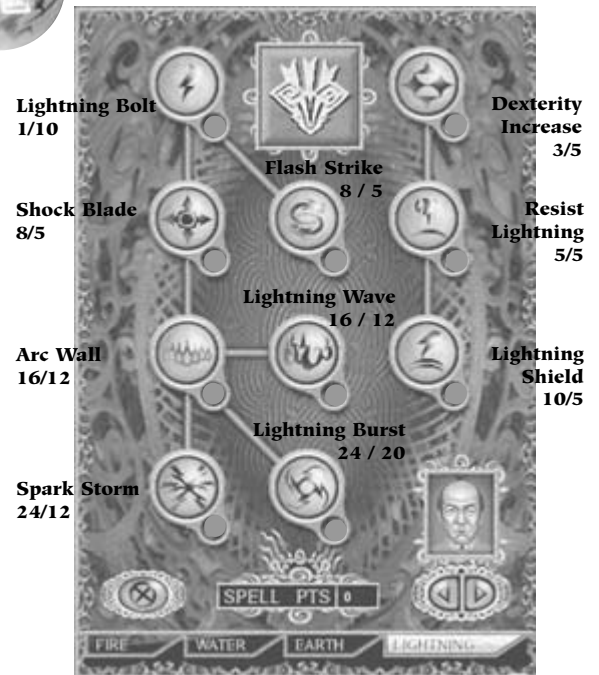
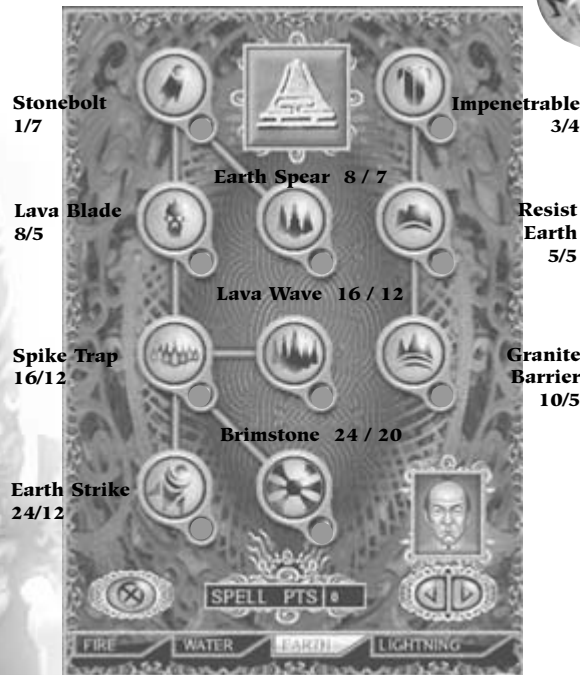
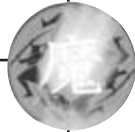
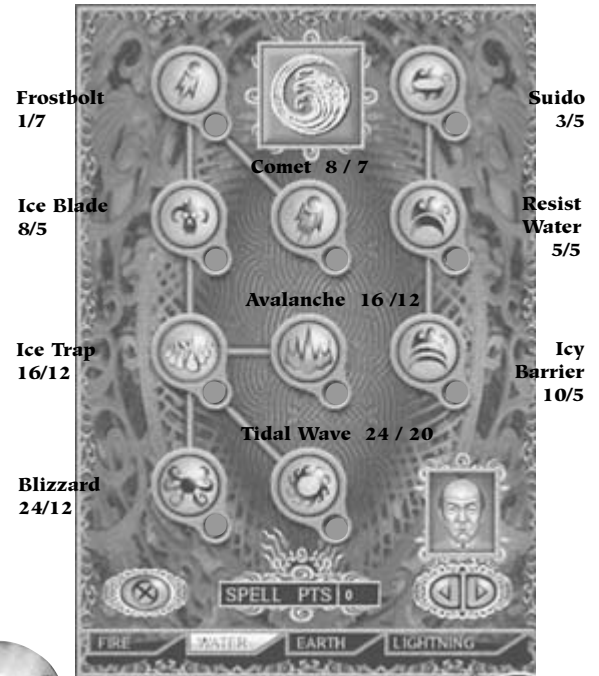
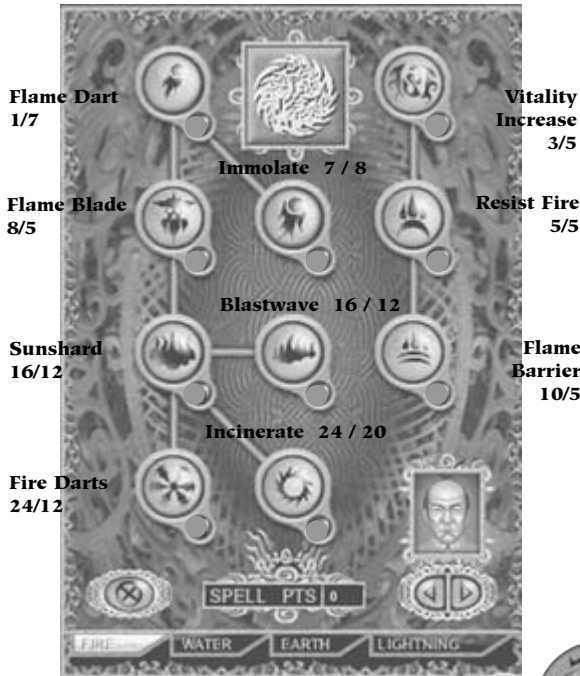
**Forked Lightning** 20/30

SPELL PTS 0

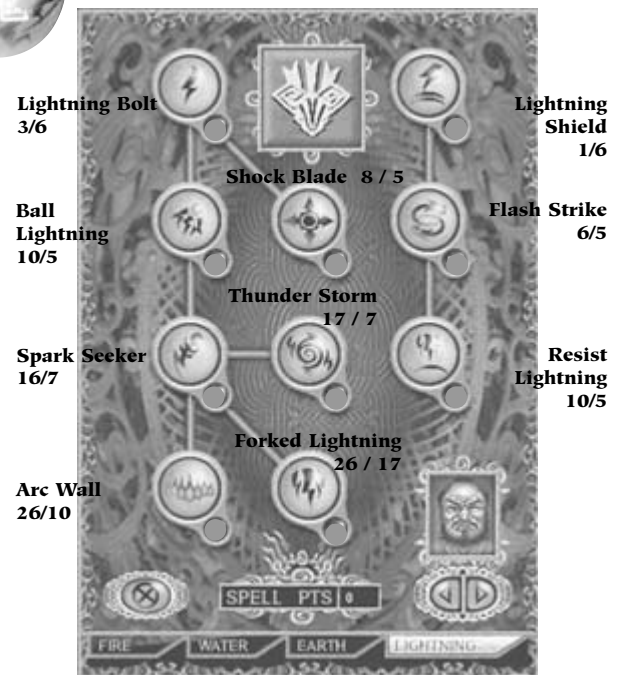
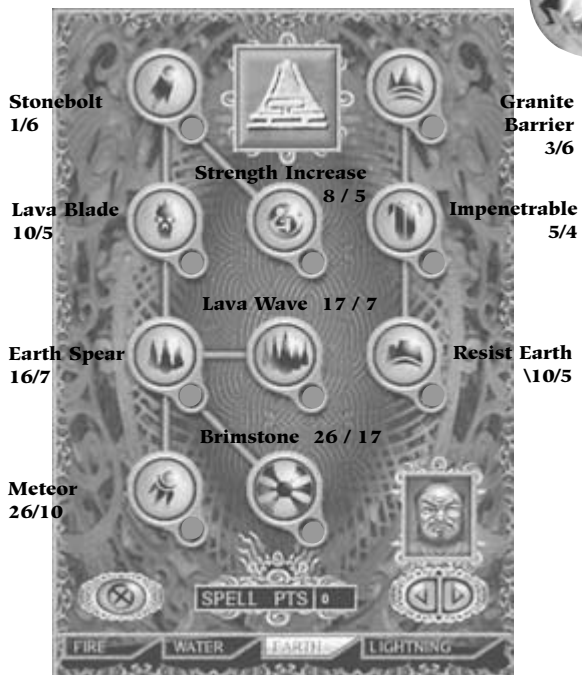
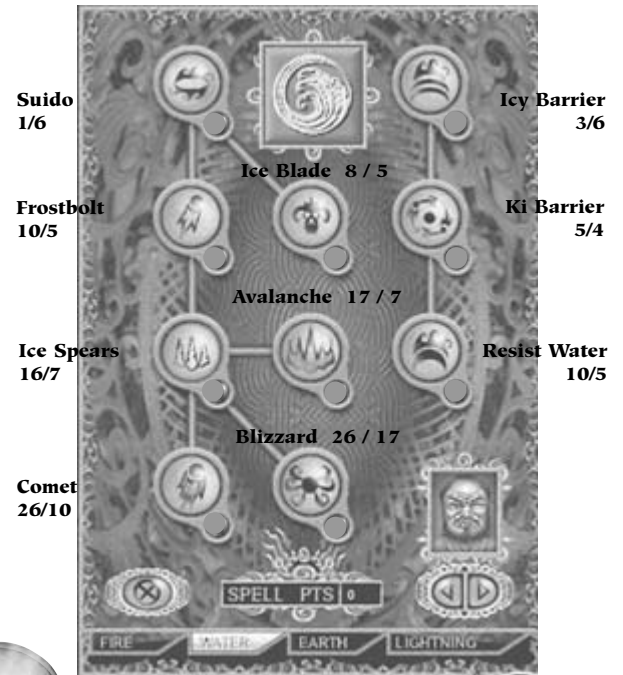
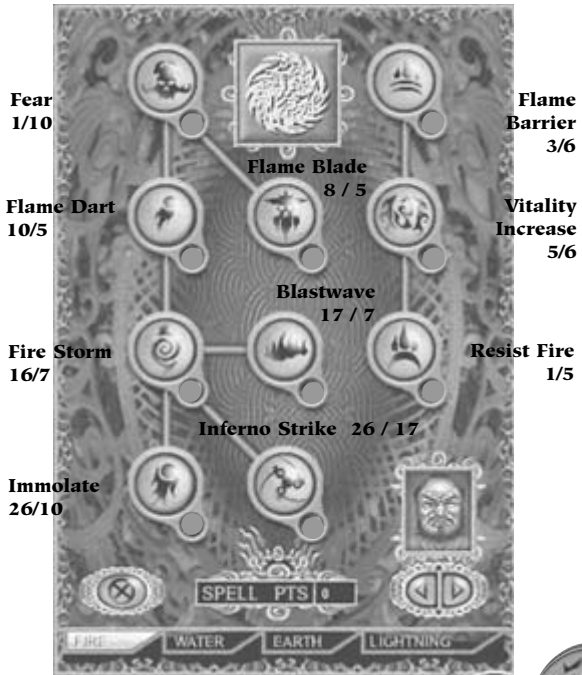
FIRE WATER EARTH LIGHTNING



### Swordsman's Spell Trees



# Berserker's Spell Trees



**TABLE OF SAMURAI SPELLS**

	Leader	Archer	Brick	Ninja	Wizard	Swordsman	Berserker
<b>Earth Spells</b>							
Blood Leech (A)	–	22 / 5	–	–	5 / 6	–	–
Brimstone	24 / 16	22 / 17	–	–	–	24 / 20	26 / 17
Earth Dragon	–	–	–	–	10 / 25	–	–
Earth Kanji	–	–	–	–	20 / 35	–	–
Earth Spear	13 / 12	–	–	–	–	8 / 7	16 / 7
Earth Strike	–	12 / 10	–	–	5 / 15	24 / 12	–
Entomb	–	6 / 5	–	1 / 6	10 / 5	–	–
Granite Barrier	10 / 5	12 / 5	1 / 5	10 / 5	1 / 6	10 / 5	3 / 6
Impenetrable (C)	5 / 7	–	13 / 5	–	–	3 / 4	5 / 4
Lava Blade (A)	8 / 5	8 / 4	14 / 5	5 / 5	–	8 / 5	10 / 5
Lava Ring	–	–	35 / 17	22 / 15	10 / 15	–	–
Lava Seeker	–	1 / 7	–	6 / 13	–	–	–
Lava Wave	–	12 / 12	35 / 10	12 / 13	–	16 / 12	17 / 7
Meteor	–	–	14 / 5	–	1 / 10	–	26 / 10
Petrify	–	–	28 / 7	22 / 20	20 / 30	–	–
Resist Earth (A)	2 / 6	2 / 5	6 / 6	–	5 / 5	5 / 5	10 / 5
Skill Bonus (C)	3 / 5	–	–	6 / 5	–	–	–
Spike Trap	16 / 12	6 / 7	28 / 7	12 / 13	–	16 / 12	–
Stonebolt	1 / 7	–	–	1 / 10	–	1 / 7	1 / 6
Strength Increase (C)	24 / 5	–	3 / 6	–	–	–	8 / 5
<b>Fire Spells</b>							
Blastwave	–	12 / 12	35 / 10	12 / 13	–	16 / 12	17 / 7
Fear	–	–	28 / 7	–	–	–	1 / 10
Fire Darts	24 / 16	22 / 17	–	–	10 / 15	24 / 12	–
Fire Dragon	–	–	–	–	10 / 25	–	–
Fire Kanji	–	–	–	22 / 20	20 / 35	–	–
Fire Seeker	3 / 10	1 / 7	14 / 5	6 / 13	5 / 15	–	–
Fire Storm	–	–	–	–	–	–	16 / 7
Flame Barrier	10 / 5	12 / 5	3 / 5	10 / 5	1 / 6	10 / 5	3 / 6
Flame Blade (A)	8 / 5	8 / 4	14 / 5	5 / 5	–	8 / 5	8 / 5
Flame Dart	1 / 7	–	1 / 6	1 / 10	–	1 / 7	10 / 5
Immolate	–	–	–	–	1 / 10	7 / 8	26 / 10
Incinerate	24 / 20	–	35 / 17	22 / 15	20 / 30	24 / 20	–
Inferno Strike	13 / 12	12 / 10	–	–	–	–	26 / 17
Inflammable	–	6 / 5	–	1 / 6	10 / 5	–	–
Resist Fire (A)	2 / 6	2 / 5	6 / 6	–	5 / 5	5 / 5	10 / 5
Sunshard	16 / 12	6 / 7	28 / 7	12 / 13	–	16 / 12	–
Vitality Increase (C)	5 / 5	22 / 5	13 / 5	6 / 5	5 / 5	3 / 5	5 / 6

## Table of Samurai Spells

	Leader	Archer	Brick	Ninja	Wizard	Swordsman	Berserker
<b>Lightning Spells</b>							
Arc Wall	16 / 12	–	28 / 7	–	–	16 / 12	26 / 10
Ball Lightning	–	–	–	–	–	–	10 / 5
Conductive	–	6 / 5	–	1 / 6	10 / 5	–	–
Dexterity Increase (C)	5 / 5	6 / 7	–	6 / 6	–	3 / 5	–
Flash Strike	3 / 5	–	13 / 5	12 / 4	–	8 / 5	6 / 5
Forked Lightning	24 / 20	–	–	–	20 / 30	–	26 / 17
Furious Attack	–	22 / 5	–	6 / 4	–	–	–
Lightning Bolt	1 / 7	–	3 / 6	1 / 10	1 / 10	1 / 10	3 / 6
Lightning Burst	–	–	–	22 / 15	10 / 15	24 / 20	–
Lightning Kanji	–	–	–	–	20 / 35	–	–
Lightning Shield	10 / 5	12 / 5	1 / 5	10 / 5	1 / 6	10 / 5	1 / 6
Lightning Strike	13 / 12	12 / 10	28 / 7	–	5 / 15	–	–
Lightning Wave	–	12 / 12	35 / 10	–	–	16 / 12	–
Resist Lightning (A)	2 / 6	2 / 5	6 / 6	–	5 / 5	5 / 5	10 / 5
Shock Blade (A)	8 / 5	8 / 4	14 / 5	5 / 5	–	8 / 5	8 / 5
Spark Seeker	–	1 / 7	14 / 5	–	5 / 15	–	16 / 7
Spark Storm	24 / 16	22 / 17	35 / 17	22 / 20	–	24 / 12	–
Thunder Dragon	–	–	–	–	10 / 25	–	–
Thunder Storm	–	–	–	12 / 15	–	–	17 / 7
<b>Water Spells</b>							
Avalanche	–	12 / 12	35 / 10	–	–	16 / 12	17 / 7
Blizzard	24 / 16	22 / 17	–	–	10 / 15	24 / 12	26 / 17
Comet	–	–	–	–	1 / 10	8 / 7	26 / 10
Drown	–	6 / 5	–	1 / 6	10 / 5	–	–
Freeze	–	–	–	22 / 15	20 / 30	–	–
Frostbolt	1 / 7	–	3 / 6	1 / 10	–	1 / 7	10 / 5
Ice Blade (A)	8 / 5	8 / 4	14 / 5	5 / 5	–	8 / 5	8 / 5
Ice Kanji	–	–	–	–	20 / 35	–	–
Ice Seeker	–	1 / 7	14 / 5	6 / 13	–	–	–
Ice Spears	13 / 12	–	–	–	–	–	16 / 7
Ice Trap	16 / 12	6 / 7	28 / 7	12 / 13	–	16 / 12	–
Icy Barrier	10 / 5	12 / 5	1 / 5	10 / 5	1 / 6	10 / 5	3 / 6
Ki Barrier	5 / 6	–	–	6 / 5	5 / 7	–	5 / 4
Ki Leech (A)	24 / 5	–	–	22 / 6	5 / 6	–	–
Kyudo (C)	–	22 / 7	–	12 / 5	–	–	–
Resist Water (A)	2 / 6	2 / 5	6 / 6	–	5 / 5	5 / 5	10 / 5
Suido	3 / 6	–	13 / 5	–	–	3 / 5	1 / 6
Tidal Wave	–	–	35 / 17	–	–	24 / 20	–
Water Dragon	–	–	–	–	10 / 25	–	–
Water Strike	–	12 / 10	28 / 7	–	–	–	–



# STRATEGY & COMBAT

## Combat Resolution

Combat in *Throne of Darkness* is resolved in a straightforward fashion. Your character's weapon skill is his percentage chance to hit. If the hit is successful, damage is calculated randomly based on the possible range for that weapon, and reduced by a number equal to 1/10th of your target's Armor Class. Your target takes whatever's left as damage.

**Armor Class.** Your Armor Class is figured by adding the AC value of each of your four armor slots (body, head, arms, legs). If you have an Armor Class of 60, it doesn't matter if you have an armor value of 15 in each slot, or 40 in body and 5 in each of the others. It's still an Armor Class of 60 that provides exactly the same protection (but see **Armor Damage**, below).

This process becomes a bit more complicated, however, when the various sorts of special attack are taken into account.

**Elemental Damage.** If your weapon does elemental damage, that damage is figured randomly (again, based on the possible range), then modified by the target's resistances (see **Resistances**, below). The resulting number is added to your damage total. Armor does not offer any protection against elemental damage — only elemental resistances can reduce elemental damage.

**Resistances.** Resistances show the percentage of an elemental attack blocked by magical protection. So, if you have 30% Fire Resistance, and a monster hits you for 10 points of fire damage, your Fire Resistance will absorb three points of that damage, and seven will get through.

**Leech Attacks.** These attacks figure a percentage of the damage you do to a target (that is, total damage that gets through armor/resistances), and return it to you in the form of Health or Ki. If you have 5% Ki Leech and 10% Health Leech, and you hit an enemy for 20 points, you get one point of Ki and two points of Health. Note, however, that the leech bonuses are rounded down very strictly. If you did 19 points of damage to the target instead of 20, you'd get no Ki and only 1 Health from the attack.

**Freezing.** If you have a freezing attack, the game checks to freeze the opponent every time you do damage. It doesn't matter if 1 point or 50 get through the target's armor; the chance to freeze is the same.

The duration of the freeze is related to the chance to freeze. The most common freeze item, the Pearl, has an 8% chance to freeze, and if successful, freezes the target for one second. If a weapon had two Pearls, it would have a 16% chance to freeze for two seconds. If it had two Pearls and a jewel (doubling the effect of the Pearls) it would have a 32% chance of freezing for four seconds, and so on.

(Durations involving the rare Red Kappa Egg, with a 50% chance to freeze, are proportionate.)

Very powerful named creatures (and, by the way, your Samurai as well) can't be frozen immobile. Instead, a successful freeze slows them down significantly.

Creatures that are reduced to zero hit points while frozen (but not while slowed), shatter spectacularly, instead of the usual death animation. This is mostly just a visual special effect, but shattering is useful against Rouzuko, as it prevents them from transforming into Yama-inu.

**Poison.** If any damage whatsoever from a poisoned weapon gets through the target's armor, the target is poisoned. There is no resistance against poison, and no chance that a successful attack from a poisoned weapon will fail to poison. Once the target is poisoned, it will take the base damage from that poison every second for 10 seconds. (Samurai, of course, can cancel the effects of all current poisonings at any time by using a Remedy potion.) Furthermore, poison damage is stackable. If you hit a target with a poisoned weapon, then hit it again, it will take poison damage from both hits for ten seconds each.

The base damage from a poison attack can be increased by using more poison components (mostly Scorpion Dragon Stingers) on a weapon, and by using jewels to multiply the effects of Scorpion Dragon Stingers.

For more on Poison damage, see **Armor/Weapon Damage**, below.

**Knockback** is just what it sounds like — the chance to knock an opponent back away from you in combat. Knockback does no additional damage, and depend-

ing on the circumstances of the moment it can be either an asset or an annoyance when it occurs against an enemy.

Each character and monster in the game has a mass, and some have a base chance to knockback. The attacker's chance to knockback is compared against the defender's mass to determine whether the enemy is knocked back by any given attack. Magic items that enhance knockback increase the attacker's basic knockback value by the indicated percentage.

**Armor/Weapon Damage.** Every attack that gets through armor has a chance to damage your armor or weapon. The chance to take damage from a given attack is exactly the same, regardless of how many hit points you take from it, and the damage from a given attack is always one durability point to your active weapon or a piece of armor. There is no "hit location" in *Throne of Darkness*; if armor/weapon damage occurs it has an equal chance of affecting any armor location or your active weapon, determined randomly.

You may notice that you tend to take a lot more equipment damage when you're poisoned. This can be rationalized by saying that the poisons used in the world of *Throne* are extremely corrosive. What's actually happening is that poison inflicts damage every second for 10 seconds (as explained under **Poison**, above). Each time the poison damages you, the game checks for equipment damage (and if you are suffering from multiple poisonings, the game will be checking each one, separately, every second). Obviously, this makes it a lot more likely that significant equipment damage will occur.

# Tactics

There are two very important things to keep in mind when using the game's Tactics Editor.

First of all, all of the Tactics and Roles in the game are fully customizable — as in *fully*. So if you want to think of the 12 default Tactics as 12 empty slots for your own original Tactics, feel free.

Second, whether you use the defaults or design your own, you're better off using Tactics than not using Tactics. Tactics virtually eliminate the problem of one of your Samurai chasing off after some distant foe and getting cut off and surrounded. And Roles just plain make your character smarter. With no Tactics, a character will stick with whatever attack he last used until he's told to do something different or (in the case of spells) runs out of Ki — after which he won't go back to casting unless specifically ordered to, even if his Ki is replenished. A caster using Roles, however, will cast the set spell as long as his Ki holds out, then switch to weapons, then go back to spells if he finds more Ki.

There are a few things to keep in mind when using Tactics. First of all, the Role Editor always assumes that all Samurai have their best melee weapon in their left

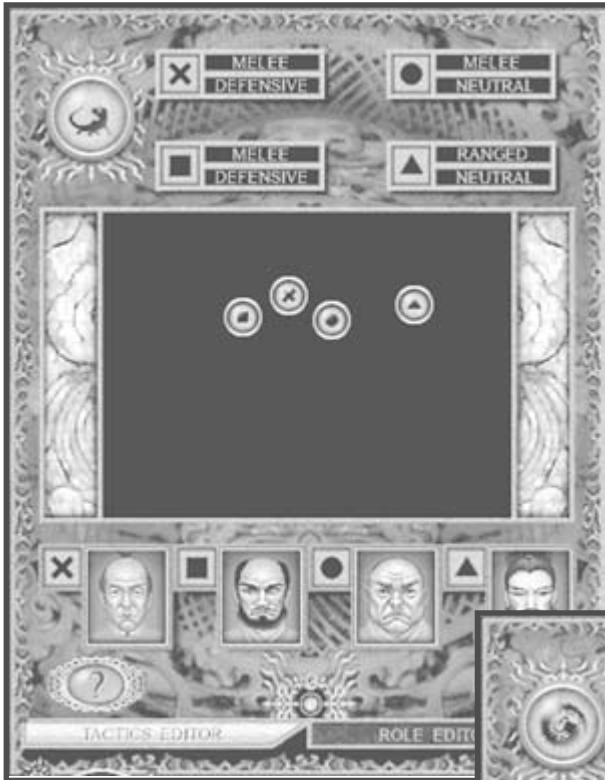
weapon slot and their best ranged weapon in the right weapon slot. Your Samurai don't necessarily have to carry both a ranged and a melee weapon at all times (some Samurai can't use ranged weapons at all). But this is a good reason to keep your best weapon in the appropriate slot — it's really annoying to realize you've been using your old shibata instead of your supercharged go-shinpo-yumi for the last three battles because you had them in the wrong slots.

Also, remember to reset your Tactics any time you send a Samurai to or grab a Samurai from the Shrine Room.

There are also several key combinations that will make your use of Tactics much more efficient. First, remember that you can program up to four Tactics into hotkeys [F5] through [F8]. Second, [F] is a huge time saver for getting your tactical formation pointed in the right direction. Another important key to remember is [R] — as long as you hold it down, your Samurai will hold their current position, even if they're set to Aggressive.

The paragraphs that follow give advice on how best to use each of the 12 preset Tactics in combat.



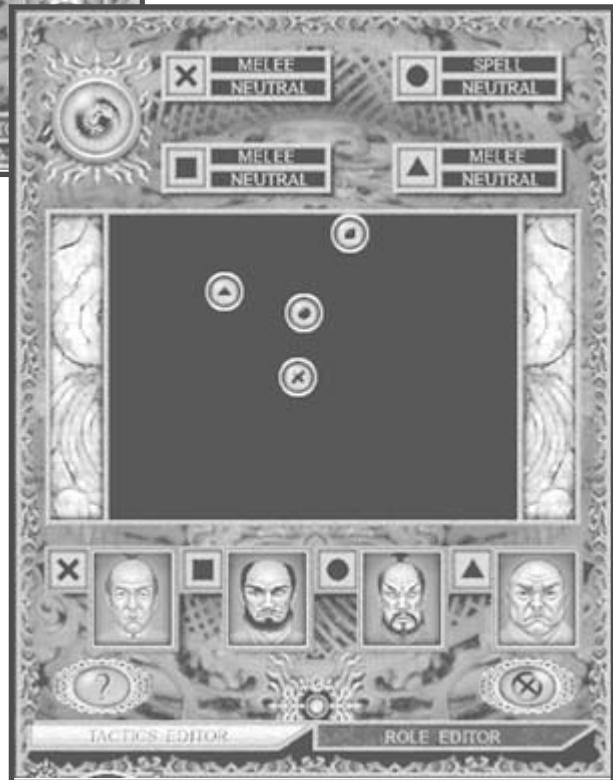


*Lizard*

## Lizard

This is a linear formation, making it perfect for going through doors and narrow passages. Because your foremost Samurai is a defender, with the more mobile neutral characters in back, you can also use this formation to plug doors and other narrow checkpoints, which can be an effective Tactic against rooms full of large numbers of slightly weaker targets.

*Centipede*



## Centipede

This formation organizes your melee fighters to protect a central spellcaster in a fairly tight formation. It's a good all-purpose Tactic for traveling and defense. It also works well when you want your primary offense to come from your caster's powerful area-effect spells.

## Scorpion

This is a very powerful and versatile Tactic, with your melee fighters up front, and a caster defended by an archer bringing up the rear. It's good for large numbers of weaker enemies in open terrain, and particularly good for charging massed archers. It also allows a high-level spellcaster to work at full advantage. Its main drawback is that it requires a lot of space ... you may want to program a somewhat more compact variation to use indoors.

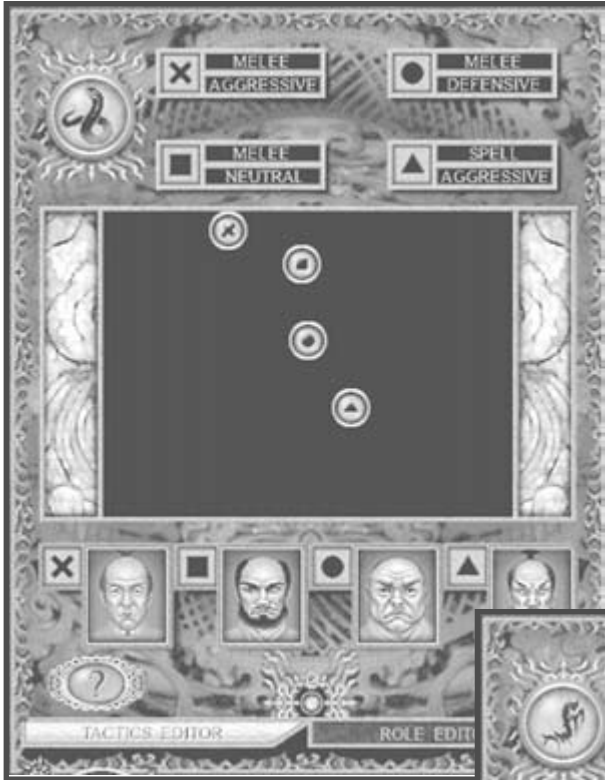
### *Dragon*



*Scorpion*

## Dragon

Your ranged fighters form a line, while a single melee fighter ranges aggressively in front, causing as much damage as possible. This Tactic offers a good balance of offense and defense. It's also good for ambushes, if you put the melee fighter under your direct control so he doesn't go running off madly and giving away the whole thing.



*Snake*

## Snake

Two melee fighters range aggressively up front, while a third hangs back to defend your caster. This formation works well when your caster wants to concentrate on energy-efficient, targeted spells. It's also a good Tactic for fighting small groups of very tough monsters, like Kappa.

*Mantis*

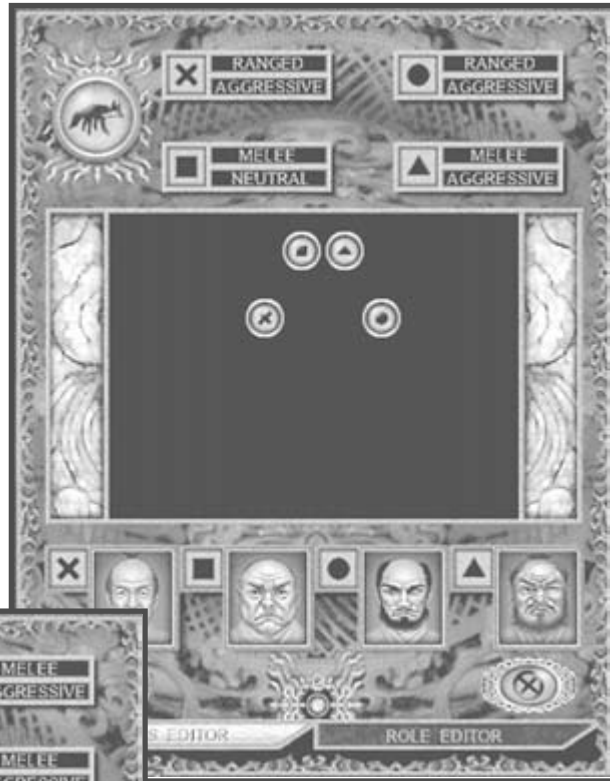


## Mantis

Forward melee fighters protect archers to the rear. This is good for defending against groups of more-or-less equally matched foes coming in hand-to-hand.

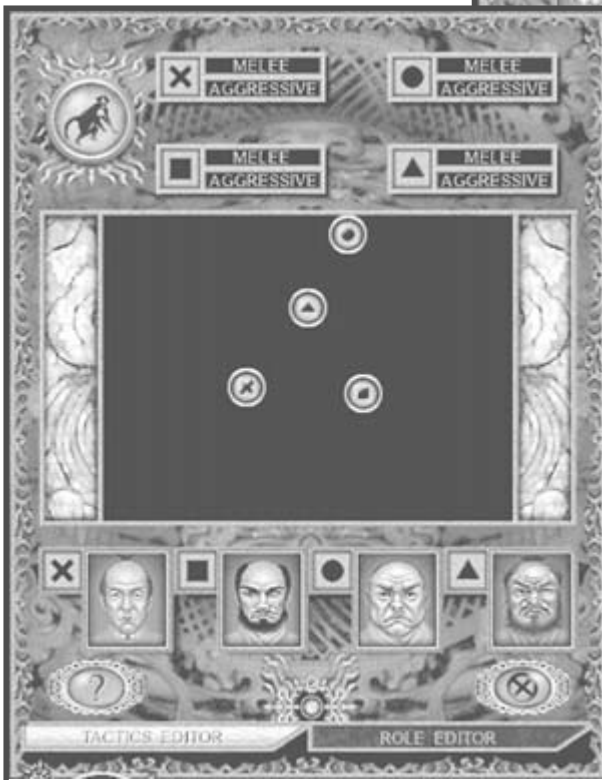
## Fox

The Fox works a lot like the Mantis, only the formation is much tighter. This is an excellent Tactic for use in citadels, caves, villages, cemeteries and other areas where movement is restricted by terrain.



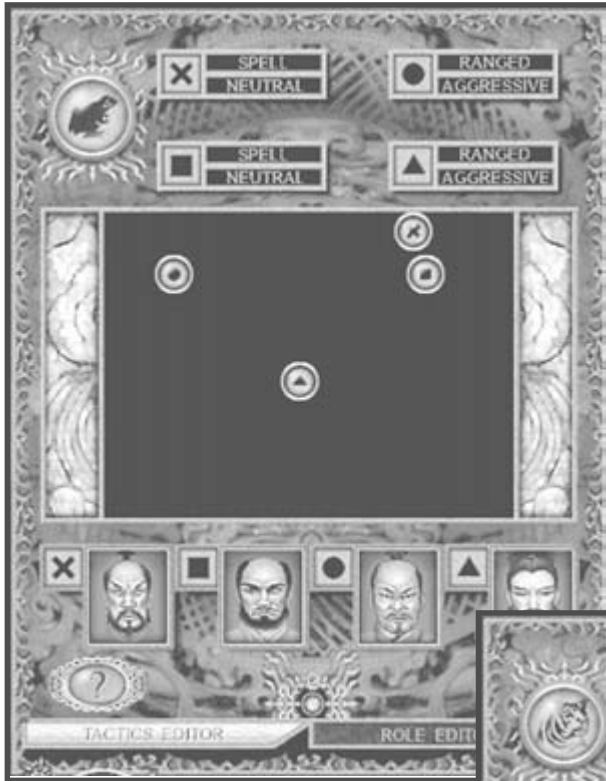
Fox

## Monkey



## Monkey

This is an all-out melee assault, with everybody aggressive. It's a lot like the way your characters operate under the no-Tactics default, but survivability is a bit better, due to the guidance provided by your Samurais' Roles.



*Frog*

## Frog

With two casters up front guarded by two bowmen, this is another formation that's ideal against charging enemies. Give your casters their most powerful area-effect spells, and watch the enemy crash against a solid wall of deadly magical force.

*Tiger*



## Tiger

You know what a massed group of skeleton archers or priestesses can do to your party? This formation allows you to do the same thing to charging enemies. Basically, it puts your archers in a line and lets them attack aggressively against anybody who gets into range.

## Phoenix

Masses all your spellcasters against the enemy. Put two fighter-types with low Ki up front, and your two best offensive casters in back with a couple of Ki potions. When the low-Ki bruisers have exhausted their magic against the enemies' initial charge, they'll automatically draw their swords and defend the rear casters as they continue to pummel the foe with magic.



*Phoenix*

## Turtle



## Turtle

Pretty self-explanatory. Everybody draws hand-weapons and stays in a tight formation. Good for wading into a crowd of enemies with your best swordsmen. Also, if you suddenly have to go to the bathroom or answer the phone and you're not 100% sure the area is secure, this is an excellent formation in which to leave your party waiting.

# General Strategy

## Money Management

There's only so much money in the game. Your task is to make it stretch right to the end. The "big ticket" items in the game are customized magic items (especially high-level armor, while high-level polearms can be pretty pricey as well). Magic items are balanced so that it's entirely possible to design an ultra-super-charged item that you can't build because the price tag is more gold than you'll ever see at one time.

The secret to money management comes down to two equally important factors, Charisma and gold bonuses.

Charisma is pretty easy. Your Leader has the best Charisma in the party, and therefore the best Charisma discount. Let him hold all the money and do all the buying of items, repairs, IDs, and so forth from the Priest and Blacksmith. Make sure he has a Talisman with the best possible Charisma bonus.

However, the Leader should be pretty much the only character in the party who even thinks about Charisma. For everybody else, the key is Gold bonuses.

Gold bonuses come from talismans and from the Gold Soul Shard component (and from the unique War Fan item). The way they work is that when a monster is killed or a container is opened, the game determines how much gold it would yield normally. It then totals up all the gold bonuses for the *specific character* who either administered the death blow to the monster or opened the container, and the determined amount of gold is increased by that percentage.

The maximum total gold bonus possible for any one character is 250%, which is actually an entirely reachable number in the later stages of the game.

Always know which character has the best gold bonus in your current party, and let that character open all chests, barrels, boxes, and so forth. Also, try to make sure that the character with the best gold bonus is one of your most dangerous front-line fighters, since they're likely to administer the most death blows.

The War Fan is a unique item that gives one character a +50 to Charisma and a 100% gold bonus. The character that ends up with the War Fan is likely to become both the party's primary trader and primary treasure gatherer.

## Character Advancement

Below are some “magic numbers” to keep in mind when developing your Samurai’s stats. These stat thresholds will allow your characters to use their very best weapons and armor at the highest levels of the game. (Remember that the weapons and armor discussed below may also have additional stat and level prerequisites as well.)

**Dexterity 150** The Dexterity necessary to use the Nage-Yari, the best thrown weapon in the game.

**Dexterity 200** The Dexterity necessary to use the Iai-To, the best normal weapon in the game, and the Go-Shinpo-Yumi, the best bow in the game.

**Strength 170** The Strength necessary to wear Kunimichi, the best body armor in the game.

**Strength 250** The Strength necessary to use the Tetsu-Bo, the best polearm in the game.

**Ki 80** The Ki which will allow you to wear any mask or amulet found in the game.

These numbers suggest that you should try to get your Samurai up to the following stat thresholds by around Level 20 or so, to give them access to the best stuff late in the game.

**Leader.** Strength 170 and Dexterity 200, for access to the Iai-To and Kunimichi. Ki of 80. Get as much Vitality as you can afford. While your Leader’s Charisma is important, it’s more efficient to raise it with magic (via the best Talisman you can find) than to use earned experience.

**Archer/Swordsman/Berserker.** Strength 170 and Dexterity 200, for access to the Iai-To (or, for the Archer, Go-Shinpo-Yumi) and Kunimichi. Ki of 80. As much Vitality as you can afford, and don’t even worry about Charisma.

**Brick.** Strength 250, for access to the Tetsu-Bo (while the Iai-To does more damage than the Tetsu-Bo, the Brick’s maximum skill with polearms is higher than his max with swords — he should hit more often with the Tetsu Bo than with an Iai-To to make up the difference). Dexterity at least 90 to use all polearms, or Dexterity of 100 to 150, to use two-handed-swords while working your way up to the Tetsu-Bo. Ki of 80. As much Vitality as you can afford; don’t worry about Charisma.

**Ninja.** Dexterity 150 for access to Nage-Yari, Strength 170 for access to Kunimichi, Ki 80. As much Vitality as you can afford; don’t worry about Charisma.

**Wizard.** Dexterity 150 for access to Nage-Yari. Strength 130 allows you to wear Triple Scale, the second-best armor in the game (your maximum Strength of 150 puts Kunimichi armor out of your reach). As much Ki and Vitality as you can afford, and don’t worry about Charisma.



## Party Advancement

Gaining experience in *Throne of Darkness* is extremely straightforward. You get one point of experience for every point of actual damage you inflict on an enemy. That's it. With seven Samurai and only four active slots, one of the most fundamental questions of the game becomes, "Who do I train up, and which one first?"

You might prefer to give everybody an equal shot, playing one Samurai until he goes up a level, then rotating a lower-level character in for him. This gives you a versatile and well-balanced party, but it lags behind a bit in terms of maximum level. Or you might go to the opposite extreme, pick your four favorite Samurai, and play them all the time, ignoring the other three. This gives you four characters who have taken full advantage of all the experience in the game, but leaves you without the versatility and margin for error that a full complement of seven gives you.

There are also options that split the difference. You can keep one or two Samurai in play most of the time, and rotate the rest through the remaining slots. This insures that one or two characters are getting the benefit of all the experience the game offers, while still keeping the rest of your party in fighting trim. If you decide to select specific characters for maximum experience, you might choose your toughest characters (Berserker, Brick) to make them as awesome as possible, or choose to make your less powerful characters more competitive. By giving your Leader first pick of armor and weapons and by

keeping him in play more often to give him a four or five level advantage over the other Samurai, he becomes a very viable front-line fighter, and he's always available when you need to buy a Repair or Identify.

You can also keep a character constantly on the front line for a more limited time, to achieve a specific experience goal. The Wizard, for example, tends to lag behind the rest of the party until level 20 or so (after which his more powerful spells allow him to keep pace with the pack easily). One of the ways to minimize this experience deficit is to keep the Wizard active most of the time in the first half of the game.

It's also possible to come at the same problem from the opposite direction. At the very start of the game it's much harder to keep the Leader, Archer and Wizard alive than it is to keep the Brick, Swordsman, Berserker and Ninja going. If you find this frustrating, try running your front-line fighters exclusively until they hit level 8 or so, then start rotating in the Leader, Wizard and Archer as ranged weapon support. You'll be amazed at how fast they catch up with the front-line fighters running interference for them.

## Miscellany

**The Automap.** There's only one thing that needs to be said about the automap: Use it! In the first half of the game it gives you information that you can't get anywhere else — the lines that show you the most direct routes between the citadels (gold), and the direct route to the mountain (blue). And throughout the game it's your best tool for keeping track of the relative position of your Samurai. (Remember, if your group gets spread out you can call them back to you with [R].)

**Hot Keys.** Remember that you can hotkey up to four spells. The drawback is that there's no way to map the hotkey to a specific Samurai — a hotkey calls that spell for every active Samurai that has it. Because of this, the best use of the spell hotkeys is probably for protective spells, so you can quickly protect your whole group against powerful magic from a specific element.

**Giving and Offering Items.** The benefits of giving mundane items to the Blacksmith and of offering magic items to the Priest are determined by the value rating of the item (see pp. 53-102) and its associated magical components.

The benefit of offering magic to the gods is obvious. This is really the only way for the Wizard to get a decent roster of maxed-out, powerful spells. The benefit of giving normal items to the Blacksmith is a bit more subtle. Basically, what this does is allow the smith to create more powerful items. The higher the total in each of the three categories, the better the selection available when you need an item made.

### **The Daimyo and the Shrine Room.**

Your Daimyo's Ki is a resource that is easy

to neglect. On the one hand, it renews constantly and quite quickly. On the other hand, when you need it, you really need it.

A resurrection uses up exactly half of the Daimyo's maximum Ki. A teleport (incoming or outgoing) uses up 5% of the Daimyo's maximum Ki. That means that in a tough battle you can expect the Daimyo to be able to teleport casualties out and replacements in, but save the resurrections for after the battle. A newly-raised Samurai isn't much good in a hot and heavy battle anyway, unless he has a potion or two handy, in which case he probably wouldn't have dropped in the first place.

Incidentally, if your whole party is in the Shrine Room, there's no cost to move Samurai from active to inactive, since there's no teleporting involved. If you're going to need to move several of your Samurai in and out of active status fairly quickly (for example, to redistribute your inventory), take a portal gate back to the shrine room and get organized.

Characters in the Shrine Room regain one hit point and one Ki point every second. This is true of both active and inactive characters, which is another reason to portal gate back to the Shrine Room for inventory control or other non-combat operations.

If you have items you don't want to abandon, but you don't want to carry around either, you can cache them in the Shrine Room. However this works much better in single player than in multiplayer games — you do *not* want the word to get out in a multiplayer game that you leave valuable stuff lying around in your Shrine Room.

**Following and Running.** The game has to keep all the active characters close enough so that it can keep track of everybody. So if one of the active Samurai wanders too far from the active character in combat, at a certain point the game tells him to turn around and go back to the group. Sometimes, if the distance is particularly great, or the terrain especially complicated, the game will actually teleport the straying Samurai closer to the control character. You can use this to your benefit in combat. Say you open a door in a citadel onto a situation that you just don't want to deal with. If you turn and run away, the monsters will often just follow you. But if you get just one character (your control character) outside the room, slam the door and run away, in a few seconds the rest of the party will teleport out of the room and return to the control character, leaving the monsters still trapped in the original room, hopefully a bit weaker than they were before.



# Multiplayer: An Introduction

Multiplayer *Throne of Darkness* — particularly head-to-head network play — is a very different experience from the single-player game. This section provides a brief summary of the main differences.

## Spoiler Warning

*This section contains information about the final battle with the Dark Warlord and its aftermath. Players who want to finish the single-player game before trying multiplayer, and who don't want to spoil the surprises at the end of the game, may want to give this section a pass.*

\*\*\*\*\*

You can play multiplayer over a LAN, in which case you can use your characters from the single-player game, if you want to. This is a good way to beef up your Samurai a bit before the end game. You can play over the internet, in which case your characters are stored on the game's servers and are completely different from your single-player characters. You can play cooperatively either over a LAN or on the net, with each player taking one or two characters. The most exciting form of multiplayer play, however, is head-to-head clan vs. clan play over the internet.

Regardless of which style of multiplayer you chose, there are some fundamental differences from the single-player game.

One of the more basic is that in multiplayer there are no quests, either personal or strategic. (Which also means there are no quest-specific items or monsters.)

Also, in multiplayer, all wilderness and mountainside portal gates are open at all times, allowing you to move around the map freely. Citadel portals are also open, but you can only gate into your own cas-

tle's portals. (You can gate out from any citadel gate.)

If your entire active party is killed, your game doesn't end — instead, your whole party is returned to your Shrine Room.

In multiplayer, you can keep the same characters coming back for game after game. The maximum possible level that your characters can achieve is level 257, by which time of course they will have long since maxed out their stats and spells.

Perhaps the most profound difference between the multiplayer and single player game is that the multiplayer game doesn't end when you kill the Dark Warlord.

Instead, your party continues on, as Dark Samurai (until your own Dark Warlord is slain).

## Playing Dark

When you kill the Dark Warlord, you have only a few seconds to grab the loot he drops. This includes the Magma Sphere, a unique and powerful magic component that is not available anywhere else in either the multiplayer or the single-player game.

After the first time you kill the Dark Warlord and go Dark yourself, you can choose whenever you join a new game whether to play as Dark or normal Samurai. This is important, because there can be only one team of Dark Samurai in any given game. If you are playing the

Dark Samurai, and another player manages to kill the Dark Warlord and go Dark, you are booted from that game.

While you're playing Dark, many of the Dark Warlord's servants won't attack you, and you can't attack them. This includes monsters in all citadels, guarding Portal Gates, and manning the wilderness supply-depot/ambush points. You can, however, fight and kill the caged creatures in the Dark Warlord's torture chamber.

### The Lightning Trap

The Elder Kappa Shell is probably the most powerful commonly available defensive component in the game, but it comes at a cost. Each Kappa Shell you use conveys a negative 10% to Lightning Resistance. In single-player, this is normally just a minor annoyance, since relatively few monsters use Lightning attacks. In multiplayer, however, you're playing against real people who know about this weakness and who are willing to turn it into an edge.

An experienced multiplayer competitor will tend to use Lightning attacks against mid-level opponents, on the assumption that there will be at least a few Kappa Shells in the party, lowering resistance. Because of this, smart players limit the number of Kappa Shells they incorporate into their armor, and tend to stockpile extra Lightning defenses as well, in the form of masks and rosaries. Because of this, of course, some players avoid Lightning attacks against opponents who seem to know what they're doing, on the assumption that they'll be extra-well-prepared against them. It can turn into an interesting "Does he know that I know that he knows ...?" situation.

### Multiplayer Stages

In multiplayer, all four citadels are equal, with Stage 1 monsters. The Mori wilderness is Stage 1, Oda wilderness is Stage 2, Tokagawa is Stage 3, and Toyotomi is Stage 4. The open portal gates make it easy to get to the wilderness area best suited to your current experience.

### Shrine Room Attacks

As we've already noted, a multiplayer game doesn't end when your active party is killed in the wilderness. You can, however, be booted out of a multiplayer game if another player successfully invades your Shrine Room and kills all the Samurai in it.

When another player's forces enter your citadel, you get a message warning you that you are being invaded. At that point, you're well advised to get back as quickly as you can to defend your Daimyo.

Inactive Samurai waiting in the Shrine Room will fight (using AI) to defend the Daimyo against invading clans. This is a good reason to keep all your multiplayer characters in fighting trim, rather than just concentrating on grabbing experience for your four favorite Samurai. A good emergency tactic in case of Shrine Room invasion is to teleport three of your active characters back to the Shrine Room while the final Samurai makes a dash for the nearest portal gate. In multiplayer, you always want to know exactly where the nearest Portal Gate is, and the quickest way to get there.

If your characters get booted out of a multiplayer game, they're still on the server and they can be used for other games in the future.

# EQUIPMENT

## Stats

**AC.** How much the item adds to your Samurai's Armor Class.

**Damage.** How much normal damage the Item inflicts.

**Dexterity.** The minimum Dexterity required to use the item.

**Durability.** The item's Durability.

**Enhancements.** How many enhancements the item has.

**Ki.** The minimum Ki required to use it.

**Level.** The minimum experience level required to use it.

**Q.** This item is only found on a quest.

**Slots.** How many magic components can be used to enhance the item.

**Strength.** The minimum Strength required to use or wear the item.

**U.** This item is unique. **U1**, **U2** and **U3** refer to where you might find the item. The greater the number, the later the item will be found in the game.

**Value.** A range of numbers (0 – 100) that help determine which random item a monster might be carrying. See **Monsters**, p. 103, for more details.

## Factors That Determine Equipment Costs

How do your Priest and Blacksmith decide how much something's worth? It depends on what they're evaluating. Here are a few rules of thumb.

### *Type of Item* **Factors that affect its worth**

<i>Amulets</i>	Ki Required		Magic Slots	Magic Value of Components
<i>Armor</i>	Durability	Armor Class	Magic Slots	Magic Value of Components
<i>Masks *</i>	Durability		Magic Slots	Magic Value of Components
<i>Weapons</i>	Durability	Normal Damage	Magic Slots	Magic Value of Components
<i>Components</i>				Magic Value
<i>Gems</i>	Nothing alone, but they multiply cost when they multiply an item's power			
<i>Combinations</i>	Figure cost based on the combination's magic value, not the values of its components			

\* All other things being equal, a mask costs much more than other comparable items.

### Amulets

All Amulets are 1 x 1 in size.

#### Jewels



**Possible Enhancement: Dexterity +3**

Magic Value 2

**Possible Enhancement: Strength +3**

Magic Value 2

Jewel	Enh	Ki	Level	Value
Chipped Ka-ho	1	25		5.6
Chipped Shinki	2	25		11.1
Chipped Magatama	3	25		16.7
Flawed Ka-ho	4	25		22.2
Flawed Shinki	5	25		27.8
Flawed Magatama	6	25		33.3
Ka-ho	7	30		38.9
Shinki	8	30	7	44.4
Magatama	9	30	8	50.0
Ancient Ka-ho	10	30	9	55.6
Ancient Shinki	11	30	10	61.1
Ancient Magatama	12	30	11	66.7
Noble Ka-ho	13	40	12	72.2
Noble Shinki	14	40	13	77.8
Noble Magatama	15	40	14	83.3
Demon Ka-ho	16	50	15	88.9
Demon Shinki	17	50	16	94.4
Demon Magatama	18	50	17	100.0

### Medicine Cases



**Possible Enhancement: Vitality +3**

Magic Value 2

Case	Enh	Ki	Level	Value
Rotting Cedar Case	1	30		5.6
Rotting Lacquer Case	1	30		11.1
Rotting Inro	2	30		16.7
Cracked Cedar Case	2	30		22.2
Cracked Lacquer Case	2	30		27.8
Cracked Inro	3	30		33.3
Cedar Case	3	30	7	38.9
Lacquer Case	4	30	9	44.4
Inro	5	30	11	50.0
Quality Cedar Case	5	40	10	55.6
Quality Lacquer Case	6	40	12	61.1
Quality Inro	7	40	14	66.7
Ancient Cedar Case	7	50	13	72.2
Ancient Lacquer Case	8	50	15	77.8
Ancient Inro	9	50	17	83.3
Demon Cedar Case	8	65	16	88.9
Demon Lacquer Case	10	65	18	94.4
Demon Inro	12	75	20	100.0

#### Enhancements

Enhancements for masks and amulets are the benefits that those items can convey broken down to the smallest basic unit. An amulet or mask will always have the indicated number of enhancements drawn, at random, from their possible enhancements.

For example, a Flawed Ka-Ho Jewel will always have 4 enhancements.

They might come in the form of:

- +12 to Dexterity,
- +3 to Strength and +9 to Dexterity,
- +6 to Strength and +6 to Dexterity,
- +9 to Strength and +3 to Dexterity, or
- +12 to Strength.

## Prayer Beads



**Possible Enhancement: Fire, Earth, Water or Lightning Resistance +3%**

Magic Value 1

**Possible Enhancement: Ki +5**

Magic Value 2

Prayer Beads	Enh	Ki	Level	Value
Cracked Jyuzu	1	30		4.2
Cracked Shinjyu	2	30		8.3
Cracked Kongou	3	30		12.5
Flawed Jyuzu	4	30		16.7
Flawed Shinjyu	5	30		20.8
Flawed Kongou	6	30		25.0
Jyuzu	7	30	7	29.2
Shinjyu	8	30	8	33.3
Kongou	10	35	9	37.5
Quality Kongou	11	35	10	41.7
Quality Jyuzu	12	35	11	45.8
Quality Shinjyu	13	35	12	50.0
Perfect Kongou	45	15	13	54.2
Perfect Jyuzu	16	45	14	58.3
Perfect Shinjyu	17	45	15	62.5
Ancient Kongou	18	45	16	66.7
Ancient Jyuzu	13	55	17	70.8
Ancient Shinjyu	14	55	18	75.0
Noble Kongou	16	55	19	79.2
Noble Jyuzu	17	55	20	83.3
Noble Shinjyu	20	65	21	87.5
Demon Kongou	22	65	22	91.7
Demon Jyuzu	24	65	23	95.8
Demon Shinjyu	26	65	24	100.0

*Betrothal Necklace (Q) (U)* 20 150 10

*Prayer Beads (Q) (U)* 0 25

Water Res. +25%



### Betrothal Necklace (Q) (U)

In the Tokugawa Wizard quest, a female ghost gives you this Betrothal Necklace.

Size 1 x 1

Enhancements 20

Minimum Ki Required 150

Minimum Experience Level 10



### Prayer Beads (Q) (U)

In the Mori Leader quest, the dying priest gives you these Prayer Beads.

Size 1 x 1

Minimum Ki Required 25

Water Resistance +25%

## Talismans



**Possible Enhancement: Charisma +5**

Magic Value 1

**Possible Enhancement: Gold +10%**

Magic Value 1

Talisman	Enh	Ki	Level	Value
Torn Omamori	1	25		6.7
Torn Kamifuda	2	25		13.3
Torn Hamafuda	3	25		20.0
Omamori	4	25		26.7
Kamifuda	5	25		33.3
Hamafuda	6	25		40.0
Ancient Omamori	7	25	8	46.7
Ancient Kamifuda	8	25	9	53.3
Ancient Hamafuda	9	25	10	60.0
Noble Omamori	10	25	12	66.7
Noble Kamifuda	11	25	13	73.3
Noble Hamafuda	12	25	14	80.0
Demon Omamori	13	25	16	86.7
Demon Kamifuda	14	25	17	93.3
Demon Hamafuda	15	25	18	100.0



# Masks

All Masks are 2 x 2 in size.

**Possible Enhancement: Fire, Earth, Water or Lightning Resistance +5%**

Magic Value 2

**Possible Enhancement: Damage Reflection +5%**

Magic Value 3

Mask	Enh	Dur	Ki	Level	Value
Ayakashi	4	2	30		9.1
Akujo-Beshimi	6	4	35		18.2
O-beshimi	8	6	40		27.3
Han-nya	10	8	45	8	36.4
Ko-beshimi	12	10	50	10	45.5
O-akujo	14	12	55	12	54.5
Fu-do	16	14	60	14	63.6
Ko-jishi	18	16	65	16	72.7
Shi-kami	20	18	70	18	81.8
Shishi-guchi	22	20	75	20	90.9
O-jishi	24	22	80	22	100.0

*Clan Mask* 18 50 18 *All Elemental Res. +25%*  
*(four variations) (Q) (U)*



**Akujo-Beshimi**

Total Enhancements 6  
 Durability 4  
 Minimum Ki Required 35



**Fu-do**

Total Enhancements 16  
 Durability 14  
 Minimum Ki Required 60  
 Minimum Experience Level 14



**Ayakashi**

Total Enhancements 4  
 Durability 2  
 Minimum Ki Required 30



**Han-nya**

Total Enhancements 10  
 Durability 8  
 Minimum Ki Required 45  
 Minimum Experience Level 8



**Ko-beshimi**

Total Enhancements	12
Durability	10
Minimum Ki Required	50
Minimum Experience Level	10



**Ko-jishi**

Total Enhancements	18
Durability	16
Minimum Ki Required	65
Minimum Experience Level	16



**Mask of the Mori/Oda/Tokugawa/Toyotomi Clan (O) (U)**

Durability	18
Minimum Ki Required	50
Minimum Experience Level	18
Earth Resistance	+25%
Fire Resistance	+25%
Lightning Resistance	+25%
Water Resistance	+25%



**O-akujo**

Total Enhancements	14
Durability	12
Minimum Ki Required	55
Minimum Experience Level	12



**O-beshimi**

Total Enhancements	8
Durability	6
Minimum Ki Required	40



**O-jishi**

Total Enhancements	24
Durability	22
Minimum Ki Required	80
Minimum Experience Level	22



**Shi-kami**

Total Enhancements	20
Durability	18
Minimum Ki Required	70
Minimum Experience Level	18



**Shishi-guchi**

Total Enhancements	22
Durability	20
Minimum Ki Required	75
Minimum Experience Level	20

### Gold



Size 1 x 1

### Potions

All Potions are 1 x 1 in size.

#### Remedy



**Remedy**  
Cost 30  
Halts all current poison

#### Health



**Light Health**  
Cost 25  
Restores 20% of Max HPs



**Health**  
Restores 50% of Max HPs  
Cost 50



**Full Health**  
Cost 100  
Restores full HPs

#### Ki



**Light Ki**  
Cost 50  
Restores 20% of Max Ki



**Ki**  
Cost 100  
Restores 50% of Max Ki



**Full Ki**  
Cost 200  
Restores full Ki

#### Restorative



**Light Restorative**  
Cost 100  
Restores 20% of Max Ki and HPs



**Restorative**  
Cost 200  
Restores 50% of Max Ki and HPs



**Full Restorative**  
Cost 400  
Restores full Ki and HPs

# Armor

## Body Armor

All Body Armor is 2 x 3 in size.

Item	Slots	Dur	AC	Str	Level	Value
Cloth	0	12 – 15		20	1	5.9
Silk Cloth	0	1 – 10	10 – 12	15	1	11.8
Heavy Cloth	0	5 – 10	15 – 18	30	1	17.6
Layered Cloth	2	5 – 10	18 – 24	30	1	23.5
Lacquered Cloth	4	10 – 15	24 – 28	35	1	29.4
Plated Cloth	6	10 – 15	28 – 32	35	1	35.3
Kozane	10	15 – 20	32 – 34	35	1	41.2
Single Scale	8	15 – 20	34 – 36	40	1	47.1
Nagamichi	14	15 – 20	36 – 39	45	1	52.9
Lacquered Scale	16	15 – 20	39 – 42	55	1	58.8
Overlap Scale	20	15 – 25	42 – 47	65	6	64.7
Iyozane	21	20 – 25	56 – 61	65	6	70.6
Haruta	22	20 – 25	67 – 72	65	10	76.5
Munesuke	23	20 – 30	79 – 88	75	12	82.4
Double Scale	24	20 – 30	99 – 104	100	12	88.2
Triple Scale	25	20 – 30	119 – 125	130	16	94.1
Kunimichi	25	20 – 30	140 – 150	170	18	100

<i>Hiromi (U1)</i>	4	50	100	60	1	<i>Dam. Refl. +15%, Dex +10, Str +25</i>
<i>Kobara (U3)</i>	24	100	200	60	15	<i>HP +50</i>
<i>Kagetora's Armor (Q) (U)</i>	32	99 – 104	140 – 150	100	10	
<i>Yuzan (U3)</i>	32	157 – 165	140 – 150	170	20	<i>All Elemental Res. +30%, HP +30</i>



### Cloth

Magic Slots	0
Durability	1 – 5
Armor Class	12 – 15
Minimum Strength Required	20
Minimum Experience Level	1



### Double Scale

Magic Slots	24
Durability	20 – 30
Armor Class	99 – 104
Minimum Strength Required	100
Minimum Experience Level	12



### Haruta

Magic Slots	22
Durability	20 – 25
Armor Class	67 – 72
Minimum Strength Required	65
Minimum Experience Level	10



### Heavy Cloth

Magic Slots	0
Durability	5 – 10
Armor Class	15 – 18
Minimum Strength Required	30
Minimum Experience Level	1



### Hiromi (U1)

Magic Slots	4
Durability	50
Armor Class	100
Minimum Strength Required	60
Minimum Experience Level	1
Damage Reflection	+15%
Dexterity Bonus	+10
Strength Bonus	+25



### Iyozane

Magic Slots	21
Durability	20 – 25
Armor Class	56 – 61
Minimum Strength Required	65
Minimum Experience Level	6



### Kagetora's Armor (O) (U)

At the conclusion of the Oda Leader quest, the ghost of Kagetora gives you this armor.

Magic Slots	32
Durability	99 – 104
Armor Class	140 – 150
Minimum Strength Required	100
Minimum Experience Level	10



### Kobara (U3)

The Kobara Armor is the finest suit of armor in the game. It can only be obtained as random treasure from powerful monsters.

Magic Slots	24
Durability	100
Armor Class	200
Minimum Strength Required	60
Minimum Experience Level	15
Hit Point Bonus	+50



### Kozane

Magic Slots	10
Durability	15 – 20
Armor Class	32 – 34
Minimum Strength Required	35
Minimum Experience Level	1



### Kunimichi

Kunimichi Armor is the best suit of armor the Blacksmith can provide. Every Samurai in the game should work to get his Strength up to a level where he can wear Kunimichi.

Magic Slots	25
Durability	20 – 30
Armor Class	140 – 150
Minimum Strength Required	170
Minimum Experience Level	18



### Lacquered Cloth

Magic Slots	4
Durability	10 – 15
Armor Class	24 – 28
Minimum Strength Required	35
Minimum Experience Level	1



### Lacquered Scale

Magic Slots	16
Durability	15 – 20
Armor Class	39 – 42
Minimum Strength Required	55
Minimum Experience Level	1



### Layered Cloth

Magic Slots	2
Durability	5 – 10
Armor Class	18 – 24
Minimum Strength Required	30
Minimum Experience Level	1



### Munesuke

Magic Slots	23
Durability	20 – 30
Armor Class	79 – 88
Minimum Strength Required	75
Minimum Experience Level	12



### Nagamichi

Magic Slots	14
Durability	15 – 20
Armor Class	36 – 39
Minimum Strength Required	45
Minimum Experience Level	1



### Overlap Scale

Magic Slots	20
Durability	15 – 25
Armor Class	42 – 47
Minimum Strength Required	65
Minimum Experience Level	6



### Plated Cloth

Magic Slots	6
Durability	10 – 15
Armor Class	28 – 32
Minimum Strength Required	35
Minimum Experience Level	1



### Silk Cloth

Magic Slots	0
Durability	1 – 10
Armor Class	10 – 12
Minimum Strength Required	15
Minimum Experience Level	1



### Single Scale

Magic Slots	8
Durability	15 – 20
Armor Class	34 – 36
Minimum Strength Required	40
Minimum Experience Level	1



### Triple Scale

The second-best normal armor in the game, Triple Scale is the best armor the Wizard character can ever wear, due to his Strength restrictions.

Magic Slots	25
Durability	20 – 30
Armor Class	119 – 125
Minimum Strength Required	130
Minimum Experience Level	16



### Yuzan (U3)

Magic Slots	32
Durability	157 – 165
Armor Class	140 – 150
Minimum Strength Required	170
Minimum Experience Level	20
Fire Resistance	+30%
Earth Resistance	+30%
Lightning Resistance	+30%
Water Resistance	+30%
Hit Point Bonus	+30

## Head Armor

All Head Armor is 2 x 2 in size (except the Plated Band).

Item	Slots	Dur	AC	Str	Level	Value
Lacquer Guard	0	10 – 14	5 – 7	25	1	6.7
Plated Band	0	5 – 10	1 – 3	20	1	13.3
Hachi-maki	1	9 – 11	5 – 10	30	1	20.0
Heavy Guard	1	12 – 15	8 – 11	43	1	26.7
Noroi-bachi	2	12 – 14	9 – 14	35	1	33.3
Hoshi-bachi	6	16 – 19	12 – 15	45	6	40.0
Riveted Helmet	5	20 – 24	9 – 13	75	6	46.7
Plate Guard	2	21 – 27	9 – 13	33	1	53.3
Kan-muri	4	12 – 16	16 – 23	60	3	60.0
Hammered Helmet	6	16 – 22	17 – 21	55	6	66.7
Kaga	6	20 – 24	16 – 19	60	6	73.3
Yoshimichi	6	20 – 25	20 – 23	100	6	80.0
Plated Helmet	7	20 – 25	24 – 30	110	10	86.7
Kabuto	8	25 – 30	28 – 31	125	12	93.3
Matsutaka	10	25 – 30	32 – 35	135	15	100

<i>Kan-muri of Protection (U1)</i>	0	15	25	30	1	Minimum Ki required 40, HP +10, Fire, Earth Res. +20%, Dam. Reflection +25
<i>Onizuka (U2)</i>	6	50	60	120	10	Vitality +25, Lightning Res. +30%
<i>Saika-bachi (U1)</i>	0	20 – 30	40	30	1	Ki +10, Dam. Reflection +15%, All Elemental Res. +10%
<i>Sakura-bachi (U2)</i>	0	50	50	60	10	Dex +25, HP +25
<i>Taka-eboshi (U1)</i>	0	20	20	50	1	Minimum Ki required 30, HP +20, Str +10, Ki +10



### Hachi-maki

Magic Slots	1
Durability	9 – 11
Armor Class	5 – 10
Minimum Strength Required	30
Minimum Experience Level	1



### Hammered Helmet

Magic Slots	6
Durability	16 – 22
Armor Class	17 – 21
Minimum Strength Required	55
Minimum Experience Level	6



### Heavy Guard

Magic Slots	1
Durability	12 – 15
Armor Class	8 – 11
Minimum Strength Required	43
Minimum Experience Level	1



### Hoshi-bachi

Magic Slots	6
Durability	16 – 19
Armor Class	12 – 15
Minimum Strength Required	45
Minimum Experience Level	6



### Kabuto

Magic Slots	8
Durability	25 – 30
Armor Class	28 – 31
Minimum Strength Required	125
Minimum Experience Level	12



### Kaga

Magic Slots	6
Durability	20 – 24
Armor Class	16 – 19
Minimum Strength Required	60
Minimum Experience Level	6



### Kan-muri

Magic Slots	4
Durability	12 – 16
Armor Class	16 – 23
Minimum Strength Required	60
Minimum Experience Level	3



### Kan-muri of Protection (U1)

Magic Slots	0
Durability	15
Armor Class	25
Minimum Strength Required	30
Minimum Ki Required	40
Minimum Experience Level	1
Hit Point Bonus	+10
Fire Resistance	+20%
Earth Resistance	+20%
Damage Reflection	+25



### Lacquer Guard

Magic Slots	0
Durability	10 – 14
Armor Class	5 – 7
Minimum Strength Required	25
Minimum Experience Level	1



### Matsutaka

Magic Slots	10
Durability	25 – 30
Armor Class	32 – 35
Minimum Strength Required	135
Minimum Experience Level	15





### Noroi-bachi

Magic Slots	2
Durability	12 – 14
Armor Class	9 – 14
Minimum Strength Required	35
Minimum Experience Level	1



### Onizuka (U2)

Magic Slots	6
Durability	50
Armor Class	60
Minimum Strength Required	120
Minimum Experience Level	10
Vitality Bonus	+25
Lightning Resistance	+30%



### Plate Guard

Magic Slots	2
Durability	21 – 27
Armor Class	9 – 13
Minimum Strength Required	33
Minimum Experience Level	1



### Plated Band

Size	2 x 1
Magic Slots	0
Durability	5 – 10
Armor Class	1 – 3
Minimum Strength Required	20
Minimum Experience Level	1



### Plated Helmet

Magic Slots	7
Durability	20 – 25
Armor Class	24 – 30
Minimum Strength Required	110
Minimum Experience Level	10



### Riveted Helmet

Magic Slots	5
Durability	20 – 24
Armor Class	9 – 13
Minimum Strength Required	75
Minimum Experience Level	6



### Saika-bachi (U1)

Magic Slots	0
Durability	20 – 30
Armor Class	40
Minimum Strength Required	30
Minimum Experience Level	1
Ki Bonus	+10
Damage Reflection	+15%
Lightning Resistance	+10%
Water Resistance	+10%
Earth Resistance	+10%
Fire Resistance	+10%



### Sakura-bachi (U2)

Magic Slots	6
Durability	50
Armor Class	50
Minimum Strength Required	60
Minimum Experience Level	10
Dexterity Bonus	+25
Hit Point Bonus	+25



### Taka-eboshi (U1)

Magic Slots	0
Durability	20
Armor Class	20
Minimum Strength Required	50
Minimum Ki Required	30
Minimum Experience Level	1
Hit Point Bonus	+20
Strength Bonus	+10
Ki Bonus	+10



### Yoshimichi

Magic Slots	6
Durability	20 – 25
Armor Class	20 – 23
Minimum Strength Required	100
Minimum Experience Level	6

# Arm Armor

All Arm Armor is 2 x 2 in size.

Item	Slots	Dur	AC	Str	Level	Value	
Cloth	0	3 - 7	3 - 7	30	1	8.3	
Kyudo Gloves	1	5 - 15	3 - 5	25	1	16.7	
Heavy Kyudo Gloves	2	5 - 15	5 - 8	30	1	25.0	
Tekko	0	5 - 15	8 - 12	40	1	33.3	
Yugake	3	5 - 15	14 - 18	60	6	41.7	
Mesh	4	12 - 15	16 - 19	65	6	50.0	
Lacquered Mesh	5	12 - 15	18 - 22	75	9	58.3	
Plated Mesh	6	15 - 20	20 - 24	85	12	66.7	
Ude-gane	7	15 - 20	21 - 28	95	12	75.0	
Plate	8	15 - 20	24 - 30	105	15	83.3	
Lacquered Plate	9	15 - 20	28 - 34	110	17	91.7	
Ude-yoroi	10	15 - 25	32 - 39	120	20	100.0	
<i>Bakudan (U2)</i>	<i>10</i>	<i>30</i>	<i>20</i>	<i>30</i>	<i>10</i>		<i>Cha. +20, Ki +10</i>
<i>Jibaku (U2)</i>	<i>4</i>	<i>35</i>	<i>30</i>	<i>50</i>	<i>10</i>		<i>Water Res. +20%, Ki +30</i>
<i>Karashi (U2)</i>	<i>10</i>	<i>50</i>	<i>42</i>	<i>90</i>	<i>15</i>		<i>Damage Refl. +25%, Dex +30</i>



**Bakudan (U2)**

Magic Slots	10
Durability	30
Armor Class	20
Minimum Strength Required	30
Minimum Experience Level	10
Charisma Bonus	+20
Magic Point Bonus	+10



**Cloth**

Magic Slots	0
Durability	3 - 7
Armor Class	3 - 7
Minimum Strength Required	30
Minimum Experience Level	1



**Heavy Kyudo Gloves**

Magic Slots	2
Durability	5 - 15
Armor Class	5 - 8
Minimum Strength Required	30
Minimum Experience Level	1



**Jibaku (U2)**

Magic Slots	4
Durability	35
Armor Class	30
Minimum Strength Required	50
Minimum Experience Level	10
Water Resistance	+20%
Ki Bonus	+30



**Karashi (U2)**

Magic Slots	10
Durability	50
Armor Class	42
Minimum Strength Required	90
Minimum Experience Level	15
Damage Reflection	+25%
Dexterity Bonus	+30



**Kyudo Gloves**

Magic Slots	1
Durability	5 - 15
Armor Class	3 - 5
Minimum Strength Required	25
Minimum Experience Level	1



### Lacquered Mesh

Magic Slots	5
Durability	12 – 15
Armor Class	18 – 22
Minimum Strength Required	75
Minimum Experience Level	9



### Lacquered Plate

Magic Slots	9
Durability	15 – 20
Armor Class	28 – 34
Minimum Strength Required	110
Minimum Experience Level	17



### Mesh

Magic Slots	4
Durability	12 – 15
Armor Class	16 – 19
Minimum Strength Required	65
Minimum Experience Level	6



### Plate

Magic Slots	8
Durability	15 – 20
Armor Class	24 – 30
Minimum Strength Required	105
Minimum Experience Level	15



### Plated Mesh

Magic Slots	6
Durability	15 – 20
Armor Class	20 – 24
Minimum Strength Required	85
Minimum Experience Level	12



### Tekko

Magic Slots	0
Durability	5 – 15
Armor Class	8 – 12
Minimum Strength Required	40
Minimum Experience Level	1



### Ude-gane

Magic Slots	7
Durability	15 – 20
Armor Class	21 – 28
Minimum Strength Required	95
Minimum Experience Level	12



### Ude-yoroi

Magic Slots	10
Durability	15 – 25
Armor Class	32 – 39
Minimum Strength Required	120
Minimum Experience Level	20



### Yugake

Magic Slots	3
Durability	5 – 15
Armor Class	14 – 18
Minimum Strength Required	60
Minimum Experience Level	6

## Leg Armor

All Leg Armor is 2 x 2 in size.

Item	Slots	Dur	AC	Str	Level	Value
Cloth Wrap	0	8 – 11	1 – 3	25	1	11.1
Silk Wrap	0	9 – 11	4 – 7	35	1	22.2
Layered Cloth	0	7 – 12	8 – 11	35	1	33.3
Mesh	2	12 – 15	12 – 15	45	1	44.4
Lacquered Mesh	2	19 – 23	15 – 19	60	1	55.6
Ashi-maki	5	19 – 25	19 – 23	70	6	66.7
Lacquered Plate	7	18 – 25	25 – 29	95	12	77.8
Plated	6	24 – 27	23 – 25	80	9	88.9
Sune-yoroi	8	20 – 30	30 – 35	100	15	100

<i>Kabocha (U2)</i>	10	50	30	50	10	<i>Str +30, Lightning Res. +25%</i>
<i>Ka-eru (U2)</i>	10	40	40	90	10	<i>Cha +30</i>
<i>Suika (U2)</i>	6	30	22	30	10	<i>Dex +20, HP +35</i>



### Ashi-maki

Magic Slots	5
Durability	19 – 25
Armor Class	19 – 23
Minimum Strength Required	70
Minimum Experience Level	6



### Cloth Wrap

Magic Slots	0
Durability	8 – 11
Armor Class	1 – 3
Minimum Strength Required	25
Minimum Experience Level	1



### Kabocha (U2)

Magic Slots	10
Durability	50
Armor Class	30
Minimum Strength Required	50
Minimum Experience Level	10
Strength Bonus	+30
Lightning Resistance	+25%



### Ka-eru (U2)

Magic Slots	10
Durability	40
Armor Class	40
Minimum Strength Required	90
Minimum Experience Level	10
Charisma Bonus	+30



### Lacquered Mesh

Magic Slots	2
Durability	19 – 23
Armor Class	15 – 19
Minimum Strength Required	60
Minimum Experience Level	1



### Lacquered Plate

Magic Slots	7
Durability	18 – 25
Armor Class	25 – 29
Minimum Strength Required	95
Minimum Experience Level	12



### Layered Cloth

Magic Slots	0
Durability	7 – 12
Armor Class	8 – 11
Minimum Strength Required	35
Minimum Experience Level	1



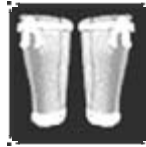
### Mesh

Magic Slots	2
Durability	12 – 15
Armor Class	12 – 15
Minimum Strength Required	45
Minimum Experience Level	1



### Plated

Magic Slots	6
Durability	24 – 27
Armor Class	23 – 25
Minimum Strength Required	80
Minimum Experience Level	9



### Silk Wrap

Magic Slots	0
Durability	9 – 11
Armor Class	4 – 7
Minimum Strength Required	35
Minimum Experience Level	1



### Suika (U2)

Magic Slots	6
Durability	30
Armor Class	22
Minimum Strength Required	30
Minimum Experience Level	10
Dexterity Bonus	+20
Hit Point Bonus	+35



### Sune-yoroi

Magic Slots	8
Durability	20 – 30
Armor Class	30 – 35
Minimum Strength Required	100
Minimum Experience Level	15

## Weapons

### Bows

All bows are 2 x 3 in size.

Weapon	Slots	Dur	Str	Dex	Level	Dam	Value
Half Bow	1	15 – 20	25	50	1	3 – 7	11.1
Han-kyu	1	15 – 20	25	75	1	5 – 10	22.2
Lacquered Bow	4	15 – 20	35	100	1	7 – 15	33.3
Nisun-nobi	5	15 – 20	40	120	1	10 – 17	44.4
Shibata	7	15 – 20	40	130	6	12 – 20	55.6
Togari	10	15 – 25	45	150	8	15 – 25	66.7
Broad-head	10	25 – 30	50	170	12	17 – 30	77.8
Hassun-nobi	14	25 – 30	55	180	16	20 – 35	88.9
Go-shinpo Yumi	20	25 – 30	60	200	20	20 – 40	100
<i>Aizu (U2)</i>	10	50	45	130	10	13 – 34	Skill Pts. +20%, Vit. +20
<i>Ryushi (U3)</i>	32	50	65	180	20	25 – 64	Earth Dam. 10 – 24, Ki +30



**Aizu (U2)**

Magic Slots	10
Durability	50
Normal Damage	13 – 34
Minimum Strength Required	45
Minimum Dexterity Required	130
Minimum Experience Level	10
Skill Point Bonus	+20%
Vitality Bonus	+20



**Broad-head**

Magic Slots	10
Durability	25 – 30
Minimum Strength Required	50
Minimum Dexterity Required	170
Minimum Experience Level	12
Normal Damage	17 – 30



**Go-shinpo Yumi**

Magic Slots	20
Durability	25 – 30
Minimum Strength Required	60
Minimum Dexterity Required	200
Minimum Experience Level	20
Normal Damage	20 – 40



**Half Bow**

Magic Slots	1
Durability	15 – 20
Minimum Strength Required	25
Minimum Dexterity Required	50
Minimum Experience Level	1
Normal Damage	3 – 7



**Han-kyu**

Magic Slots	1
Durability	15 – 20
Minimum Strength Required	25
Minimum Dexterity Required	75
Minimum Experience Level	1
Normal Damage	5 – 10



**Hassun-nobi**

Magic Slots	14
Durability	25 – 30
Minimum Strength Required	55
Minimum Dexterity Required	180
Minimum Experience Level	16
Normal Damage	20 – 35



**Lacquered Bow**

Magic Slots	4
Durability	15 – 20
Minimum Strength Required	35
Minimum Dexterity Required	100
Minimum Experience Level	1
Normal Damage	7 – 15



**Nisun-nobi**

Magic Slots	5
Durability	15 – 20
Minimum Strength Required	40
Minimum Dexterity Required	120
Minimum Experience Level	1
Normal Damage	10 – 17



**Ryushi (U3)**

Durability	50
Magic Slots	32
Minimum Strength Required	65
Minimum Dexterity Required	180
Minimum Experience Level	20
Normal Damage	25 – 64
Earth Damage	10 – 24
Ki Bonus	+30



### Shibata

Magic Slots	7
Durability	15 – 20
Minimum Strength Required	40
Minimum Dexterity Required	130
Minimum Experience Level	6
Normal Damage	12 – 20



### Togari

Magic Slots	10
Durability	15 – 25
Minimum Strength Required	45
Minimum Dexterity Required	150
Minimum Experience Level	8
Normal Damage	15 – 25

## Polearms

Weapon	Slots	Dur	Str	Dex	Level	Dam	Value
Te-boko	1	30 – 35	50	50	1	5 – 12	6.3
Short Spear	1	30 – 35	75	50	1	7 – 15	12.5
Long Spear	1	35 – 40	80	55	1	10 – 20	18.8
Yari	3	35 – 40	85	60	1	10 – 25	25.0
Kama	6	40 – 45	90	65	6	15 – 30	31.3
Scythe Pole	8	40 – 45	100	70	6	10 – 35	37.5
Masa-kari	10	45 – 50	120	70	9	15 – 40	43.8
Axe Pole	12	45 – 50	140	75	9	15 – 45	50.0
Nagamaki	14	55 – 60	150	75	12	15 – 45	56.3
Ju-monji Yari	18	55 – 60	170	75	12	25 – 50	62.5
Thresher	16	60 – 65	160	75	12	18 – 48	68.8
Naginata	20	55 – 60	180	75	14	20 – 55	75.0
Kata-kama Yari	22	60 – 65	190	75	16	25 – 55	81.3
Great Spear	24	65 – 70	200	80	16	25 – 60	87.5
Zanba-to	24	70 – 75	220	90	18	30 – 60	93.8
Tetsu-bo	24	80 – 85	250	90	20	35 – 70	100
<i>Bo-Staff</i>	32	40 – 45	50	50	6	10 – 40	<i>Minimum Ki required 75</i>
<i>Butcher's Spear (U3)</i>	32	50	150	110	25	51 – 72	<i>Ki Leech +15%, Ki +30</i>
<i>Imperial Harpoon (U3)</i>	32	50	165	120	25	55 – 83	<i>Pois. Dam. 1 – 20, Cha. +40</i>
<i>Ro-zoku Yari (Q) (U)</i>	32	50 – 55	200	70	15	30 – 45	
<i>Spear (Q) (U)</i>	12	35 – 40	75	55	2	10 – 30	
<i>Spirit Spear (U1)</i>	1	30 – 35	60	55	1	7 – 15	<i>Fire, Lightning Dam. 1 – 5, Health Leech +25%, Dam. Refl. +5%</i>
<i>Tsunami Spear (U1)</i>	0	35 – 40	80	55	1	10 – 20	<i>Water Dam. 5 – 15, Skill Pts. +10, HP +20</i>
<i>Winged Yari (U2)</i>	10	50	135	85	15	37 – 59	<i>Ki Leech +15%, Str +30</i>
<i>Kitsune-bi (U1)</i>	0	30 – 35	50	50	1	5 – 15	<i>Fire Dam. 5 – 10, HP +25</i>



**Axe Pole**

Size	2 x 3
Magic Slots	12
Durability	45 – 50
Minimum Strength Required	140
Minimum Dexterity Required	75
Minimum Experience Level	9
Normal Damage	15 – 45



**Bo-Staff**

The Bo-Staff is found on dead priests. It's a normal polearm, although unusual in that it can't be made by the Blacksmith, it has a minimum ki, and it can take a remarkable amount of magical enhancement.

Size	2 x 3
Magic Slots	32
Durability	40 – 45
Minimum Strength Required	50
Minimum Dexterity Required	50
Minimum Ki Required	75
Minimum Experience Level	6
Normal Damage	10 – 40



**Butcher's Spear (U3)**

Size	2 x 3
Magic Slots	32
Durability	50
Minimum Strength Required	150
Minimum Dexterity Required	110
Minimum Experience Level	25
Normal Damage	51 – 72
Ki Leech	+15%
Ki Bonus	+30



**Great Spear**

Size	2 x 3
Magic Slots	24
Durability	65 – 70
Minimum Strength Required	200
Minimum Dexterity Required	80
Minimum Experience Level	16
Normal Damage	25 – 60



**Imperial Harpoon (U3)**

Size	2 x 3
Magic Slots	32
Durability	50
Minimum Strength Required	165
Minimum Dexterity Required	120
Minimum Experience Level	25
Normal Damage	55 – 83
Poison Damage	1 – 20
Charisma Bonus	+40



**Ju-monji Yari**

Size	2 x 3
Magic Slots	18
Durability	55 – 60
Minimum Strength Required	170
Minimum Dexterity Required	75
Minimum Experience Level	12
Normal Damage	25 – 50





### Kama

Size	2 x 3
Magic Slots	6
Durability	40 – 45
Minimum Strength Required	90
Minimum Dexterity Required	65
Minimum Experience Level	6
Normal Damage	15 – 30



### Kata-kama Yari

Size	2 x 3
Magic Slots	22
Durability	60 – 65
Minimum Strength Required	190
Minimum Dexterity Required	75
Minimum Experience Level	16
Normal Damage	25 – 55



### Kitsune-bi (U1)

Size	1 x 3
Magic Slots	0
Durability	30 – 35
Minimum Strength Required	50
Minimum Dexterity Required	50
Minimum Experience Level	1
Normal Damage	5 – 15
Fire Damage	5 – 10
Hit Point Bonus	+25



### Long Spear

Size	2 x 3
Magic Slots	1
Durability	35 – 40
Minimum Strength Required	80
Minimum Dexterity Required	55
Minimum Experience Level	1
Normal Damage	10 – 20



### Masa-kari

Size	2 x 3
Durability	45 – 50
Magic Slots	10
Minimum Strength Required	120
Minimum Dexterity Required	70
Minimum Experience Level	9
Normal Damage	15 – 40



### Nagamaki

Size	2 x 3
Magic Slots	14
Durability	55 – 60
Minimum Strength Required	150
Minimum Dexterity Required	75
Minimum Experience Level	12
Normal Damage	15 – 45



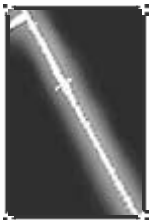
**Naginata**

Size	2 x 3
Magic Slots	20
Durability	55 – 60
Minimum Strength Required	180
Minimum Dexterity Required	75
Minimum Experience Level	14
Normal Damage	20 – 55



**Ro-zoku Yari (Q) (U)**

Size	2 x 3
Magic Slots	32
Durability	50 – 55
Minimum Strength Required	200
Minimum Dexterity Required	70
Minimum Experience Level	15
Normal Damage	30 – 45



**Scythe Pole**

Size	2 x 3
Magic Slots	8
Durability	40 – 45
Minimum Strength Required	100
Minimum Dexterity Required	70
Minimum Experience Level	6
Normal Damage	10 – 35



**Short Spear**

Size	1 x 3
Magic Slots	1
Durability	30 – 35
Minimum Strength Required	75
Minimum Dexterity Required	50
Minimum Experience Level	1
Normal Damage	7 – 15



**Spear of Bishamon (Q) (U)**

Size	2 x 3
Required Components	Spear parts from Tokugawa Brick quest
Magic Slots	12
Durability	35 – 40
Minimum Strength Required	75
Minimum Dexterity Required	55
Minimum Experience Level	2
Normal Damage	10 – 30
Fire Damage	2 – 5
Earth Damage	2 – 5
Water Damage	2 – 5
Lightning Damage	2 – 5
Possible Suffix	of Bishamon (1+)



**Spirit Spear (U1)**

Size	1 x 3
Magic Slots	1
Durability	30 – 35
Minimum Strength Required	60
Minimum Dexterity Required	55
Minimum Experience Level	1
Normal Damage	7 – 15
Fire Damage	1 – 5
Lightning Damage	1 – 5
Health Leech	+25%
Damage Reflection	+5%



**Te-boko**

Size	1 x 3
Magic Slots	1
Durability	30 – 35
Minimum Strength Required	50
Minimum Dexterity Required	50
Minimum Experience Level	1
Normal Damage	5 – 12



### Tetsu-bo

Size	2 x 3
Magic Slots	24
Durability	80 – 85
Minimum Strength Required	250
Minimum Dexterity Required	90
Minimum Experience Level	20
Normal Damage	35 – 70



### Thresher

Size	2 x 3
Magic Slots	16
Durability	60 – 65
Minimum Strength Required	160
Minimum Dexterity Required	75
Minimum Experience Level	12
Normal Damage	18 – 48



### Tsunami Spear (U1)

Size	2 x 3
Magic Slots	0
Durability	35 – 40
Minimum Strength Required	80
Minimum Dexterity Required	55
Minimum Experience Level	1
Normal Damage	10 – 20
Water Damage	5 – 15
Skill Point Bonus	+10
Hit Point Bonus	+20



### Winged Yari (U2)

Size	1 x 3
Magic Slots	10
Durability	50
Minimum Strength Required	135
Minimum Dexterity Required	85
Minimum Experience Level	15
Normal Damage	37 – 59
Ki Leech	+15%
Strength Bonus	+30



### Yari

Size	2 x 3
Magic Slots	3
Durability	35 – 40
Minimum Strength Required	85
Minimum Dexterity Required	60
Minimum Experience Level	1
Normal Damage	10 – 25



### Zanba-to

Size	2 x 3
Magic Slots	24
Durability	70 – 75
Minimum Strength Required	220
Minimum Dexterity Required	90
Minimum Experience Level	18
Normal Damage	30 – 60

## Swords

Weapon	Slots	Dur	Str	Dex	Level	Dam	Value
Tanto	1	10 – 15	25	50	1	1 – 10	7.7
Mimamori	1	10 – 15	25	40	1	5 – 10	15.4
Hachi-wari	2	15 – 20	40	75	1	7 – 12	23.1 AC +5
Koshi-mono	3	15 – 20	45	75	1	10 – 15	30.8 AC +10
Waki-zashi	5	15 – 20	55	75	1	15 – 20	38.5
Edo Waki-zashi	7	15 – 20	60	85	1	15 – 25	46.2
Edo Katana	9	20 – 25	65	90	1	17 – 25	53.8
Tachi	12	20 – 25	75	100	6	15 – 30	61.5
Shin-ken	13	20 – 25	75	120	10	15 – 40	69.2
Nodachi	15	25 – 30	75	125	10	20 – 45	76.9
Great Nodachi	18	25 – 30	80	130	12	20 – 50	84.6
Kabu-tsuchi	20	25 – 30	90	150	15	25 – 55	92.3
Iai-to	15	20 – 25	100	200	20	75 – 150	100
<i>Assassin's Blade (U1)</i>	0	20 – 25	50	80	1	10 – 25	Poison Dam. 1 – 5, AC +10
<i>Blood Drinker (U1)</i>	0	15 – 20	50	80	1	10 – 25	AC +10, Fire Dam. 5 – 10, Health Leech +25%
<i>Buaku's Blade (Q) (U)</i>	0	15 – 15	50	80	1	10 – 20	Fire Dam. 1 – 10, Dam. Refl. +5%
<i>Dekabutsu's Wakizashi (Q) (U)</i>	0	20	55	80	5	15 – 25	Earth, Water Dam. 1 – 5, Health Leech +10%, Knockback 10%, 1
<i>Echigo Kodachi (U2)</i>	10	50	60	80	12	11 – 26	Cha +20, Ki +10
<i>Hidari-no (U3)</i>	32	50	90	120	15	14 – 46	Fire Dam. 2 – 8, Ki +15
<i>Katana</i>	0	5 – 10	–	–	1	5 – 10	
<i>Kumakichi's Kabu-tsuchi (Q) (U)</i>	0	25 – 30	85	120	15	25 – 55	Fire, Water, Lightning Dam. 5 – 10, Knockback 15%, 2, Skill Pts. +20%
<i>Migi-no (U3)</i>	32	50	80	110	20	17 – 53	Water Dam. 3 – 10, Vit +35
<i>Shikome's Banisher (U1)</i>	0	15 – 20	55	80	1	15 – 25	Water, Lightning Dam. 1 – 5, Dam. Refl. +10%, HP +25
<i>Sword of the Mori (Q) (U)</i>	0	15 – 20	60	100	10	10 – 40	Water Dam. 5 – 15, Dam. Refl. +10%, HP +25, Water Res. +25%
<i>Sword of the Oda (Q) (U)</i>	0	15 – 20	60	100	10	10 – 40	Fire Dam. 5 – 15, Dam. Refl. +10%, HP +25, Fire Res. +25%
<i>Sword of the Tokugawa (Q) (U)</i>	0	15 – 20	60	100	10	10 – 40	Earth Dam. 5 – 15, Dam. Refl. +10%, HP +25, Earth Res. 25%
<i>Sword of the Toyotomi (Q) (U)</i>	0	15 – 20	60	100	10	10 – 40	Lightning Dam. 5 – 15, Dam. Refl. +10%, HP +25, Lightning Res. +25%
<i>Taiboku's Nodachi (Q) (U)</i>	0	30	75	100	10	20 – 45	Fire Dam. 5 – 10, Dam. Refl. +15%, Health Leech +25%, Str +20
<i>Tamiya Batto (U2)</i>	10	50	70	90	15	13 – 31	Lightning Dam. 5 – 20, Dex +30
<i>Tsubame (U3)</i>	32	50	100	125	25	24 – 67	Skill Pts +80%



### Assassin's Blade (U1)

Size	1 x 2
Magic Slots	0
Durability	20 – 25
Armor Class	10
Minimum Strength Required	50
Minimum Dexterity Required	80
Minimum Experience Level	1
Normal Damage	10 – 25
Poison Damage	1 – 5



### Blood Drinker (U1)

Size	1 x 2
Magic Slots	0
Durability	15 – 20
Armor Class	10
Minimum Strength Required	50
Minimum Dexterity Required	80
Minimum Experience Level	1
Normal Damage	10 – 25
Fire Damage	5 – 10
Health Leech	+25%



### Buaku's Blade (Q) (U)

Size	1 x 3
Durability	15 – 15
Minimum Strength Required	50
Minimum Dexterity Required	80
Minimum Experience Level	1
Normal Damage	10 – 20
Fire Damage	1 – 10
Damage Reflection	+5%



### Dekabutsu's Wakizashi (Q) (U)

Size	1 x 2
Durability	20
Minimum Strength Required	55
Minimum Dexterity Required	80
Minimum Experience Level	5
Normal Damage	15 – 25
Earth Damage	1 – 5
Water Damage	1 – 5
Health Leech	+10%
Knockback (chance, force)	10%, 1



### Echigo Kodachi (U2)

Size	1 x 2
Magic Slots	10
Durability	50
Minimum Strength Required	60
Minimum Dexterity Required	80
Minimum Experience Level	12
Normal Damage	11 – 26
Charisma Bonus	+20
Magic Point Bonus	+10



### Edo Katana

Size	1 x 3
Magic Slots	9
Durability	20 – 25
Minimum Strength Required	65
Minimum Dexterity Required	90
Minimum Experience Level	1
Normal Damage	17 – 25



### Edo Waki-zashi

Size	1 x 2
Magic Slots	7
Durability	15 – 20
Minimum Strength Required	60
Minimum Dexterity Required	85
Minimum Experience Level	1
Normal Damage	15 – 25



### Great Nodachi

Size	2 x 3
Magic Slots	18
Durability	25 – 30
Minimum Strength Required	80
Minimum Dexterity Required	130
Minimum Experience Level	12
Normal Damage	20 – 50



### Hachi-wari

Size	1 x 2
Magic Slots	2
Durability	15 – 20
Armor Class	5
Minimum Strength Required	40
Minimum Dexterity Required	75
Minimum Experience Level	1
Normal Damage	7 – 12



**Hidari-no (U3)**

Size	1 x 3
Magic Slots	32
Durability	50
Minimum Strength Required	90
Minimum Dexterity Required	120
Minimum Experience Level	15
Normal Damage	14 – 46
Fire Damage	2 – 8
Ki Bonus	+15



**Iai-to**

Unquestionably the finest weapon in the game, with a base damage almost twice any other normal weapon. Note that despite its compact size, the Iai-To is a two-handed weapon, and cannot be used with Duel Weapon Attack.

Size	1 x 3
Magic Slots	15
Durability	20 – 25
Minimum Strength Required	100
Minimum Dexterity Required	200
Minimum Experience Level	20
Normal Damage	75 – 150



**Kabu-tsuchi**

Size	2 x 3
Magic Slots	20
Durability	25 – 30
Minimum Strength Required	90
Minimum Dexterity Required	150
Minimum Experience Level	15
Normal Damage	25 – 55



**Katana**

This is the “newbie” katana that you begin the game with. It’s not found anywhere else, but since it’s the worst weapon in the game, who cares?

Size	1 x 3
Magic Slots	0
Durability	5 – 10
Normal Damage	5 – 10



**Koshi-mono**

Size	1 x 2
Magic Slots	3
Durability	15 – 20
Minimum Strength Required	45
Minimum Dexterity Required	75
Minimum Experience Level	1
Normal Damage	10 – 15
Armor Class	+10



**Kumakichi’s Kabu-tsuchi (Q) (U)**

Size	2 x 3
Durability	25 – 30
Minimum Strength Required	85
Minimum Dexterity Required	120
Minimum Experience Level	15
Normal Damage	25 – 55
Fire Damage	5 – 10
Lightning Damage	5 – 10
Water Damage	5 – 10
Knockback (chance, force)	15%, 2
Skill Point Bonus	+20%



### Migi-no (U3)

Size	2 x 3
Magic Slots	32
Durability	50
Minimum Strength Required	80
Minimum Dexterity Required	110
Minimum Experience Level	20
Normal Damage	17 – 53
Water Damage	3 – 10
Vitality Bonus	+35



### Mimamori

Size	1 x 2
Magic Slots	1
Durability	10 – 15
Minimum Strength Required	25
Minimum Dexterity Required	40
Minimum Experience Level	1
Normal Damage	5 – 10



### Nodachi

Size	2 x 3
Magic Slots	15
Durability	25 – 30
Minimum Strength Required	75
Minimum Dexterity Required	125
Minimum Experience Level	10
Normal Damage	20 – 45



### Shikome's Banisher (U1)

Size	1 x 3
Magic Slots	0
Durability	15 – 20
Minimum Strength Required	55
Minimum Dexterity Required	80
Minimum Experience Level	1
Normal Damage	15 – 25
Lightning Damage	1 – 5
Water Damage	1 – 5
Damage Reflection	+10%
Hit Point Bonus	+25



### Shin-ken

Size	1 x 3
Magic Slots	13
Durability	20 – 25
Minimum Strength Required	75
Minimum Dexterity Required	120
Minimum Experience Level	10
Normal Damage	15 – 40



### Sword of the Mori (Q) (U)

Size	1 x 3
Durability	15 – 20
Minimum Strength Required	60
Minimum Dexterity Required	100
Minimum Experience Level	10
Normal Damage	10 – 40
Water Damage	5 – 15
Damage Reflection	+10%
Hit Point Bonus	+25
Water Resistance	+25%



### Sword of the Oda (Q) (U)

Size	1 x 3
Durability	15 – 20
Minimum Strength Required	60
Minimum Dexterity Required	100
Minimum Experience Level	10
Normal Damage	10 – 40
Fire Damage	5 – 15
Damage Reflection	+10%
Hit Point Bonus	+25
Fire Resistance	+25%

**Sword of the Tokugawa (Q) (U)**

Size	1 x 3
Durability	15 – 20
Minimum Strength Required	60
Minimum Dexterity Required	100
Minimum Experience Level	10
Normal Damage	10 – 40
Earth Damage	5 – 15
Damage Reflection	+10%
Hit Point Bonus	+25
Earth Resistance	25%

**Sword of the Toyotomi (Q) (U)**

Size	1 x 3
Durability	15 – 20
Minimum Strength Required	60
Minimum Dexterity Required	100
Minimum Experience Level	10
Normal Damage	10 – 40
Lightning Damage	5 – 15
Damage Reflection	+10%
Hit Point Bonus	+25
Lightning Resistance	+25%

**Tachi**

Size	1 x 3
Magic Slots	12
Durability	20 – 25
Minimum Strength Required	75
Minimum Dexterity Required	100
Minimum Experience Level	6
Normal Damage	15 – 30

**Taiboku's Nodachi (Q) (U)**

Size	2 x 3
Durability	30
Minimum Strength Required	75
Minimum Dexterity Required	100
Minimum Experience Level	10
Normal Damage	20 – 45
Fire Damage	5 – 10
Damage Reflection	+15%
Health Leech	+25%
Strength Bonus	+20

**Tamiya Batto (U2)**

Size	1 x 3
Magic Slots	10
Durability	50
Minimum Strength Required	70
Minimum Dexterity Required	90
Minimum Experience Level	15
Normal Damage	13 – 31
Lightning Damage	5 – 20
Dexterity Bonus	+30

**Tanto**

Size	1 x 2
Magic Slots	1
Durability	10 – 15
Minimum Strength Required	25
Minimum Dexterity Required	50
Minimum Experience Level	1
Normal Damage	1 – 10





### Tsubame (U3)

Size	2 x 3
Magic Slots	32
Durability	50
Minimum Strength Required	100
Minimum Dexterity Required	125
Minimum Experience Level	25
Normal Damage	24 – 67
Skill Point Bonus	+80%



### Waki-zashi

Size	1 x 2
Magic Slots	5
Durability	15 – 20
Minimum Strength Required	55
Minimum Dexterity Required	75
Minimum Experience Level	1
Normal Damage	15 – 20

## Throwing Weapons

Weapon	Slots	Dur	Str	Dex	Level	Dam	Value
Kabuto-wari	0	10 – 15	25	50	1	1 – 7	9.1
Throwing Dagger	1	10 – 15	25	50	1	1 – 7	18.2
Cross Shuriken	2	10 – 15	50	75	1	1 – 10	27.3
Shuriken	4	10 – 15	50	85	1	1 – 12	36.4
Iron Shuriken	6	10 – 15	55	100	1	5 – 12	45.5
Steel Shuriken	8	10 – 15	55	100	6	5 – 15	54.5
Kunai	10	15 – 20	60	105	8	7 – 20	63.6
Iron Kunai	12	15 – 20	60	110	8	7 – 25	72.7
Steel Kunai	14	20 – 25	60	110	10	10 – 30	81.8
Barbed Dart	16	20 – 25	65	140	12	10 – 35	90.9
Nage-yari	20	25 – 30	75	150	14	10 – 40	100
<i>Kamui (U2)</i>	<i>10</i>	<i>50</i>	<i>45</i>	<i>125</i>	<i>15</i>	<i>15 – 25</i>	<i>Ki Leech +10%, Dex +25</i>
<i>Koga Shuriken (Q) (U)</i>	<i>5</i>	<i>30</i>	<i>50</i>	<i>110</i>	<i>9</i>	<i>15 – 30</i>	<i>Lightning Dam. 1 – 5, Fire Dam. 1 – 5, Skill Pts +20%, Ki +10</i>
<i>Saru-Tobi (U3)</i>	<i>32</i>	<i>50</i>	<i>65</i>	<i>150</i>	<i>15</i>	<i>25 – 30</i>	<i>Health Leech +10%, Str +20</i>



### Barbed Dart

Size	1 x 2
Magic Slots	16
Durability	20 – 25
Minimum Strength Required	65
Minimum Dexterity Required	140
Minimum Experience Level	12
Normal Damage	10 – 35



### Cross Shuriken

Size	1 x 1
Magic Slots	2
Durability	10 – 15
Minimum Strength Required	50
Minimum Dexterity Required	75
Minimum Experience Level	1
Normal Damage	1 – 10



### Iron Kunai

Size	1 x 2
Magic Slots	12
Durability	15 – 20
Minimum Strength Required	60
Minimum Dexterity Required	110
Minimum Experience Level	8
Normal Damage	7 – 25



### Iron Shuriken

Size	1 x 1
Magic Slots	6
Durability	10 – 15
Minimum Strength Required	55
Minimum Dexterity Required	100
Minimum Experience Level	1
Normal Damage	5 – 12



### Kabuto-wari

Size	1 x 1
Magic Slots	0
Durability	10 – 15
Minimum Strength Required	25
Minimum Dexterity Required	50
Minimum Experience Level	1
Normal Damage	1 – 7



### Kamui (U2)

Size	1 x 1
Durability	50
Magic Slots	10
Minimum Strength Required	45
Minimum Dexterity Required	125
Minimum Experience Level	15
Normal Damage	15 – 25
Ki Leech	+10%
Dexterity Bonus	+25



### Koga Shuriken (Q) (U)

If you kill Koga Bakamaru on the Toyotomi Ninja quest, you get the Koga Shuriken.

Size	1 x 1
Magic Slots	5
Durability	30
Minimum Strength Required	50
Minimum Dexterity Required	110
Minimum Experience Level	9
Normal Damage	15 – 30
Lightning Damage	1 – 5
Fire Damage	1 – 5
Skill Point Bonus	+20%
Ki Bonus	+10



### Kunai

Size	1 x 2
Magic Slots	10
Durability	15 – 20
Minimum Strength Required	60
Minimum Dexterity Required	105
Minimum Experience Level	8
Normal Damage	7 – 20



### Nage-yari

Size	1 x 2
Magic Slots	20
Durability	25 – 30
Minimum Strength Required	75
Minimum Dexterity Required	150
Minimum Experience Level	14
Normal Damage	10 – 40



### Saru-Tobi (U3)

Size	1 x 2
Magic Slots	32
Durability	50
Minimum Strength Required	65
Minimum Dexterity Required	150
Minimum Experience Level	15
Normal Damage	25 – 30
Health Leech	+10%
Strength Bonus	+20



### Shuriken

Size	1 x 1
Magic Slots	4
Durability	10 – 15
Minimum Strength Required	50
Minimum Dexterity Required	85
Minimum Experience Level	1
Normal Damage	1 – 12



### Steel Kunai

Size	1 x 2
Magic Slots	14
Durability	20 – 25
Minimum Strength Required	60
Minimum Dexterity Required	110
Minimum Experience Level	10
Normal Damage	10 – 30



### Steel Shuriken

Size	1 x 1
Magic Slots	8
Durability	10 – 15
Minimum Strength Required	55
Minimum Dexterity Required	100
Minimum Experience Level	6
Normal Damage	5 – 15



### Throwing Dagger

Size	1 x 2
Magic Slots	1
Durability	10 – 15
Minimum Strength Required	25
Minimum Dexterity Required	50
Minimum Experience Level	1
Normal Damage	1 – 7

# Unique Weapons and Armor

U1, U2 and U3 indicate when you might find each weapon and piece of armor.  
The greater the number, the later in the game the item appears.

## Armor

Bakudan (Arm Armor) (U2)	(p. 65)
Hiromi (Body Armor) (U1)	(p. 60)
Jibaku (Arm Armor) (U2)	(p. 65)
Kabocha (Leg Armor) (U2)	(p. 67)
Ka-eru (Leg Armor) (U2)	(p. 67)
Kan-muri of Protection (Head Armor) (U1)	(p. 63)
Karashi (Arm Armor) (U2)	(p. 65)
Kobara (Body Armor) (U3)	(p. 60)
Onizuka (Head Armor) (U2)	(p. 64)
Saika-bachi (Head Armor) (U1)	(p. 64)
Sakura-bachi (Head Armor) (U2)	(p. 64)
Suika (Leg Armor) (U2)	(p. 68)
Taka-eboshi (Head Armor) (U1)	(p. 64)
Yuzan (Body Armor) (U3)	(p. 62)

## Weapons

Aizu (Bow) (U2)	(p. 69)
Assassin's Blade (Sword) (U1)	(p. 76)
Blood Drinker (Sword) (U1)	(p. 76)
Butcher's Spear (Polearm) (U3)	(p. 71)
Echigo Kodachi (Sword) (U2)	(p. 76)
Hidari-no (Sword) (U3)	(p. 77)
Imperial Harpoon (Polearm) (U3)	(p. 71)
Kamui (Throwing Weapon) (U2)	(p. 81)
Kitsune-bi (Polearm) (U1)	(p. 72)
Migi-no (Sword) (U3)	(p. 78)
Ryushi (Bow) (U3)	(p. 69)
Saru-Tobi (Throwing Weapon) (U3)	(p. 82)
Shikome's Banisher (Sword) (U1)	(p. 78)
Spirit Spear (Polearm) (U1)	(p. 73)
Tamiya Batto (Sword) (U2)	(p. 79)
Tsubame (Sword) (U3)	(p. 80)
Tsunami Spear (Polearm) (U1)	(p. 74)
Winged Yari (Polearm) (U2)	(p. 74)

### Quest Items

Ashura Statue (2 x 3) (Q) (U)	(see next column)
Betrothal Necklace (Prayer Beads) (Q) (U)	(p. 55)
Blood of Buddha (Fire) (Q)	(p. 92)
Buaku's Blade (Sword) (Q) (U)	(p. 76)
Buddha's Tear (Water) (Q)	(p. 95)
Dekabutsu's Wakizashi (Sword) (Q) (U)	(p. 76)
Dragon Parts (Earth) (Q)	(p. 90)
Hemp (Earth) (Q)	(p. 90)
Kagetora's Armor (Body Armor) (Q) (U)	(p. 60)
Kaname Stone (2 x 3) (Q)	(see next column)
Koga Shuriken (Throwing Weapon) (Q) (U)	(p. 81)
Kumakichi's Kabu-tsuchi (Sword) (Q) (U)	(p. 77)
Magma Sphere (Fire) (Q)	(p. 93)
Mask of the Mori Clan (Q) (U)	(p. 57)
Mask of the Oda Clan (Q) (U)	(p. 57)
Mask of the Tokugawa Clan (Q) (U)	(p. 57)
Mask of the Toyotomi Clan (Q) (U)	(p. 57)
Patience of Buddha (Earth) (Q)	(p. 91)
Prayer Beads (Prayer Beads) (Q) (U)	(p. 55)
Purple Kappa Egg (Earth) (Q)	(p. 91)
Red Kappa Egg (Water) (Q)	(p. 96)
Ro-zoku Yari (Polearm) (Q) (U)	(p. 73)
Scroll (2 x 2) (Q)	(see next column)
Soul of Buddha (Lightning) (Q)	(p. 94)
Spear of Bishamon (Polearm) (Q) (U)	(p. 73)
Spear Shaft (Lightning) (Q) (U)	(p. 94)
Spearhead (Fire) (Q) (U)	(p. 93)
Stone Bamboo (Earth) (Q)	(p. 91)
Suigetsu's Shell (Water) (Q)	(p. 96)
Sword of the Mori (Q) (U)	(p. 78)
Sword of the Oda (Q) (U)	(p. 78)
Sword of the Tokugawa (Q) (U)	(p. 79)
Sword of the Toyotomi (Q) (U)	(p. 79)
Taiboku's Nodachi (Sword) (Q) (U)	(p. 79)
Taisho's Head (2 x 2) (Q)	(see next column)
Tear of Buddha (Water) (Q)	(p. 96)
Tessa-iki's Teeth (Earth) (Q)	(p. 92)
Tsuba (Earth) (Q)	(p. 92)
War Fan (2 x 2)	(see next column)

#### Ashura Statue (2 x 3) (Q) (U)



In the Mori Leader quest, if you kill Suizan you get the Ashura Statue. You get 8 spell points (for a single element) when you give it to your priest.

#### Kaname Stone (2 x 3) (Q)



In the Toyotomi Wizard quest, touching the statue reveals the Kaname Stone.

#### Scroll (2 x 2) (Q)



In the Toyotomi Ninja quest, a Fallen Ninja generates this Scroll that can be used to gain entrance to the lair of the Koga Ninja.

#### Taisho's Head (2 x 2) (Q)



In the Oda Leader quest, killing the shadow commander separates Taisho's head from his body; you then show it to your dearly departed friend.

#### War Fan (2 x 2)



Charisma Bonus +50; Gold Bonus +100%; bonuses apply anytime the fan is in a Samurai's inventory.

# Components

## Stacking Limits

Most components of a type (as well as gold) can be stacked in a Samurai's inventory. However, the larger the component, the fewer that can stack together. The stacking limits are:

- 2 x 3    5 per stack
- 2 x 2    8 per stack
- 1 x 3    10 per stack
- 1 x 2    16 per stack
- 1 x 1    32 per stack
- Gold    Unlimited

## Naming

What's in a name? Can an item's name give you any indication of its powers? Sometimes it can.

The strongest single component (as determined by how many there are of it times its Magic Value) determines an item's prefix, while the second strongest determines its suffix. How many of each particular component in the item determines which of that component's prefixes or suffixes to use.

For example, Yama-inu Blood has Magic Value 10, while Cho-gokin Ore has Magic Value 8. If we craft a new item with three Cho-gokin Ores and two Yama-inu Blood in it, the "strongest component" is the Cho-gokin Ore ( $8 \times 3 = 24$ ), and the second strongest is the Yama-inu Blood ( $10 \times 2 = 20$ ). Therefore, the Cho-gokin Ore determines its prefix, while the Yama-inu Blood determines its suffix.

If two or more components have an equal "strength," the first one added determines which prefix (or suffix) is used.

There are three possible Cho-gokin Ore prefixes ("Masterpiece," "Handa" and "Gennai"). "Masterpiece" is used if there are no more than three pieces of ore enhancing the item. There are three possible Yama-inu Blood suffixes; use the one corresponding to the amount of Yama-inu Blood in this item (two), resulting in the suffix "of the Youki." Thus our newly crafted item is the "Masterpiece X of the Youki."

So when you find a "Masterpiece X of the Youki," you can know several things. It has exactly two Yama-inu Blood in it (because "of the Youki" is only used if there are two Yama-inu Blood). The Cho-gokin Ore in it is even stronger (since the ore determined the prefix), so it has at least three pieces of Cho-gokin Ore (remember that the base Magic Value of Cho-gokin Ore is lower than that of Yama-inu Blood). Since "Masterpiece" indicates no more than three pieces of ore, this item has exactly three pieces. That means that while you're using it, it adds 30 to your Armor Class (from the ore), while adding 10 to your Ki and giving a 10% Ki Leech (from the blood).

## Gem Components

Gem components are fully described on page 97.

Gem	Affects	Size
Cinnabar Kenjya Stone	Fire, Water	2x2
Gold Kenjya Stone	Earth, Fire, Lightning, Water	2x2
Mercury Glob	Lightning	1x2
Quartz	Water	1x2
Sapphire Kenjya Stone	Lightning, Water	2x2
Silver Ingot	Earth	1x2
Silver Kenjya Stone	Earth, Lightning	2x2
Steel Kenjya Stone	Earth, Fire, Water	2x2
Sulfur	Fire	2x2
Sulfurous Kenjya Stone	Fire, Earth	2x2

## Magic Item Design

The basics of magic item design — or Customization, as it's called on the Blacksmith interface — are covered in the manual. This section presents a few additional tips to make your magic item design more efficient and effective.

### Don't use the good stuff too early.

There are two things to avoid in designing magic items. The first is the temptation to throw everything you find together as soon as possible for as long as the gold holds out. You need strong magic items most in the late game. That's when the best stuff is available, but it's also when good items are most expensive. Keep your magic items in the early game cheap and modest, saving up to go all out at the end.

### Don't use the good stuff too late.

The other trap is the reverse. Don't think you have to hoard every component that happens to fall your way, just in case. You probably never really need more than one stack of any particular magic item anywhere in your Samurais' inventories at any one time. Spider-Witch Cobwebs, Yamu-Ina Blood and Kappa Blood are especially prone to stack up, so use them freely.

### Customized or General-Purpose Design?

One question you'll have to answer for yourself is whether you prefer to carefully tailor the item to the user (for example, loading the Berserker up with damage reflection, while buffing the Brick's damage to the max), or to go for a more general, all-purpose item that can be handed around the party (a suit of armor that starts out with the Swordsman, then goes to the Ninja, and finally ends up with the Wizard as better and better stuff becomes available).

### Fill your weapon slots wisely.

You'll find, particularly late in the game, that weapon components tend to stack up in your inventory a lot more than armor components. This is because there are simply a lot more armor slots available than weapon slots (plus your Samurai will tend to settle on a favorite weapon a bit earlier than they'll find the perfect set of armor). However, because there aren't nearly as many weapon slots to play around with, it's important to make them count. With weapons, make extra sure you're not throwing something mediocre into an otherwise-awesome weapon just to max it out. Be patient, and build the perfect weapon one component at a time.

## Other Notes

**Use stat-buffing components freely** early on in the game. In the late game you'll get far more benefit out of components that directly enhance damage and defense.

**Watch out for Elder Kappa Shells** in armor. While they're temptingly powerful and relatively plentiful, too many of them in the party can leave you with a fatal overall weakness to Lightning damage. This can be particularly deadly in multi-player games.

**Use gems wisely and efficiently** (see p. 97 for more on gems), and be aware of the benefits of combinations (see p. 102), particularly for heavy magic users.





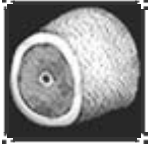
### Component Chart

Component	Element	Bonus	Size	Affects	Page
Blood of Buddha	Fire	Fire Resistance +25%	1x1	Armor	92
Blue Soul Shard	Water	Health Points +5	1x1	Armor	95
Buddha's Tear	Water	Water Resistance +25%	1x1	Armor	95
Cho-gokin Ore	Lightning	Armor Class +10	2x2	Armor	93
Coral	Fire	Fire Damage 1-3	2x2	Weapons	92
		Water Damage 1-3			
Debu Blubber	Earth	Durability +5	2x2	Weapons	90
		Strength +5			
		Health Leech 5%			
		Knockback chance 10%			
Dragon Parts	Earth	Normal Damage +10	2x3	Bows	90
		Earth Damage 5-10			
		Lightning Damage 5-10			
Elder Kappa Shell	Water	Armor Class +10	2x3	Armor	95
		Durability +10			
		Fire Resistance +5%			
		Water Resistance +10%			
		Lightning Resistance -10%			
Forest Oni Horn	Lightning	Lightning Damage 2-5	2x1	Weapons	93
Forest Oni Ichor	Earth	Fire Resistance +5%	2x2	Armor	90
		Earth Resistance +5%			
Gaki Bones	Lightning	Armor Class +3	1x1	Armor	94
		Durability +2			
Ghost Armor Plates	Lightning	Armor Class +15	2x3	Armor	94
		Durability +5			
Gold Soul Shard	Earth	Extra Gold +15%	1x1	Armor	90
Green Soul Shard	Earth	Earth Damage 1-3	1x1	Weapons	90
Guardian Dragon Head	Fire	Fire Damage 2-5	2x2	Weapons	92
		Lightning Damage 2-5			
Guardian Dragon Skin	Lightning	Damage Reflection 5%	2x2	Armor	94
		Indestructibility			
Guardian Dragon Wing	Earth	Fire Resistance +10%	2x2	Armor	90
		Water Resistance -5%			
		Lightning Resistance +10%			
Hairpin	Water	Health Leech 5%	1x2	Weapons	95
Hemp	Earth	Indestructibility	1x2	Armor	90
				Weapons	
Jade	Earth	Damage Reflection +3%	1x2	Armor	91
Kappa Blood	Fire	Strength +5	2x2	Armor	92
		Vitality +5		Weapons	
Kappa Claw	Water	Strength +5	1x3	Weapons	95
		Knockback chance +5%			
Magma Sphere	Fire	Fire Damage 1-10	1x1	Weapons	93
		Earth Damage 1-10			
Oni Bones	Earth	Durability +5	1x2	Armor	91
		Vitality +5		Weapons	

## Component Chart

Component	Element	Bonus		Size	Affects	Page
Oni Claw	Earth	Strength	+5	2x1	Weapons	91
		Earth Damage	1-5			
Oni Fangs	Water	Health Leech	5%	1x2	Weapons	95
Patience of Buddha	Earth	Earth Resistance	+25%	1x1	Armor	91
Pearl	Water	Freeze chance	+8%	2x2	Weapons	96
Purple Kappa Egg	Earth	Knockback chance	+50%	2x2	Weapons	91
Purple Soul Shard	Lightning	Weapon Skill	+5	1x1	Weapons	94
Red Kappa Egg	Water	Freeze chance	50%	2x2	Weapons	96
Red Soul Shard	Fire	Ki Points	+5	1x1	Armor	93
Scorpion Dragon Stinger	Earth	Poison Damage	1	1x2	Weapons	91
Soul of Buddha	Lightning	Lightning Resistance	+25%	1x1	Armor	94
Spear Shaft	Lightning	No effect		2x3	Polearms	94
Spearhead	Fire	No effect		2x3	Polearms	93
Spider Witch Cobwebs	Lightning	Durability	+3	1x2	Armor	94
		Damage Reflection	5%			
Stone Bamboo	Earth	Indestructibility		1x3	Armor	91
					Weapons	
Suigetsu's Shell	Water	Strength	+25	2x3	Armor	96
		Vitality	+10			
		Knockback chance	+10%			
		Water Resistance	+15%			
Tear of Buddha	Water	Water Resistance	+25%	1x1	Armor	96
Tengu Feathers	Lightning	Dexterity	+5	1x2	Armor	94
					Weapons	
Tessa-iki's Teeth	Earth	Indestructibility		2x2	Weapons	92
Tsuba	Earth	Health Leech	5%	1x1	Swords	92
		Damage Reflection	+25%			
Winged Serpent Scales	Fire	Fire Resistance	+10%	1x2	Armor	93
		Water Resistance	+10%			
		Earth Resistance	+10%			
		Lightning Resistance	+10%			
Yama-inu Blood	Fire	Ki	+5	2x2	Weapons	93
		Ki Leech	5%		Armor	
Yama-inu Pelt	Water	Armor Class	+5	2x2	Armor	96
		Water Resistance	+5%			
		Earth Resistance	+5%			

### Earth Components



#### Debu Blubber

Any Debu can produce Debu Blubber.

Size	2 x 2
Affects	Weapon
Magic Value	12
Knockback (chance, force)	10%, 2
Strength Bonus	+5
Durability Bonus	+5
Health Leech	+5%
Possible Prefixes	Confusion (1) Knockout (2) Containment (3+)
Possible Suffixes	of Konran (1) of Atemi (2) of Fusegi (3+)



#### Dragon Parts (0)

In the Tokugawa Archer quest, Geron produces Dragon Parts. Don't waste these on an inferior bow, save them until you can put them in a quality Go-Shinpo-Yumi.

Size	2 x 3
Affects	Bow
Magic Value	20
Damage Bonus	10
Earth Damage	5 - 10
Lightning Damage	5 - 10



#### Forest Oni Ichor

Size	2 x 2
Affects	Armor
Magic Value	8
Earth Resistance	+5%
Fire Resistance	+5%
Possible Prefixes	Asp (1) Viper (2) Tsuchinoko (3+)
Possible Suffixes	of the Habu (1) of the Mamushi (2) of the Tsuchinoko (3+)



#### Gold Soul Shard

Size	1 x 1
Affects	Armor Weapon
Magic Value	1
Gold Bonus	+15%
Possible Prefixes	Hotei (1-3) Daikoku (4-6) Benten (7+)
Possible Suffixes	of Hotei (1-3) of Daikoku (4-6) of Benten (7+)

#### Green Soul Shard

Size	1 x 1
Affects	Weapon
Magic Value	1
Earth Damage	1 - 3
Possible Prefixes	Volcano (1-3) Stone Spirit (4-6) Ookuniniushi (7+)
Possible Suffixes	of the Kazan (1-3) of the Ganseki (4-6) of Ookuniniushi (7+)



#### Guardian Dragon Wing

Size	2 x 2
Affects	Armor
Magic Value	8
Fire Resistance	+10%
Lightning Resistance	+10%
Water Resistance	-5%
Possible Prefixes	Sage (1) Buddha (2) Kannon (3+)
Possible Suffixes	of the Sennin (1) of Hotoke (2) of Kannon (3+)



#### Hemp (U)

This is the only unique item in the game that's always available in every game; you just have to look in the right place (see p. 195, if you want to know).

Size	1 x 2
Affects	Armor Weapon
Magic Value	18
Possible Prefix	Indestructible
Possible Suffix	Indestructible (1+) of Katabira (1+)



### Jade

Size 1 x 2  
 Affects Armor  
 Magic Value 3  
 Damage Reflection +3%  
 Possible Prefixes Yamma (1-2)  
 Orochi (3-4)  
 Yammabushi (5+)  
 Possible Suffixes San (1-2)  
 of Orochi (3-4)  
 of Yammabushi (5+)



### Oni Bones

Size 1 x 2  
 Affects Armor  
 Weapon  
 Magic Value 6  
 Durability Bonus +5  
 Vitality Bonus +5  
 Possible Prefixes Ta-ke (1-11)  
 Sakura (12-22)  
 Matsu (23+)  
 Possible Suffixes of the Ta-ke (1-11)  
 of the Sakura (12-22)  
 of the Matsu (23+)



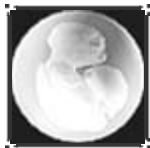
### Oni Claw

Size 2 x 1  
 Affects Weapon  
 Magic Value 6  
 Strength Bonus +5  
 Earth Damage 1 - 5  
 Possible Prefixes Tiger (1-5)  
 Dragon (6-10)  
 Demon (11+)  
 of the Tora (1-5)  
 of the Ryu (6-10)  
 of the Oni (11+)  
 Possible Suffixes



### Patience of Buddha (Q)

Size 1 x 1  
 Affects Armor  
 Magic Value 20  
 Earth Resistance +25%  
 Possible Prefix Blessed (1+)  
 Possible Suffix of Buddha (1+)



### Purple Kappa Egg (Q)

Size 2 x 2  
 Affects Weapon  
 Magic Value 24  
 Knockback (chance, force) +50%, 5  
 Possible Prefixes Suigetsu (1)  
 Suizan (2+)  
 Possible Suffixes of Suigetsu (1)  
 of Suizan (2+)



### Scorpion Dragon Stinger

Size 1 x 2  
 Affects Weapon  
 Magic Value 8  
 Poison Damage 1  
 Possible Prefixes Spider (1-2)  
 Centipede (3-4)  
 Scorpion (5+)  
 Possible Suffixes of the Kumo (1-2)  
 of the Mukade (3-4)  
 of the Sasori (5+)



### Stone Bamboo (Q)

In the Oda Swordsman quest, the bamboo "chest" contains Stone Bamboo.  
 Size 1 x 3  
 Affects Armor  
 Weapon  
 Magic Value 18  
 Indestructible  
 Possible Prefixes Tiger (1-5)  
 Dragon (6-10)  
 Demon (11+)  
 Possible Suffixes of the Tora (1-5)  
 of the Ryu (6-10)  
 of the Oni (11+)



### Tessa-iki's Teeth (Q)

Tessa-iki produces Tessa-iki's Teeth in the Toyotomi Berserker quest.

Size	2 x 2
Affects	Weapon
Magic Value	18
Possible Prefixes	Indestructible Tiger (1-5) Dragon (6-10) Demon (11+)
Possible Suffixes	of the Tora (1-5) of the Ryu (6-10) of the Oni (11+)



### Tsuba (Q)

Tsuba is collected on the Mori Berserker quest.

Size	1 x 1
Affects	Sword
Magic Value	10
Damage Reflection	+25%
Health Leech	+5%

## Fire Components



### Blood of Buddha (Q)

Size	1 x 1
Affects	Armor
Magic Value	20
Fire Resistance	+25%
Possible Prefix	Blessed (1+)
Possible Suffix	of Buddha (1+)



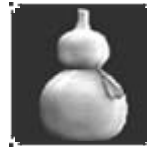
### Coral

Size	2 x 2
Affects	Weapon
Magic Value	8
Fire Damage	1 - 3
Water Damage	1 - 3
Possible Prefixes	Blaze (1-3) Phoenix (4-6) Amaterasu (7+) of the Honou (1-3) of the Houtou (4-6) of Amaterasu (7+)
Possible Suffixes	



### Guardian Dragon Head

Size	2 x 2
Affects	Weapon
Magic Value	12
Fire Damage	2 - 5
Lightning Damage	2 - 5
Possible Prefixes	Inferno (1) Fire Serpent (2) Himiko (3+)
Possible Suffixes	of the Saiga (1) of the Enjya (2) of Himiko (3+)



### Kappa Blood

Size	2 x 2
Affects	Armor Weapon
Magic Value	8
Strength Bonus	+5
Vitality Bonus	+5
Possible Prefixes	Red (1) Otokodate (2) Kachikachi-yamma (3+)
Possible Suffixes	of Blood (1) of the Otokodate (2) of Kachikachi-yamma (3+)



### Magma Sphere (Q)

The Magma Sphere is obtained only when you kill the Dark Warlord. Consequently, it's pretty much impossible to find it and put it to use in a single-player game. It's really designed for multiplayer use.

Size	1 x 1
Affects	Weapon
Magic Value	24
Fire Damage	1 - 10
Earth Damage	1 - 10
Possible Prefixes	Fire Storm (1) Inferno (2) Meteor (3+)
Possible Suffixes	of the Hannya (1) of the Tsuina (2) of Sarugaku (3+)



### Red Soul Shard

Size	1 x 1
Affects	Armor
Magic Value	1
Ki Bonus	+5
Possible Prefixes	Eclipse (1-3) Comet (4-6) Constellation (7+)
Possible Suffixes	of the Gesshoku (1-3) of the Suisei (4-6) of the Seiza (7+)



### Spearhead (Q) (U)

Size	2 x 3
Affects	Polearm
Magic Value	12
The pieces that make up the Spear of Bishamon are found in the Tokugawa Brick quest.	



### Winged Serpent Scales

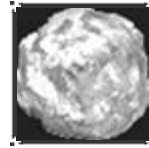
Size	1 x 2
Affects	Armor
Magic Value	12
Lightning Resistance	+10%
Water Resistance	+10%
Fire Resistance	+10%
Earth Resistance	+10%
Possible Prefixes	Inferno (1) Fire Serpent (2) Himiko (3+)
Possible Suffixes	of the Saiga (1) of the Enjya (2) of Himiko (3+)



### Yama-inu Blood

Size	2 x 2
Affects	Armor Weapon
Magic Value	10
Ki Bonus	+5
Ki Leech	+5%
Possible Prefixes	Soul Drinker (1) Supernatural (2) Mononoke (3+)
Possible Suffixes	of the Kyukonki (1) of the Youki (2) of the Mononoke (3+)

## Lightning Components



### Cho-gokin Ore

Size	2 x 2
Affects	Armor
Magic Value	8
Armor Class Bonus	+10
Possible Prefixes	Masterpiece (1-3) Handa (4-6) Gennai (7+)
Possible Suffixes	of the Meisaku (1-3) of Handa (4-6) of Gennai (7+)



### Forest Oni Horn

Size	2 x 1
Affects	Weapon
Magic Value	6
Lightning Damage	2 - 5
Possible Prefixes	Yukimitsu (1-2) Kuniyoshi (3-4) Murasame (5+)
Possible Suffixes	of Yukimitsu (1-2) of Kuniyoshi (3-4) of Murasame (5+)



### Gaki Bones

Size 1 x 1  
 Affects Armor  
 Magic Value 2  
 Armor Class Bonus +3  
 Durability Bonus +2  
 Possible Prefixes Lightning (1-4)  
 Thunderclap (5+)  
 of the Ikazuchi (1-4)  
 of the Raimei (5+)



### Ghost Armor Plates

These powerful components are extremely rare. Don't hold your breath.  
 Size 2 x 3  
 Affects Armor  
 Magic Value 12  
 Armor Class Bonus +15  
 Durability Bonus +5  
 Possible Prefixes Ultimate (1)  
 Immortal (2)  
 Invincible (3)  
 Possible Suffixes of the Saikyo (1)  
 of the Fujimi (2)  
 of the Muteki (3)



### Guardian Dragon Skin

Size 2 x 2  
 Affects Armor  
 Magic Value 20  
 Damage Reflection +5%  
 Indestructible  
 Possible Prefixes Copper (1)  
 Platinum (2)  
 Gold (3+)  
 of the Dou (1)  
 of the Ghin (2)  
 of the Kin (3+)



### Purple Soul Shard

Size 1 x 1  
 Affects Weapon  
 Magic Value 1  
 Skill Point Bonus +5%  
 Possible Prefixes Quick Strike (1-3)  
 Death Strike (4-6)  
 Unyou (7+)  
 Possible Suffixes of Hayawaza (1-3)  
 of Hitsatsuwaza (4-6)  
 of Unyou (7+)



### Soul of Buddha (Q)

Size 1 x 1  
 Affects Armor  
 Magic Value 20  
 Lightning Resistance +25%  
 Possible Prefix Blessed (1+)  
 Possible Suffix of Buddha (1+)



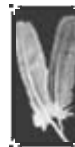
### Spear Shaft (Q) (U)

Size 2 x 3  
 Affects Polearm  
 Magic Value 12  
 The pieces that make up the Spear of Bishamon are found in the Tokugawa Brick quest.



### Spider Witch Cobwebs

Size 1 x 2  
 Affects Armor  
 Magic Value 8  
 Durability Bonus +3  
 Damage Reflection +5%  
 Possible Prefixes Tensai (1-2)  
 Shikome (3-4)  
 Tsuchigumo (5+)  
 Possible Suffixes of the Tensai (1-2)  
 of the Shikome (3-4)  
 of Tsuchigumo (5+)



### Tengu Feathers

Size 1 x 2  
 Affects Armor, Weapon  
 Magic Value 6  
 Dexterity Bonus +5  
 Possible Prefixes Dragonfly (1-2)  
 Falcon (3-4)  
 Tengu (5+)  
 Possible Suffixes of the Tombo (1-2)  
 of the Hayabusa (3-4)  
 of the Tengu (5+)

# Water Components



## Blue Soul Shard

Size	1 x 1
Affects	Armor
Magic Value	1
Hit Point Bonus	+5
Possible Prefixes	Boar (1-3) Wolf (4-6) Bear (7+)
Possible Suffixes	of the Inoshishi (1-3) of the Ookami (4-6) of the Kuma (7+)



## Buddha's Tear (Q)

Size	1 x 1
Affects	Armor
Magic Value	16
Water Resistance	+25%
Buddha's Tear is obtained from the Toyotomi Wizard quest. It is functionally identical to the Tear of Buddha (p. 96), which is obtained from the sorcerer in the fourth citadel.	



## Elder Kappa Shell

Although they're the most powerful commonly available armor enhancements in the game, beware of the vulnerability to Lightning attacks they convey. Try not to use more than one per character, or less in Multiplayer (see **The Lightning Trap**, p.52).

Size	2 x 3
Affects	Armor
Magic Value	16
Armor Class Bonus	+10
Durability Bonus	+10
Water Resistance	+10%
Fire Resistance	+5%
Lightning Resistance	-10%
Possible Prefixes	Shark (1) Orca (2) Whale (3+)
Possible Suffixes	of the Wani (1) of the Shachi (2) of the Kujira (3+)



## Hairpin

Size	1 x 2
Affects	Weapon
Magic Value	6
Health Leech	+5%
Possible Prefixes	Spider (1-2) Centipede (3-4) Scorpion (5+)
Possible Suffixes	of the Kumo (1-2) of the Mukade (3-4) of the Sasori (5+)



## Kappa Claw

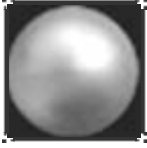
Size	1 x 3
Affects	Weapon
Magic Value	8
Strength Bonus	+5
Knockback (chance, force)	+5%, 1
Possible Prefixes	Yasha (1-2) Shoki (3-4) Jinmen (5+)
Possible Suffixes	of Yasha (1-2) of Shoki (3-4) of Jinmen (5+)



## Oni Fangs

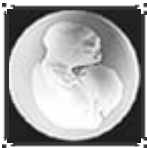
Size	1 x 2
Affects	Weapon
Magic Value	6
Health Leech	+5%
Possible Prefixes	Blood Drinker (1-5) Revival (6-11) Regeneration (12+)
Possible Suffixes	of the Kyuketsuki (1-5) of Kaifuku (6-11) of Kyusei (12+)





### Pearl

Size 2 x 2  
 Affects Weapon  
 Magic Value 8  
 Stun (chance, duration) +8%, 1 sec  
 Possible Prefixes Storm (1-3)  
 Tsunami (4-6)  
 Susano-o (7+)  
 Possible Suffixes of the Arashi (1-3)  
 of the Tsunami (4-6)  
 of Susano-o (7+)



### Red Kappa Egg (Q)

Size 2 x 2  
 Affects Weapon  
 Magic Value 24  
 Stun (chance, duration) +50%, 5 sec.  
 Possible Prefixes Suigetsu (1)  
 Suizan (2+)  
 Possible Suffixes of Suigetsu (1)  
 of Suizan (2+)



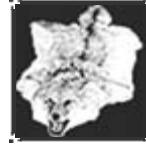
### Suigetsu's Shell (Q)

Suigetsu's kappa shell is taken in the Oda Ninja quest.  
 Size 2 x 3  
 Affects Armor  
 Magic Value 24  
 Water Resistance +15%  
 Strength Bonus +25  
 Vitality Bonus +10  
 Knockback (chance, force) +10%, 2  
 Possible Prefixes Snow (1-2)  
 Blizzard (3)  
 Glacier (4+)  
 Possible Suffixes of Yuki (1-2)  
 of the Fubuki (3)  
 of the Hyoga (4+)



### Tear of Buddha (Q)

Size 1 x 1  
 Affects Armor  
 Magic Value 20  
 Water Resistance +25%  
 Possible Prefix Blessed (1+)  
 Possible Suffix of Buddha (1+)



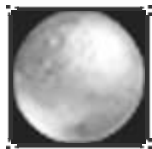
### Yama-inu Pelt

Size 2 x 2  
 Affects Armor  
 Magic Value 8  
 Armor Class Bonus +5  
 Earth Resistance +5%  
 Water Resistance +5%  
 Possible Prefixes Snow (1)  
 Blizzard (2)  
 Glacier (3+)  
 Possible Suffixes of Yuki (1)  
 of the Fubuki (2)  
 of the Hyoga (3+)

## Gems

Gems double the powers of any components of the indicated type, as long as the components and the gem(s) are put on the item at the same time. You can't retroactively double an item's power by shoving a Kenjya stone in its only four remaining slots.

Gems are an extremely powerful tool for increasing the power of a magic item, but they can also powerfully increase the cost of customizing the item. Don't try to fill up most of a 32-slot suit of armor with the most powerful components you can afford, and then toss in a couple gems to quadruple everything. Sadly, you won't be able to afford it. Instead, use gems selectively to multiply the most important abilities on an item.



### Cinnabar Kenjya Stone

Size 2 x 2  
Affects Fire  
Water  
Magic Value 1

### Gold Kenjya Stone

Size 2 x 2  
Affects Earth  
Fire  
Lightning  
Water  
Magic Value 1

### Sapphire Kenjya Stone

Size 2 x 2  
Affects Lightning  
Water  
Magic Value 1

### Silver Kenjya Stone

Size 2 x 2  
Affects Earth  
Lightning  
Magic Value 1

### Steel Kenjya Stone

Size 2 x 2  
Affects Earth  
Fire  
Water  
Magic Value 1

### Sulfurous Kenjya Stone

Size 2 x 2  
Affects Fire  
Earth  
Magic Value 1



### Mercury Glob

Size 1 x 2  
Affects Lightning  
Magic Value 1



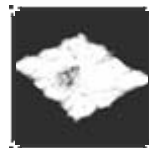
### Quartz

Size 1 x 2  
Affects Water  
Magic Value 1



### Silver Ingot

Size 1 x 2  
Affects Earth  
Magic Value 1



### Sulfur

Size 2 x 2  
Affects Fire  
Magic Value 1

### Component Prefixes

Amaterasu (3+)	Fire Combination	Fire	102
Amaterasu (7+)	Coral	Fire	92
Asp (1)	Forest Oni Ichor	Earth	90
Bear (7+)	Blue Soul Shard	Water	95
Benten (7+)	Gold Soul Shard	Earth	90
Blaze (1-3)	Coral	Fire	92
Blessed (1+)	Blood of Buddha	Fire	92
Blessed (1+)	Patience of Buddha	Earth	91
Blessed (1+)	Soul of Buddha	Lightning	94
Blessed (1+)	Tear of Buddha	Water	96
Blizzard (2)	Yama-inu Pelt	Water	96
Blizzard (3)	Suigetsu's Shell	Water	96
Blood Drinker (1-5)	Oni Fangs	Water	95
Boar (1-3)	Blue Soul Shard	Water	95
Buddha (2)	Guardian Dragon Wing	Earth	90
Centipede (3-4)	Hairpin	Water	95
Centipede (3-4)	Scorpion Dragon Stinger	Earth	91
Comet (4-6)	Red Soul Shard	Fire	93
Confusion (1)	Debu Blubber	Earth	90
Constellation (7+)	Red Soul Shard	Fire	93
Containment (3+)	Debu Blubber	Earth	90
Copper (1)	Guardian Dragon Skin	Lightning	94
Daikoku (4-6)	Gold Soul Shard	Earth	90
Death Strike (4-6)	Purple Soul Shard	Lightning	94
Deidarabotchi (2)	Earth Combination	Earth	102
Demon (11+)	Oni Claw	Earth	91
Demon (11+)	Stone Bamboo	Earth	91
Demon (11+)	Tessa-iki's Teeth	Earth	92
Dragon (6-10)	Oni Claw	Earth	91
Dragon (6-10)	Stone Bamboo	Earth	91
Dragon (6-10)	Tessa-iki's Teeth	Earth	92
Dragon God (1)	Lightning Combination	Lightning	102

Dragonfly (1-2)	Tengu Feathers	Lightning	94
Eclipse (1-3)	Red Soul Shard	Fire	93
Enma (2)	Fire Combination	Fire	102
Falcon (3-4)	Tengu Feathers	Lightning	94
Fire Serpent (2)	Guardian Dragon Head	Fire	92
Fire Serpent (2)	Winged Serpent Scales	Fire	93
Fire Storm (1)	Magma Sphere	Fire	93
Gennai (7+)	Cho-gokin Ore	Lightning	93
Glacier (3+)	Yama-inu Pelt	Water	96
Glacier (4+)	Suigetsu's Shell	Water	96
Gold (3+)	Guardian Dragon Skin	Lightning	94
Handa (4-6)	Cho-gokin Ore	Lightning	93
Himiko (3+)	Guardian Dragon Head	Fire	92
Himiko (3+)	Winged Serpent Scales	Fire	93
Hotei (1-3)	Gold Soul Shard	Earth	90
Immortal (2)	Ghost Armor Plates	Lightning	94
Indestructible (1+)	Hemp	Earth	90
Inferno (1)	Guardian Dragon Head	Fire	92
Inferno (1)	Winged Serpent Scales	Fire	93
Inferno (2)	Magma Sphere	Fire	93
Invincible (3)	Ghost Armor Plates	Lightning	94
Jinmen (5+)	Kappa Claw	Water	95
Kachikachiyamma (3+)	Kappa Blood	Fire	92
Kannon (3+)	Guardian Dragon Wing	Earth	90
Kappa (1+)	Kappa Combination	Water	102
Knockout (2)	Debu Blubber	Earth	90
Kuniyoshi (3-4)	Forest Oni Horn	Lightning	93
Lightning (1-4)	Gaki Bones	Lightning	94
Lightning God (2)	Lightning Combination	Lightning	102
Masterpiece (1-3)	Cho-gokin Ore	Lightning	93
Matsu (23+)	Oni Bones	Earth	91

## Component Prefixes

Meteor (3+)	Magma Sphere	Fire	93
Mononoke (3+)	Yama-inu Blood	Fire	93
Mountain God (1)	Earth Combination	Earth	102
Murasame (5+)	Forest Oni Horn	Lightning	93
Okuninushi (3+)	Earth Combination	Earth	102
Ookuninushi (7+)	Green Soul Shard	Earth	90
Orca (2)	Elder Kappa Shell	Water	95
Orochi (3-4)	Jade	Earth	91
Otokodate (2)	Kappa Blood	Fire	92
Phoenix (4-6)	Coral	Fire	92
Platinum (2)	Guardian Dragon Skin	Lightning	94
Quick Strike (1-3)	Purple Soul Shard	Lightning	94
Raiden (3+)	Lightning Combination	Lightning	102
Red (1)	Kappa Blood	Fire	92
Regeneration (12+)	Oni Fangs	Water	95
Revival (6-11)	Oni Fangs	Water	95
Sage (1)	Guardian Dragon Wing	Earth	90
Sakura (12-22)	Oni Bones	Earth	91
Scorpion (5+)	Hairpin	Water	95
Scorpion (5+)	Scorpion Dragon Stinger	Earth	91
Shark (1)	Elder Kappa Shell	Water	95
Shikome (3-4)	Spider Witch Cobwebs	Lightning	94
Shoki (3-4)	Kappa Claw	Water	95
Snow (1)	Yama-inu Pelt	Water	96
Snow (1-2)	Suigetsu's Shell	Water	96
Soul Drinker (1)	Yama-inu Blood	Fire	93
Spider (1-2)	Hairpin	Water	95
Spider (1-2)	Scorpion Dragon Stinger	Earth	91
Stone Spirit (4-6)	Green Soul Shard	Earth	90
Storm (1-3)	Pearl	Water	96
Suigetsu (1)	Purple Kappa Egg	Earth	91
Suigetsu (1)	Red Kappa Egg	Water	96
Suizan (2+)	Purple Kappa Egg	Earth	91

Suizan (2+)	Red Kappa Egg	Water	96
Sun (1)	Fire Combination	Fire	102
Supernatural (2)	Yama-inu Blood	Fire	93
Susano (3+)	Water Combination	Water	102
Susano-o (7+)	Pearl	Water	96
Ta-ke (1-11)	Oni Bones	Earth	91
Tengu (5+)	Tengu Feathers	Lightning	94
Tensai (1-2)	Spider Witch Cobwebs	Lightning	94
Thunderclap (5+)	Gaki Bones	Lightning	94
Tiger (1-5)	Oni Claw	Earth	91
Tiger (1-5)	Stone Bamboo	Earth	91
Tiger (1-5)	Tessa-iki's Teeth	Earth	92
Tsuchigumo (5+)	Spider Witch Cobwebs	Lightning	94
Tsuchinoko (3+)	Forest Oni Ichor	Earth	90
Tsunami (4-6)	Pearl	Water	96
Ultimate (1)	Ghost Armor Plates	Lightning	94
Unyou (7+)	Purple Soul Shard	Lightning	94
Viper (2)	Forest Oni Ichor	Earth	90
Volcano (1-3)	Green Soul Shard	Earth	90
Water God (2)	Water Combination	Water	102
Water Spirit (1)	Water Combination	Water	102
Whale (3+)	Elder Kappa Shell	Water	95
Wolf (4-6)	Blue Soul Shard	Water	95
Yamma (1-2)	Jade	Earth	91
Yammabushi (5+)	Jade	Earth	91
Yasha (1-2)	Kappa Claw	Water	95
Yukimitsu (1-2)	Forest Oni Horn	Lightning	93

## Component Suffixes

of Amaterasu (7+)	Coral	Fire	92
of the Amaterasu (3+)	Fire Combination	Fire	102
of the Arashi (1-3)	Pearl	Water	96
of Atemi (2)	Debu Blubber	Earth	90
of Benten (7+)	Gold Soul Shard	Earth	90
of Bishamon (1+)	Spear of Bishamon	Water	73
of Blood (1)	Kappa Blood	Fire	92
of Buddha (1+)	Blood of Buddha	Fire	92
of Buddha (1+)	Patience of Buddha	Earth	91
of Buddha (1+)	Soul of Buddha	Lightning	94
of Buddha (1+)	Tear of Buddha	Water	96
of Daikoku (4-6)	Gold Soul Shard	Earth	90
of Deidarabotchi (2)	Earth Combination	Earth	102
of the Dou (1)	Guardian Dragon Skin	Lightning	94
of the Enjya (2)	Guardian Dragon Head	Fire	92
of the Enjya (2)	Winged Serpent Scales	Fire	93
of Enma (2)	Fire Combination	Fire	102
of the Fubuki (2)	Yama-inu Pelt	Water	96
of the Fubuki (3)	Suigetsu's Shell	Water	96
of the Fujimi (2)	Ghost Armor Plates	Lightning	94
of Fusegi (3+)	Debu Blubber	Earth	90
of the Ganseki (4-6)	Green Soul Shard	Earth	90
of Gennai (7+)	Cho-gokin Ore	Lightning	93
of the Gesshoku (1-3)	Red Soul Shard	Fire	93
of the Ghin (2)	Guardian Dragon Skin	Lightning	94
of the Habu (1)	Forest Oni Ichor	Earth	90
of Handa (4-6)	Cho-gokin Ore	Lightning	93
of the Hannya (1)	Magma Sphere	Fire	93
of the Hayabusa (3-4)	Tengu Feathers	Lightning	94
of Hayawaza (1-3)	Purple Soul Shard	Lightning	94
of Himiko (3+)	Guardian Dragon Head	Fire	92
of Himiko (3+)	Winged Serpent Scales	Fire	93
of Hitsatsuwaza (4-6)	Purple Soul Shard	Lightning	94
of Hotei (1-3)	Gold Soul Shard	Earth	90
of the Honou (1-3)	Coral	Fire	92
of Hotoke (2)	Guardian Dragon Wing	Earth	90
of the Houtou (4-6)	Coral	Fire	92
of the Hyoga (3+)	Yama-inu Pelt	Water	96
of the Hyoga (4+)	Suigetsu's Shell	Water	96
of the Ikazuchi (1-4)	Gaki Bones	Lightning	94
of the Inoshishi (1-3)	Blue Soul Shard	Water	95
of Jinmen (5+)	Kappa Claw	Water	95
of Kachikachiyamma (3+)	Kappa Blood	Fire	92
of Kaifuku (6-11)	Oni Fangs	Water	95
of Kannon (3+)	Guardian Dragon Wing	Earth	90
of the Kappa (1+)	Kappa Combination	Water	102
of Katabira (1+)	Hemp	Earth	90
of the Kazan (1-3)	Green Soul Shard	Earth	90
of the Kin (3+)	Guardian Dragon Skin	Lightning	94
of Konran (1)	Debu Blubber	Earth	90
of the Kujira (3+)	Elder Kappa Shell	Water	95
of the Kuma (7+)	Blue Soul Shard	Water	95
of the Kumo (1-2)	Hairpin	Water	95
of the Kumo (1-2)	Scorpion Dragon Stinger	Earth	91
of Kuniyoshi (3-4)	Forest Oni Horn	Lightning	93
of the Kyuketsuki (1-5)	Oni Fangs	Water	95
of the Kyukonki (1)	Yama-inu Blood	Fire	93
of Kyusei (12+)	Oni Fangs	Water	95
of the Mamushi (2)	Forest Oni Ichor	Earth	90
of the Matsu (23+)	Oni Bones	Earth	91
of the Meisaku (1-3)	Cho-gokin Ore	Lightning	93
of the Mononoke (3+)	Yama-inu Blood	Fire	93
of the Mukade (3-4)	Hairpin	Water	95
of the Mukade (3-4)	Scorpion Dragon Stinger	Earth	91

## Component Suffixes

of Murasame (5+)	Forest Oni Horn	Lightning	93
of the Muteki (3)	Ghost Armor Plates	Lightning	94
of Okuninushi (3+)	Earth Combination	Earth	102
of the Oni (11+)	Oni Claw	Earth	91
of the Oni (11+)	Stone Bamboo	Earth	91
of the Oni (11+)	Tessa-iki's Teeth	Earth	92
of the Ookami (4-6)	Blue Soul Shard	Water	95
of Ookuninushi (7+)	Green Soul Shard	Earth	90
of Orochi (3-4)	Jade	Earth	91
of the Otokodate (2)	Kappa Blood	Fire	92
of Raiden (3+)	Lightning Combination	Lightning	102
of the Raijin (2)	Lightning Combination	Lightning	102
of the Raimei (5+)	Gaki Bones	Lightning	94
of the Ryu (6-10)	Oni Claw	Earth	91
of the Ryu (6-10)	Stone Bamboo	Earth	91
of the Ryu (6-10)	Tessa-iki's Teeth	Earth	92
of the Ryujin (1)	Lightning Combination	Lightning	102
of the Saiga (1)	Guardian Dragon Head	Fire	92
of the Saiga (1)	Winged Serpent Scales	Fire	93
of the Saikyo (1)	Ghost Armor Plates	Lightning	94
of the Sakura (12-22)	Oni Bones	Earth	91
San (1-2)	Jade	Earth	91
of Sarugaku (3+)	Magma Sphere	Fire	93
of the Sasori (5+)	Hairpin	Water	95
of the Sasori (5+)	Scorpion Dragon Stinger	Earth	91
of the Seirei (1)	Water Combination	Water	102
of the Seiza (7)	Red Soul Shard	Fire	93
of the Sennin (1)	Guardian Dragon Wing	Earth	90
of the Shachi (2)	Elder Kappa Shell	Water	95
of the Shikome (3-4)	Spider Witch Cobwebs	Lightning	94
of Shoki (3-4)	Kappa Claw	Water	95

of Suigetsu (1)	Purple Kappa Egg	Earth	91
of Suigetsu (1)	Red Kappa Egg	Water	96
of the Suijin (2)	Water Combination	Water	102
of the Suisei (4-6)	Red Soul Shard	Fire	93
of Suizan (2+)	Purple Kappa Egg	Earth	91
of Suizan (2+)	Red Kappa Egg	Water	96
of Susano (3+)	Water Combination	Water	102
of Susano-o (7+)	Pearl	Water	96
of the Taiyo (1)	Fire Combination	Fire	102
of the Ta-ke (1-11)	Oni Bones	Earth	91
of the Tengu (5+)	Tengu Feathers	Lightning	94
of the Tensai (1-2)	Spider Witch Cobwebs	Lightning	94
of the Tombo (1-2)	Tengu Feathers	Lightning	94
of the Tora (1-5)	Oni Claw	Earth	91
of the Tora (1-5)	Stone Bamboo	Earth	91
of the Tora (1-5)	Tessa-iki's Teeth	Earth	92
of Tsuchigumo (5+)	Spider Witch Cobwebs	Lightning	94
of the Tsuchinoko (3+)	Forest Oni Ichor	Earth	90
of the Tsuina (2)	Magma Sphere	Fire	93
of the Tsunami (4-6)	Pearl	Water	96
of Unyou (7+)	Purple Soul Shard	Lightning	94
of the Wani (1)	Elder Kappa Shell	Water	95
of the Yamanokami (1)	Earth Combination	Earth	102
of Yammabushi (5+)	Jade	Earth	91
of Yasha (1-2)	Kappa Claw	Water	95
of the Youki (2)	Yama-inu Blood	Fire	93
of Yuki (1)	Yama-inu Pelt	Water	96
of Yuki (1-2)	Suigetsu's Shell	Water	96
of Yukimitsu (1-2)	Forest Oni Horn	Lightning	93

# Combinations

Combinations are special bonuses you get when a single Samurai is using a specific set of components all at the same time. The components don't have to be in a single weapon or other item, they just all have to be in active use by the Samurai at the same time.

The following Combinations are in effect as of the game's initial release. More may become available in future patches and add-ons from Click.



### Earth Combination

Required Components	Jade Debu Blubber Oni Claw
Magic Value	8
Earth Spell Level Bonus	1
Possible Prefixes	Mountain God (1) Deidarabotchi (2) Okuninushi (3+)
Possible Suffixes	of the Yamanokami (1) of Deidarabotchi (2) of Okuninushi (3+)



### Fire Combination

Required Components	Coral Kappa Blood Yama-inu Blood
Magic Value	8
Fire Spell Level Bonus	1
Possible Prefixes	Sun (1) Enma (2) Amaterasu (3+)
Possible Suffixes	of the Taiyo (1) of Enma (2) of the Amaterasu (3+)



### Lightning Combination

Required Components	Cho-gokin Ore Tengu Feathers Spider Witch Cobwebs
Magic Value	8
Lightning Spell Level Bonus	1
Possible Prefixes	Dragon God (1) Lightning God (2) Raiden (3+)
Possible Suffixes	of the Ryujin (1) of the Raijin (2) of Raiden (3+)



### Water Combination

Required Components	Pearl Kappa Claw Oni Fangs
Magic Value	8
Water Spell Level Bonus	1
Possible Prefixes	Water Spirit (1) Water God (2) Susano (3+)
Possible Suffixes	of the Seirei (1) of the Suijin (2) of Susano (3+)



### Kappa Combination

#### A Water Combination

Required Components	Kappa Blood Kappa Claw Elder Kappa Shell
Magic Value	8
Knockback (chance, force)	+25%, 3
Freeze (chance, duration)	25%, 3 sec.
Possible Prefix	Kappa (1+)
Possible Suffix	of the Kappa (1+)

# MONSTERS

## Stages

As you play through *Throne of Darkness*, things keep getting harder and harder. (Isn't that always the way it is?) This book describes the increasing difficulty with "stages." Your first citadel and wilderness area (regardless of which clan you choose and where you begin play) are Stage 1. The second citadel and wilderness Stage 2. The third and fourth citadels and wildernesses are Stage 3 and 4. The four mountainsides are all Stage 5, and the Dark Warlord's citadel is Stage 6.

In general, the monsters you run into are determined by your current stage — you tend to meet Stage 1 monsters during the first stage, and so forth. For most monsters, there are six ever-stronger varieties, running from Stage 1 through Stage 6. Therefore, most of the monster descriptions in this chapter have six columns, one for each stage. If a monster doesn't appear in a stage, that column will be blank. Some monsters only appear in a single citadel or wilderness, but since any of the citadels and wildernesses can be your first stage, your decision on where you start determines how soon you run into the monster and whether you meet it in its Stage 1, Stage 2, Stage 3 or Stage 4 incarnation.

That's also why the monsters with specific names (mostly, the various leaders) have the same names for Stages 1 – 4. There's only one leader with a given name, and he'll only be in one citadel or wilderness area, but you might meet him at Stage 1, 2, 3 or 4, and so this book lists stats for all 4 stages.

Some monsters play specific roles in particular quests, especially the personal quests. However, you only get three of the twelve personal quests (determined by the clan you select) in any particular game you play. Monsters who are important adversaries in a personal quest tend to still live in the same area even when that quest is not part of the game you're currently playing. For example, Gaiya-jiro (p. 125) plays an important role in the Mori Berserker quest. However, Gaiya-jiro is still in the game, still in the Oda wilderness, even if you're playing some other clan. However, his stats will be different, so when you meet him while you're playing one of the other clans, use the stats that match your current stage, not his Quest stats.

When a monster doesn't appear in one of the stages, that column is left blank. When the columns don't correspond to the six stages in the game, that difference is usually marked. A number in parentheses (for example, the (5)s and (6)s by the Bake Yoro leader names on page 109) indicate a stage as well. In this case, there are Bake Yoro leaders only in stages 5 and 6. (In fact, there's probably just one Bake Yoro leader in each of these stages — having multiple leaders for a single stage usually means that only one of the leaders is selected each time you play the game, to make it more fun.)



## Other Monster Variations

**Assault Troops (\*).** Some monsters never attack with spells, even if they're available. They'd rather attack you directly. Assault troops are marked with an asterisk (\*). They tend to have better treasure, including higher odds of magical armor or weapons. Occasionally, an assault troop stat will vary from a regular monster stat. In those cases, the assault troop stat is marked with another \*, and is usually in parentheses.

**Snipers (S).** Some monsters (especially humanoid monsters) include snipers. Snipers stay in one spot and continue attacking, regardless of what your Samurai do. Snipers tend to have lower Vitality and less loot than their fellow monsters.

**A, B, C.** There are three possible leaders for most types of monsters. When all three leaders are similar, stats for all three are listed in one column. In those cases, any differences among them are labeled with "A", "B" and "C". (Most of the time these labels indicate the different spells that each leader can cast.) As might be expected, "A" refers to the leader listed first, "B" to the leader listed second, and (you guessed it), "C" refers to the leader listed third.

For example, in the Evil Female Ninja leaders, Kage-Hime, Majo, and Otokugoroshi are all leader "A" (at various stages), Reikoku and Makaze are all referred to as leader "B", while Ansatsujo is leader "C". If you look at the beginning of the lines that list the spells these leaders cast (near the bottom of their stats, on page 117), you'll see which spells that leaders "A", "B" and "C" can cast.

## Stats

Most of the stats are pretty clear.

Remember that you double the **Vitality** number to get a monster's hit points.

**Mass** relates to Knockback (see below).

**Immobility Resistance** describes how well a monster resists your attempt to freeze it. A monster with 70% Immobility Resistance can still move at 70% speed even when it's hit by a freeze spell.

**Might retreat if under ...** describes whether the monster might try to run away if sufficiently damaged. If it has fewer than the listed percentage of its hit points remaining, it has about a 50/50 chance of trying to turn and run. For example, if this number is 30%, the monster might try to run if it has less than 30% of its hit points remaining.

**Melee/Ranged Chances** describes how often the monster attacks in melee as opposed to from a distance. A monster with Melee/Ranged Chances of 75% / 25% attacks 75% of the time in melee, and 25% of the time from a distance (usually with a spell).

**Attack Chance (non-spell)** lists the chance the monster will hit when it strikes. A monster with an Attack Chance of 85% will hit you 85% of the time. (This number doesn't apply to spell-casting.)

**Poison Damage** lists how much poison damage the monster can inflict with each strike. These numbers seem low until you realize that the poison damage is inflicted every second for ten seconds, or until a Remedy is applied. Once a poison has run its course, the damage is no different from any other damage, and can be healed in the same way as other damage.

**Knockback (chance, force)** lists the chance that the monster will knock you backwards if it hits you in melee, and the force it can put behind that blow. The force of the monster's knockback blow is compared to its target's mass to decide how far back the target is driven. (If a monster has a mass of 1, that figure isn't listed in these stats; only the non-standard masses are listed.)

**Stun (chance, duration)** lists the chance that a monster will stun you into immobility if it hits you, and how long that stun will last (in seconds).

**Spell Chance (if at range) / Spell Chance (if in melee)** describes how likely it is that the monster will cast a spell when at a distance or when in melee. Most monsters only cast spells when at a distance, and some only shoot an arrow or make some other physical ranged attack. Only those who can both fire a weapon and cast a spell will have this stat.

**Spell Names.** If a monster can cast a spell, its possible spells are listed, along with the spell level at which it'll cast the spell and the percentage chance it will select that spell instead of one of the others available to it. If it only has one spell, no percentage is listed. (For example, the Bake Yoroï leader Chou-riki has the spell "Inferno Strike (8;50%)"; the numbers mean that he can cast it at spell level 8, and will pick it 50% of the time when he's casting a spell. The Bake Yoroï leader Dai-majin has the spell "Ice Spears (11)"; the number means that he can cast it at spell level 11. With no other spell listed, he'll cast it every time he decides to cast a spell.

## Loot

In *Throne of Darkness*, nearly every monster gets at least one "draw" from the loot pile, but no monster will have more than two pieces of loot. (A few monsters have no loot at all.) Let's use the bake yoroï as our example. Note that the first line under **Bake Yoroï Loot** (p. 108) is "First Item." The next several lines indicate what a bake yoroï's first item might be. The first thing to notice is that there's a 5% chance that the first item will be nothing. There's also a 5% chance that it's a mask, and a 45% chance of either armor or a weapon. If it's a weapon, there's a 45% chance that it's a polearm, and a 55% chance that it's a sword. (If there's no number after an item or type of item, it will always be the one selected, 100% of the time.)

But which mask, armor or sword? That depends on the bake yoroï you just killed. Look toward the bottom of the bake yoroï stats, just under the "Loot" heading. The first line lists a **Value** for each type of bake yoroï. For example, the Value for a Ghost Armor (Stage 2) bake yoroï is 25 – 40. If you kill a Ghost Armor bake yoroï, and the first item (determined randomly) is a mask, then check the Mask table on page 56. Note the "Value" column at the far right of the table — it runs from 0 to 100. (Well, it starts with the Ayakashi's Value of 9.1, but that means that the Ayakashi mask covers the Value range from 0 to 9.1. The next mask, the Akujo-Beshimi, covers the range from 9.2 to 18.2, and so on.) Now, remember the Ghost Armor's Value of 25 – 40? Compare that range to the Mask Values. When picking which particular mask that a Ghost Armor bake yoroï has, *Throne of Darkness* picks a random number between

25 and 40. If it's between 25 and 27.3, the Ghost Armor gets an O-beshimi. If it's between 27.4 and 36.4, it gets a Han-nya. And if it's between 36.5 and 40, it gets a Ko-beshimi. (Note that in this case, the Han-nya is more likely than the other two masks combined.)

Every time a monster has a random amulet, mask, potion, weapon or piece of armor, the monster's Value is used to narrow down which items it might have, and then one more random decision is made to pick the particular item from that narrowed list. Components and any other possible loot don't have a Value assigned to them; the monster's loot list specifically lists any such items, rather than referring to another table.

Once the first item has been determined (even if it is nothing), there is the possibility of a second item. Note that the **Bake Yoroi Loot** line beginning with "Second Item" ends with "(25% chance)". That means that there's a 25% chance that the Ghost Armor you killed might have a second item. (However, there's a 75% chance that this second item is nothing.) If the monster has a second item, the same series of random selections is made to determine what the item is. In addition, if the first item was "nothing" the monster *always* gets a shot at the second item list.

**Gold Loot.** When a monster has gold, the loot list tells you how much gold it might have. However, the listed range of gold on a list covers *all* related monsters who use that list, and the most gold is reserved for the toughest monsters. For example, the Dead Foot Soldier Loot list (p. 113), gives a range of 1 – 350 for gold. However, the gold that a Stage 1 Dead Foot Soldier might have falls at the very beginning of

this range — he will never have more than 5 gold. It's the Stage 6 monsters and their leaders who tend to have the most gold. (Are you surprised?)

Also remember that the actual amount of gold the monster yields will be modified by the gold bonus (if any) of the player who killed it. See p. 46.

**Armor Loot.** In general, if a piece of armor is picked, there is a 50% chance that it is body armor, and a 1/6 chance (each) that it is head, arm or leg armor. (There are a few loot lists which specify other odds for particular types of armor.)

**Potion Loot.** In general, if a potion is picked, there is a 40% chance (each) that it is a Health or Ki potion, and a 10% chance (each) that it is a Remedy or Restorative potion. (There are a few loot lists which specify other odds for particular potions.) "Larger" means that its likelihood one of the complete-fix potions will be found. "Smaller" means that a light potion is more likely.

**Armor/Weapon is Magic?** For some monsters, if one of their items is a weapon or a piece of armor, that weapon or armor might be magic. This number gives the percentage chance that a weapon or armor is magic.

**Magic Slots Filled in A/W.** If part of a monster's loot is a weapon or armor, and if it's magic, it'll have magic slots (unless its unique; see the next paragraph). Some of those slots will already be filled — this number describes how many of the weapon or armor's slots already have a magic component (round down, minimum one slot filled).

**Magic A/W is Unique?** If it's magic, it might be unique; the list of **Unique**

**Weapons and Armor** that you might find in this way is on page 83. The name of each unique weapon or piece of armor on this list is followed by (U1), (U2) or (U3). Items marked with (U1) tend to be found earlier in the game, and are weaker. Items marked with (U3) tend to be found later and are more powerful. When the game determines that a monster has a unique weapon or piece of armor, the parenthetical “U” number narrows down the list of possible weapons or armor that it might have.

**Magic A/W is Cursed?** Yep, this is the chance that the magic weapon or armor you just picked off a dead monster is cursed.

## Defaults

Great effort has been made to fill all the holes, but there might still be a few. In most cases, where a stat isn’t listed, the default applies — the number given for the base Stage 1 monster. If that version of the monster also doesn’t have the stat you’re looking for, it falls back on the general monster defaults. They include:

Speed	16
Range	1
Mass	1
Might retreat if under	50%
Magic Slots Filled in A/W	32%
Magic A/W is Unique?	0%
Magic A/W is Cursed?	5%



### Bake Yoroi



	* Bake Yoroi	* Ghost Armor	* Spectre Armor	* Wraith Armor	* Demon Armor	* Hell Armor
<b>Stats</b>						
Vitality	25 – 35	50 – 70	80 – 120	110 – 170	160 – 240	200 – 300
Speed	16	16	17	17	17	17
Range	5	5	5	5	5	5
Fire Resistance					90%	
Water Resistance				80%		
Lightning Resistance			70%			100%
Immobility Resistance			50%	100%	40%	80%
Might retreat if under	30%	20%	20%	20%	20%	10%
<b>Attack</b>						
Melee/Ranged Chances	100% / 0%	100% / 0%	75% / 25%	75% / 25%	50% / 50%	50% / 50%
Attack Chance (non-spell)	70%	75%	80%	85%	85%	90%
<b>Melee</b>						
Normal Damage	10 – 25	15 – 35	20 – 40	25 – 50	25 – 50	35 – 60
Poison Damage	1	1 – 2	2 – 3	3	3 – 4	4
Knockback (chance, force)	75%, 2	80%, 3	80%, 3	85%, 4	100%, 4	100%, 5
<b>Ranged</b>						
			Ball L. 5	W. Strike 5	F. Seeker 14	Lightning 11
<b>Loot</b>						
Value	15 – 30	25 – 40	40 – 65	65 – 80	80 – 100	100
Armor/Weapon is Magic?	2% (*10%)	2% (*25%)	5% (*20%)	5% (*25%)	30% (*10%)	5% (*40%)
Magic Slots Filled in A/W	10%	10%	15%	25%	30% (*35%)	40% (*30%)
Magic A/W is Cursed?	5%	15%	5%	10%	5%	5%

### Bake Yoroi Loot

#### First Item

- Nothing (5%)
- Mask (5%)
- Armor (45%)
- Weapon (45%)
  - Polearm (45%)
  - Sword (55%)

#### Second Item (25% Chance)

- Nothing (75%)
- Component (25%)
  - Ghost Armor Plates (1%)
  - Purple Soul Shard (90%)
  - Red Soul Shard (9%)

## Bake Yoroi Leaders

	Ka-riki (5)	Chou-riki (6)
	Dai-majin (5)	Techkamen (6)
	Ka-riki (5)	
<b>Stats</b>		
Vitality	1100 – 1300	1350 – 1650
Speed	17	17
Range	5	5
Fire Resistance	50%	100%
Water Resistance	50%	60%
Earth Resistance	50%	100%
Lightning Resistance	100%	60%
Immobility Resistance	90%	75%
Might retreat if under	20%	10%
<b>Attack</b>		
Melee/Ranged Chances	(A) 90% / 10%	90% / 10%
	(B) 75% / 25%	75% / 25%
	(C) 50% / 50%	50% / 50%
Attack Chance (non-spell)	85%	90%
<b>Melee</b>		
Normal Damage	45 – 65	50 – 75
Poison Damage	5	6
Knockback (chance, force)	100%, 4	100%, 5
Stun (chance, duration)	50%, 2 sec.	50%, 2 sec.
<b>Ranged</b>		
A	Forked L. 11	Inferno Strk. 8;50%
A		E. Strike 8;50%
B	Ice Spr. 11	Blastwave 11;30%
B		E. Spear 11;70%
C	W. Strike 7	
<b>Loot</b>		
First, Second Items: See Bake Yoroi Loot list		
Value	80 – 100	100
Armor/Weapon is Magic?	100%	60%
Magic Slots Filled in A/W	50%	100%
Magic A/W is Unique?	5% (U3)	10% (U3)
Magic A/W is Cursed?	65%	65%

## Byakko

<b>Stats</b>	
Vitality	2400
Speed	17
Range	6
Fire Resistance	60%
Water Resistance	60%
Earth Resistance	60%
Lightning Resistance	100%
Immobility Resistance	90%
Never Retreats	
<b>Attack</b>	
Melee/Ranged Chances	75% / 25%
Attack Chance (non-spell)	85%
<b>Melee</b>	
Normal Damage	55 – 70
Poison Damage	2 – 4
<b>Ranged</b>	
	L. Strike 9;90%
	Conduct. 9;10%
<b>Loot</b>	
First, Second Items: See Bake Yoroi Loot list	
Value	100
Armor/Weapon is Magic?	60%
Magic Slots Filled in A/W	100%
Magic A/W is Unique?	10% (U3)
Magic A/W is Cursed?	65%

### Go-no

#### Stats

Vitality	8000
Range	5
Speed	18
Fire Resistance	100%
Water Resistance	60%
Earth Resistance	60%
Lightning Resistance	60%
Immobility Resistance	90%

#### Attack

Melee/Ranged Chances	35% / 65%
Attack Chance (non-spell)	99%

#### Melee

Normal Damage	50 – 90
Poison Damage	8 – 10
Knockback	100%, 10
Spell Chance (if in melee)	70%
Forked L.	17;60%
Arc Wall	18;30%
Conduct.	10;10%

#### Ranged

Forked L.	17;60%
Arc Wall	18;30%
Conduct.	10;10%

#### Loot

##### First Item

Gold (35%)	(500 – 1000)
Gem (30%)	
Ghost Armor Plates (35%)	

##### Second Item

Sword (45%)	
Armor (45%)	
Potion (10%) (Larger)	
Remedy (25%)	
Health (25%)	
Ki (25%)	
Restorative (25%)	

Value	50 – 100
Armor/Weapon is Magic?	100%
Magic Slots Filled in A/W	50%
Magic A/W is Unique?	100% (U1)

### Yoroinushi

#### Stats

Vitality	1500
Speed	17
Range	5
Fire Resistance	40%
Water Resistance	100%
Earth Resistance	40%
Lightning Resistance	40%
Immobility Resistance	70%
Might retreat if under	10%

#### Attack

Melee/Ranged Chances	40% / 60%
Attack Chance (non-spell)	85%

#### Melee

Normal Damage	50 – 80
Knockback (chance, force)	85%, 4
Stun (chance, duration)	90%, 3 sec.

#### Ranged

Avalanche	12;85%
Drown	6;15%

#### Loot

First, Second Items: See Bake Yoroi loot list	
Value	65 – 80
Armor/Weapon is Magic?	100%
Magic Slots Filled	40%
Chance that Above is Unique	15% (U2)
Chance that Magic is Cursed	55%

**Note.** Bake Yoroi are just about the only source of Ghost Armor Plates. This is probably the best non-unique, randomly available armor components in the game, and they are certainly the rarest. If you get Ghost Armor Plates, hang on to them until you find armor that's worthy of them. (Note that the Bake Yoroi leader Go-no has a one-in three chance of yielding Ghost Armor Plates. It may well be worth reverting to a previous save and vanquishing Go-no several times, until he yields this treasure.)

## Dark Samurai NPCs



**Dark Archer**

**Dark Berserker**

**Dark Brick**

**Dark Leader**

### Stats

Vitality	4400	4750	4000	4200
Speed	15	17	12	14
Range	3	4	4	3
Mass	15			
Fire Resistance	70%	80%	80%	70%
Water Resistance	70%	80%	80%	70%
Earth Resistance	90%	80%	80%	70%
Lightning Resistance	70%	80%	80%	70%
Immobility Resistance	100%	100%	100%	100%
Never Retreats				

### Attack

Melee/Ranged Chances	35% / 65%	75% / 25%	35% / 65%	75% / 25%
Attack Chance (non-spell)	90%	90%	95%	90%

### Melee

Normal Damage	70 – 100	70 – 100	80 – 120	70 – 100
Poison Damage		10		
Knockback	100%, 2	100%, 6	100%, 8	100%, 5
Stun (chance, duration)			100%, 5 sec.	
Spell Chance (if in melee)	70%	45%		80%
	Brimstone 16;50%	Lava Wv. 20;40%		Blastwave 20;55%
	Lava Ring 9;40%	Ice Kanji 17;50%		Thunder Drag. 25;35%
	Entomb 10;10%	Drown 10;10%		Inflammable 10;10%

### Ranged

	Brimstone 16;50%	Lava Wv. 20;40%	Ice Skr. 20;70%	Blastwave 20;55%
	Lava Ring 9;40%	Ice Kanji 17;50%	Avalanche 13;20%	Thunder Drag. 25;35%
	Entomb 10;10%	Drown 10;10%	Drown 11;10%	Inflammable 10;10%

## Dark Samurai Loot

### First Item

- Gem (25%)
- Amulet (25%)
  - Jewel (50%)
  - Medicine Case (25%)
  - Talisman (25%)
- Gold (50%) (500 – 2500)

### Second Item

- Weapon
  - Sword (25%)
  - Polearm (25%)
  - Bow (25%)
  - Thrown (25%)

- Value 80 – 100
- Armor/Weapon is Magic? 100%
- Magic Slots Filled in A/W 32%
- Magic A/W is Unique? 10% (U3)
- Magic A/W is Cursed? 5%





**Dark  
Ninja**

**Dark  
Swordsman**

**Dark  
Wizard**

**Zanshin  
the Dark Warlord**

### Stats

Vitality	5500	4500	5000	10,000
Speed	16	14	15	17
Range	3	3	3	10
Mass	15			200
Fire Resistance	70%	80%	70%	80%
Water Resistance	70%	80%	70%	70%
Earth Resistance	70%	70%	70%	60%
Lightning Resistance	80%	70%	70%	90%
Immobility Resistance	100%	100%	100%	100%

Never Retreats

### Attack

Melee/Ranged Chances	50% / 50%	50% / 50%	40% / 60%	40% / 60%
Attack Chance (non-spell)		90%	90%	100%

### Melee

Normal Damage		70 – 110	65 – 80	80 – 120
Poison Damage		8		
Knockback		100%, 6	100%, 2	100%, 16
Stun (chance, duration)			100%, 5 sec	
Sweep Attack Range				20
Spell Chance (if in melee)	100%	50%	80%	15%
	E. Kanji 17;45%	F. Darts 15;50%	Ltng Burst 10;40%	Elemental Rage 3;40%
	L. Wave. 17;45%	Blizzard 15;40%	Forked Ltng 18;60%	Elemental Stun 1;30%
	Conduct. 11;10%	Inflamm. 10;10%		Elemental Burst 1;30%

### Ranged

	E. Kanji 17;45%	F. Darts 15;50%	L. Burst 10;10%	Elemental Rage 3;50%
	L. Wave 17;45%	Blizzard 15;40%	Immolate 30;40%	Elemental Burst 1;50%
	Conduct. 11;10%	Inflamm. 10;10%	Forked L. 18;40%	
			Conduct. 10;10%	

## Dark Warlord Loot

### First Item

Gold (10,000 – 15,000)

### Second Item

Magma Sphere (Cursed)  
Magic Slots Filled: 100%

**Note.** Zanshin is the only source in the game for the Magma Sphere, a powerful but compact magic component. Since killing the Dark Warlord ends the single-player game, the Magma Sphere is effectively nonexistent in these games. Zanshin's treasure becomes important in multiplayer games, where the same party can meet and destroy Zanshin many times.

Even in multiplayer, you have only a few seconds to grab Zanshin's loot, before your party is cycled to the next game.

# Dead Foot Soldier



	* Dead Foot Soldier	* Honor Guard	* Death Squad	* Blood Squad	* Shadow Guard
<b>Stats</b>					
Vitality	5 – 10	65 – 75	125 – 135	140 – 160	200 – 300
Speed	10	12	13	13	13
Range	2	2	2	2	2
Fire Resistance		60%			
Water Resistance			70%		
Earth Resistance				80%	100%
Immobility Resistance			100%	60%	80%
Never Retreats					
<b>Attack (Melee)</b>					
Attack Chance (non-spell)	65%	75%	80%	85%	90%
Normal Damage	3 – 5	10 – 15	20 – 25	30 – 35	30 – 40
<b>Loot</b> (only * Assault Troops have a chance of Magic Armor or Weapons)					
Value	0 – 20	10 – 20	20 – 30	30 – 40	50 – 60
Armor/Weapon is Magic?	35%	35%	35%	35%	30%
Magic Slots Filled in A/W	10%	10%	20%	20%	35%
Magic A/W is Cursed?	5%	5%	25%	25%	25%

## Dead Foot Soldier Loot

### First Item

- Nothing (60%)
- Armor (20%)
- Weapon (20%)
  - Sword (75%)
  - Throwing (25%)

### Second Item (10% Chance)

- Nothing (25%)
- Gold (73%) (1 – 350)
- Component (2%)
  - Blue Soul Shard (5%)
  - Purple Soul Shard (20%)
  - Red Soul Shard (5%)
  - Cho-gokin Ore (20%)
  - Gold Soul Shard (10%)
  - Coral (20%)
  - Pearl (10%)
  - Green Soul Shard (10%)

### Debu



	* Debu	* Maru	* Kitano-umi	* Hyakkan	Mushashi-maru
<b>Stats</b>					
Vitality	315 – 385	500	630 – 770	900 – 1100	560 – 840
Range	5	5	5	5	5
Speed	12	12	12	12	12
Mass	50	50	2	50	2
Fire Resistance	20%	80%	40%	50%	
Water Resistance	20%	30%	40%	50%	50%
Earth Resistance	20%	30%	90%	50%	
Lightning Resistance	70%	30%	40%	100%	
Immobility Resistance	70%	55%	80%	85%	100%
Might retreat if under	30%	30%	30%	30%	10%
<b>Attack (Melee)</b>					
Attack Chance (non-spell)	80%	85%	85%	100%	100%
Normal Damage	20 – 30	25 – 40	35 – 50	45 – 60	55 – 90
Knockback	100%, 7	100%, 8	100%, 9	100%, 6	100%, 8
<b>Loot</b>					
	Debu Loot list	Debu Loot list	Debu Loot list	Debu Loot list	Mushashi-maru Loot list

### Debu Loot

#### First Item

- Nothing (5%)
- Debu Blubber (95%)

#### Second Item (25% Chance)

- Amulet (10%)
  - Jewel (50%)
  - Talisman (50%)
- Gem (10%)
- Debu Blubber (80%)

Value 25 – 50

## Mushashi-maru Loot

### First Item

- Nothing (5%)
- Gold (75%) (1 – 500)
- Amulet (10%)
  - Jewel (50%)
  - Talisman (50%)
- Gem (10%)

### Second Item (25% Chance)

Polearm

Value	50 – 100
Armor/Weapon is Magic?	50%
Magic Slots Filled in A/W	50%
Magic A/W is Unique?	5% (U3)
Magic A/W is Cursed?	5%

## Debu Leaders (Stage 6)

Hyakkan  
Kitano-umi

### Stats

Vitality	2700 – 3300
Range	5
Speed	12
Mass	20
Fire Resistance	60%
Water Resistance	100%
Earth Resistance	60%
Lightning Resistance	60%
Immobility Resistance	100%
Might retreat if under	20%

### Attack

Melee/Ranged Chances	50% / 50%
Attack Chance (non-spell)	95%

### Melee

Normal Damage	70 – 140
Knockback	100%, 12

### Ranged

Avalanche 12;25%  
W. Strike 10;75%

### Loot

Debu Leader Loot

## Debu Leader Loot

### First Item

- Nothing (5%)
- Debu Blubber (95%)

### Second Item

Polearm

Value	75 – 100
Armor/Weapon is Magic?	100%
Magic Slots Filled in A/W	20%
Magic A/W is Unique?	5% (U2)
Magic A/W is Cursed?	5%

### Evil Female Ninja



	(S) * Ninja Maiden	(S) * Black Wind	(S) * Death Maiden	(S) * Shadow Stalker	* Pain Slayer	* Dark Mistress
<b>Stats</b>						
Vitality	25 – 35	50 – 70	80 – 120	110 – 170	160 – 240	200 – 300
Vitality (Sniper)	15 – 25	40 – 60	65 – 95	95 – 145		
Speed	14	14	15	15	16	16
Range	4	4	4	4	4	4
Mass	0.25					
Fire Resistance					90%	
Water Resistance		60%				100%
Earth Resistance				80%	90%	100%
Lightning Resistance			70%			
Immobility Resistance		100%	50%	60%	40%	100%
Might retreat if under	25%	25%	25%	25%	25%	25%
<b>Attack</b>						
Melee/Ranged Chances	100% / 0%	35% / 65%	35% / 65%	30% / 70%	30% / 70%	30% / 70%
Attack Chance (non-spell)	70%	75%	80%	85%	85%	90%
<b>Melee</b>						
Normal Damage	8 – 15	18 – 25	28 – 35	38 – 45	45 – 55	55 – 65
Knockback (chance, force)	100%, 2	100%, 2				
<b>Ranged</b>						
	(S only) FireW. 1	FireW. 1	FireW. 1	FireW. 2	FireW. 4;70%	FireW. 5;70%
					E. Spear 9;20%	Ice Spr. 11;20%
					Entomb 9;10%	Drown 11;10%
<b>Loot</b> (only * Assault Troops have a chance of Magic Armor or Weapon)						
Value	5 – 30	25 – 45	45 – 60	65 – 80	70 – 95	75 – 100
Armor/Weapon is Magic?	10%	10%	10%	10%	10%	35%
Magic Slots Filled in A/W	20%	20%	20%	30%	40%	50%

## Evil Female Ninja Loot

### First Item

Nothing (20%)  
 Mask (5%)  
 Amulet (10%)  
   Jewel (25%)  
   Medicine Case (25%)  
   Prayer Beads (25%)  
   Talisman (25%)

Armor (30%)  
   Arm (25%)  
   Body (40%)  
   Head (10%)  
   Leg (25%)  
 Weapon (35%)  
   Bow (30%)  
   Sword (20%)  
   Throwing (50%)

### Second Item (50% Chance)

Nothing (10%)  
 Gem (5%)  
 Potion (40%) (Average/Larger)  
   Remedy (20%)  
   Health (80%)  
 Gold (40%) (1 – 500)  
 Component (5%)  
   Gold Soul Shard (70%)  
   Green Soul Shard (30%)

## Evil Female Ninja Leaders

	Kage-Hime Reikoku Ansatsuju	Kage-Hime Reikoku Ansatsuju	Kage-Hime Reikoku Ansatsuju	Kage-Hime Reikoku Ansatsuju	Majo Reikoku	Otokugoroshi Makaze
<b>Stats</b>						
Vitality	250	400	600	850	1200	1500
Speed	15	15	15	16	16	16
Range	4	4	4	4	4	4
Mass	0.25					
Fire Resistance	10%	20%	30%	90%	50%	100%
Water Resistance	60%	20%	30%	40%	100%	60%
Earth Resistance	10%	20%	80%	40%	50%	100%
Lightning Resistance	10%	70%	30%	40%	100%	60%
Immobility Resistance	100%	75%	80%	65%	100%	75%
Might retreat if under	25%	25%	25%	25%	25%	25%

### Attack

Melee/Ranged Chances	35% / 65%	35% / 65%	35% / 65%	30% / 70%	30% / 70%	30% / 70%
Attack Chance (non-spell)	70%	75%	80%	85%	85%	90%

### Melee

Normal Damage	15 – 30	25 – 40	35 – 50	45 – 60	50 – 70	60 – 80
Knockback (chance, force)	100%, 2	100%, 2				

### Ranged

A	FireW. 1	FireW. 2	FireW. 3	FireW. 4;80%	FireW. 5;70%	FireW. 6;70%
A				Inf. Str. 7;20%	Ice Spr. 11;20%	Sp. Tr. 15;20%
A					Drown 9;10%	Entomb 11;10%
B	FireW. 1	FireW. 2	FireW. 3	FireW. 4;80%	FireW. 5;70%	FireW. 6;70%
B				F. Seeker 16;20%	Ice Spr. 11;20%	Sp. Tr. 15;20%
B					Drown 9;10%	Entomb 11;10%
C	FireW. 1	FireW. 2	FireW. 3	FireW. 5;80%		
C				Immolate 9;20%		

### Loot

First, Second Items: Use Evil Female Ninja Loot list

Value	15 – 35	25 – 45	45 – 70	65 – 80	70 – 95	75 – 100
Armor/Weapon is Magic?	25%	25%	100%	100%	100%	100%
Magic Slots Filled in A/W	20%	20%	30%	40%	50%	75%
Magic A/W is Unique?	1% (U1)	1% (U1)	1% (U2)	5% (U2)	10% (U3)	10% (U3)
Magic A/W is Cursed?	5%	5%	5%	25%	25%	25%

### Evil Priest



	(S) * Evil Priest	(S) * Twisted Priest	(S) * Deranged Priest	(S) * Killer Priest	(S) * Demonic Priest	(S) * Dark Abbot
<b>Stats</b>						
Vitality	20 – 30	40 – 60	70 – 110	95 – 145	145 – 205	175 – 265
Vitality (Sniper)	15 – 25	30 – 50	55 – 85	80 – 120	110 – 170	160 – 240
Range	4	4	4	4	4	4
Speed	14	14	14	15	15	15
Fire Resistance						100%
Water Resistance			70%		90%	
Earth Resistance		60%			90%	
Lightning Resistance				80%		100%
Immobility Resistance			100%	60%	100%	50%

<b>Attack</b>						
Melee/Ranged Chances	100% / 0%	75% / 25%	75% / 25%	75% / 25%	50% / 50%	50% / 50%
Attack Chance (non-spell)	65%	70%	75%	80%	85%	90%

<b>Melee</b>						
Normal Damage	8 – 15	15 – 20	25 – 30	30 – 35	40 – 45	50 – 55
Knockback (chance, force)	100%, 1	100%, 1	100%, 1.5	100%, 2	100%, 2	100%, 2.5

<b>Ranged</b>						
	(S only) Pr. Bane 1	Pr. Bane 1	Pr. Bane 2	Pr. Bane 3;80% Lightning 7;20%	Sp. Tr. 9;20% Pr. Bane 4;70%	L. Strike 7;30% Cond. 11;10% Pr. Bane 5;60%

<b>Loot</b>						
Value	0 – 20	10 – 40	20 – 60	30 – 80	40 – 100	50 – 100
Armor/Weapon is Magic?	25%	25%	25%	25%	25%	25%
Magic Slots Filled in A/W	60%	60%	60%	60%	60%	60%
Magic A/W is Unique?	5% (U1)	5% (U1)	5% (U2)	5% (U2)	5% (U1)	5% (U3)
Magic A/W is Cursed?	5%	5%	5%	5%	5%	5%
Chance of Second Item	25%	25%	25%	25%	25%	25%

### Evil Priest Loot

#### First Item

- Nothing (40%)
- Amulet (25%)
- Medicine Case (25%)
- Prayer Beads (50%)
- Talisman (25%)

#### Polearm (25%)

- Component (10%)
- Green Soul Shard (40%)
- Jade (20%)
- Blue Soul Shard (20%)
- Red Soul Shard (20%)

#### Second Item (variable)

- Nothing (10%)
- Mask (5%)
- Potion (35%) (Average)
- Gold (50%) (1 – 1500)

## Evil Priest Leaders

	Hozo-in Fudo-in Chozo-in	Hozo-in Fudo-in Chozo-in	Hozo-in Fudo-in Chozo-in	Hozo-in Fudo-in Chozo-in	Ikkyu Ikkaku	Taku-an Tanuki Bo-Uzu
<b>Stats</b>						
Vitality	250	425	600	850	1200	1500
Range	4	4	4	4	4	4
Speed	14	14	14	15	15	15
Fire Resistance	10%	20%	80%	40%	50%	100%
Water Resistance	10%	70%	30%	40%	100%	60%
Earth Resistance	60%	20%	30%	40%	50%	100%
Lightning Resistance	10%	20%	30%	90%	100%	60%
Immobility Resistance	70%	100%	60%	85%	100%	75%

### Attack

Melee/Ranged Chances	(A) 100% / 0%	75% / 25%	75% / 25%	75% / 25%	50% / 50%	50% / 50%
Melee/Ranged Chances	(B,C) 40% / 60%					
Attack Chance (non-spell)	70%	70%	75%	80%	85%	90%

### Melee

Normal Damage	15 – 30	25 – 40	35 – 50	45 – 60	50 – 70	60 – 80
Knockback (chance, force)	100%, 1	100%, 1	100%, 1.5	100%, 2	100%, 2	100%, 2.5

### Ranged

All		Pr. Bane 2	Pr. Bane 3;80%	Pr. Bane 4;80%	Pr. Bane 5;70%	Entomb 11;10%
A			Immolate 7;20%		Conduct. 9;10%	Lv. Wv. 12;20%
A					Forked L. 11;20%	Pr. Bane 6;70%
A, B				L. Strike 7;20%		
B, C	Pr. Bane 1		Immolate 7;20%		Ice Spr. 11;20%	Sp. Tr. 12;30%
B, C					Drown 9;10%	Pr. Bane 6;60%
C				Lightning 9;20%		

### Loot

#### First Item

Nothing	75%	75%	50%	50%	25%	5%
Bo-Staff	25%	25%	50%	50%	75%	95%

#### Second Item: See Evil Priest Loot list

Value	34 – 35	34 – 35	34 – 35	34 – 35	34 – 35	34 – 35
Armor/Weapon is Magic?	100%	100%	100%	100%	100%	100%
Magic Slots Filled in A/W	60%	60%	60%	60%	60%	60%
Magic A/W is Unique?	5% (U1)	5% (U1)	5% (U2)	5% (U2)	5% (U3)	5% (U3)
Magic A/W is Cursed?	5%	5%	5%	5%	5%	5%
Chance of Second Item	100%	100%	100%	100%	100%	100%

## Daimajutsuou

### Stats

Vitality	1750
Range	4
Speed	15
Fire Resistance	90%
Water Resistance	40%
Earth Resistance	40%
Lightning Resistance	40%
Immobility Resistance	85%

### Attack

Melee/Ranged Chances	35% / 65%
Attack Chance (non-spell)	90%

### Melee

Normal Damage	50 – 75
Knockback (chance, force)	100%, 2

### Ranged

Pr. Bane	6;50%
F. Darts	15;40%
Inflammable	6;10%

### Loot

#### First Item

Nothing	50%
Bo-Staff	50%

#### Second Item: See Evil Priest Loot list

Value	34 – 35
Armor/Weapon is Magic?	100%
Magic Slots Filled in A/W	60%
Magic A/W is Unique?	5% (U2)
Magic A/W is Cursed?	5%
Chance of Second Item	100%



### Evil Priestess



	(S) * Priestess	(S) * Dark Shamaness	(S) * Witch Queen	(S) * Devil Lady	(S) * Witch Mistress	(S) * Dark Concubine
<b>Stats</b>						
Vitality	25 – 35	50 – 70	80 – 120	110 – 170	160 – 240	200 – 300
Vitality (Sniper)	15 – 25	30 – 50	55 – 85	90 – 130	120 – 180	160 – 240
Speed	12	12	13	13	14	15
Range	5	5	5	5	5	5
Mass	0.25	0.25	0.25	0.25	0.25	0.25
Fire Resistance						100%
Water Resistance		60%			90%	
Earth Resistance				80%		100%
Lightning Resistance			70%		90%	
Immobility Resistance		100%	50%	60%	100%	50%
<b>Attack (Ranged)</b>						
Attack Chance (non-spell)	70%	70%	75%	80%	85%	90%
Normal Damage	8 – 12	12 – 17	10 – 15	15 – 20		
Fire Damage						20 – 27
Water Damage					17 – 22	
Earth Damage				10 – 15		20 – 27
Lightning Damage			5 – 10		17 – 22	
Knockback	100%, 1	100%, 1	100%, 2	100%, 2.5	100%, 3	100%, 4
Spell Chance (if at range)				10%	10%	10%
				Meteor 7	W. Strike 6	Brimstone 9
<b>Loot</b>						
(S) Evil Priestess Snipers carry no loot.						
Value	0 – 20	20 – 40	40 – 60	60 – 80	60 – 100	80 – 100
Armor/Weapon is Magic?	10%	15%	20%	25%	30%	35%
Magic A/W is Cursed?	10%	10%	10%	10%	10%	10%
Magic Slots Filled in A/W	50%	50%	50%	50%	50%	50%

### Evil Priestess Loot

#### First Item

- Nothing (1%)
- Mask (2%)
- Amulet (5%)
  - Jewel (20%)
  - Medicine Case (20%)
  - Prayer Beads (40%)
  - Talisman (20%)
- Bow (30%)
- Gold (62%) (1 – 1000)

#### Second Item (1% Chance; 100% for leaders)

- Nothing (1%)
- Potion (30%) (Average/Larger)
- Component (69%)
  - Pearl (25%)
  - Hairpin (45%)
  - Jade (10%)
  - Blue Soul Shard (10%)
  - Red Soul Shard (10%)

## Evil Priestess Leaders

	Otaki Shijo Yumi-Onna	Murasaki Shijo Yumi-Onna	Shitakirimusume Shijo Yumi-Onna	Nishinfu Shijo Yumi-Onna	Kuchisake Baishunfu	Matsumi Akudoku-Geisha Daimakai-Hime
<b>Stats</b>						
Vitality	250	400	600	850	1200	1500
Speed	12	12	13	13	14	15
Range	5	5	5	5	5	5
Mass	0.25	0.25	0.25	0.25	0.25	0.25
Fire Resistance	10%	70%	30%	40%	50%	100%
Water Resistance	60%	20%	30%	40%	50%	30%
Earth Resistance	10%	20%	80%	40%	100%	60%
Lightning Resistance	10%	20%	30%	90%	100%	60%
Immobility Resistance	100%	55%	80%	85%	90%	100%

### Attack (Ranged)

Attack Chance (non-spell)	70%	70%	75%	80%	85%	90%
Normal Damage	10 – 15	10 – 20	20 – 30			
Fire Damage		10 – 15				25 – 35
Water Damage	8 – 10			20 – 27		25 – 35
Earth Damage			10 – 15		22 – 32	
Lightning Damage				20 – 27	22 – 32	
Knockback	100%, 1	100%, 1	100%, 2	100%, 2.5	100%, 3	100%, 4
Spell Chance (if at range)			10%	15%	15%	15%
A			Stonebolt 19	Lightning 9	E. Strike 8	F. Darts 13
B			Lava Skr. 19	Spark Skr. 24	E. Strike 8	Inf. Str. 10
C			Meteor 7	Lightning 9		F. Darts 13

### Loot

First, Second Items: use Evil Priestess Loot list

Value	15 – 30	20 – 40	40 – 60	60 – 80	60 – 100	80 – 100
Armor/Weapon is Magic?	100%	100%	100%	100%	100%	100%
Magic A/W is Unique?	5% (U1)	5% (U1)	5% (U2)	5% (U2)	5% (U3)	5% (U3)
Magic A/W is Cursed?	50%	50%	50%	50%	50%	50%



### Evil Wizard



	Sabaki (3)	Majutsu-0 (4)	Evil Wizard Sniper
<b>Stats</b>			
Vitality	280 – 420	280 – 420	175 – 265
Speed	14	14	14
Range	1	1	1
Mass			15
Lightning Resistance	100%	100%	90%
Immobility Resistance	80%	80%	70%
Never Retreats			
<b>Attack</b>			
Melee/Ranged Chances	35% / 65%	35% / 65%	35% / 65%
<b>Melee</b>			
	Spark Skr. 6;70%	Spark Skr. 6;80%	Spark Skr. 9;50%
	Forked L. 6;30%	Forked L. 6;20%	Forked L. 9;50%
<b>Ranged</b>			
	Forked L. 14;60%	Forked L. 14;70%	Forked L. 9;70%
	Spark Storm 15;30%	Spark Storm 15;20%	Spark Storm 8;30%
	Conduct. 7;10%	Conduct. 7;10%	
<b>Loot</b>			
Value	60 – 90	80 – 100	No Loot
Armor/Weapon is Magic?	50%	50%	
Magic Slots Filled in A/W	60%	80%	
Magic A/W is Unique?	10% (U2)	5% (U2)	
Magic A/W is Cursed?	50%	5%	

### Evil Wizard Loot

#### First Item

- Nothing (50%)
- Gem (10%)
- Amulet (40%)
  - Jewel (50%)
  - Medicine Case (25%)
  - Talisman (25%)

#### Second Item

- Gold (60%) (1 – 2500)
- Component (20%)
  - Jade (30%)
  - Blue Soul Shard (20%)
  - Red Soul Shard (30%)
  - Gold Soul Shard (20%)

#### Weapon (20%)

- Sword (30%)
- Polearm (30%)
- Bow (30%)
- Thrown (10%)

## Sabaki, Majutsu-O (Evil Wizard Leaders – 6)

### Stats

Vitality	1100 – 1300
Speed	14
Range	1
Mass	15
Fire Resistance	10%
Water Resistance	10%
Earth Resistance	10%
Lightning Resistance	60%
Never Retreats	

### Attack

Melee/Ranged Chances	35% / 65%
----------------------	-----------

### Melee

Spark Skr.	15;50%
Forked L.	12;50%

### Ranged

Forked L.	12;70%
Spark Storm	12;30%

### Loot

First, Second Items: Use Evil Wizard Loot list	
Value	40 – 60
Armor/Weapon is Magic?	100%
Magic Slots Filled in A/W	25%
Magic A/W is Unique?	5% (U1)
Magic A/W is Cursed?	5%

## Tenkai Dai-Ingei

### Stats

Vitality	4000
Speed	14
Range	1
Mass	10

### Attack

Melee/Ranged Chances	20% / 80%
----------------------	-----------

### Melee

L. Burst	5
----------	---

### Ranged

Ice Trap	15;30%
W. Dragon	40;5%
L. Burst	5;25%
Spark Storm	15;30%
Drown	9;10%

### Loot

#### First Item

Armor	(50%)
Weapon	(50%)
Bow	(25%)
Polearm	(25%)
Sword	(25%)
Throwing	(25%)

#### Second Item

Mask	(10%)
Amulet	(10%)
Jewel	(25%)
Medicine Case	(25%)
Prayer Beads	(25%)
Talisman	(25%)
Component	(10%)
Ghost Armor Plates	(10%)
Jade	(10%)
Blue Soul Shard	(10%)
Purple Soul Shard	(10%)
Red Soul Shard	(10%)
Cho-gokin Ore	(10%)
Gold Soul Shard	(10%)
Coral	(10%)
Pearl	(10%)
Green Soul Shard	(10%)
Gem	(10%)
Potion	(10%) (Larger)
Gold	(50%) (500 – 1000)

Value	70 – 100
Armor/Weapon is Magic?	100%
Magic Slots Filled in A/W	80%
Magic A/W is Unique?	100% (U3)
Magic A/W is Cursed?	100%

### Fallen Hero Foot Soldiers



	* Fallen Hero Foot	* Fear Champion	* Death Warrior	* Inflictor	* Decapitator	* Dark Champion
<b>Stats</b>						
Vitality	30 – 40	75 – 85	110 – 130	155 – 215	175 – 265	210 – 310
Range	5	5	5	5	5	5
Fire Resistance		60%				100%
Water Resistance				80%		
Earth Resistance					90%	
Lightning Resistance			70%			
Immobility Resistance			50%	100%	70%	70%
<b>Attack</b>						
Melee/Ranged Chances	100% / 0%	95% / 5%	95% / 5%	95% / 5%	95% / 5%	95% / 5%
Attack Chance (non-spell)	70%	70%	75%	80%	85%	90%
<b>Melee</b>						
Normal Damage	8 – 12	15 – 23	24 – 33	30 – 43	43 – 55	50 – 62
<b>Ranged</b>						
		Immolate 2	Ball L. 3	Comet 4	Meteor 5	Immolate 6
<b>Loot</b>						
Value	15 – 25	20 – 40	40 – 60	60 – 80	80 – 100	90 – 100
Armor/Weapon is Magic?	5%	5%	5%	5%	5%	5%
Magic Slots Filled in A/W	5%	5%	5%	5%	5%	5%
Magic A/W is Cursed?	5%	5%	5%	1%	1%	1%
Chance of Second Item	10%	10%	20%	20%	20%	20%

### Fallen Hero Foot Loot

#### First Item

- Armor (30%)
- Weapon (30%)
  - Sword (75%)
  - Throwing (25%)
- Health Potion (30%)
  - (Smaller/Average)
- Nothing (10%)

#### Second Item (10% Chance)

- Nothing (35%)
- Gold (49%) (1 – 2000)
- Jewel (5%)

#### Component (10%)

- Blue Soul Shard (5%)
- Purple Soul Shard (25%)
- Red Soul Shard (5%)
- Cho-gokin Ore (20%)
- Gold Soul Shard (10%)
- Coral (25%)
- Pearl (5%)
- Green Soul Shard (5%)
- Gem (1%)

## Gaiya-jiro

	Stage 1	Stage 2	Stage 3	Stage 4	Quest
<b>Stats</b>					
Vitality	335 – 415	550 – 650	800 – 1000	1120 – 1380	550 – 650
Speed	12	13	13	13	13
Range	5	5	5	5	5
Fire Resistance	60%	70%	80%	90%	70%
Water Resistance	60%	70%	80%	90%	70%
Earth Resistance	80%	90%	100%	100%	100%
Lightning Resistance	30%	40%	50%	60%	60%
Immobility Resistance	80%	85%	90%	95%	75%

### Attack

Melee/Ranged Chances	35% / 65%	35% / 65%	35% / 65%	35% / 65%	35% / 65%
Attack Chance (non-spell)	70%	75%	80%	85%	70%

### Melee

Normal Damage	24 – 31	33 – 41	42 – 52	53 – 63	30 – 40
Knockback (chance, force)	100%, 3	100%, 3	100%, 3	100%, 3	100%, 4

### Ranged

	Meteor 6;60%	Meteor 8;60%	Meteor 10;60%	Meteor 12;60%	Meteor 8;60%
	E. Kanji 3;40%	E. Kanji 4;40%	E. Kanji 5;40%	E. Kanji 6;40%	E. Kanji 4;40%

### Loot for Gaiya-jiro, Machuro and Orute

First, Second Item: See Fallen Hero Foot Loot list					
Value	90 – 100	40 – 60	60 – 80	80 – 100	90 – 100
Armor/Weapon is Magic?	80%	80%	80%	80%	80%
Magic A/W is Cursed?	50%	50%	50%	50%	50%
Magic Slots Filled in A/W	25%	10%	15%	20%	25%
Chance of Second Item	10%	50%	50%	50%	10%
Magic A/W is Unique?	15% (U3)				15% (U3)

## Machuro

	Stage 1	Stage 2	Stage 3	Stage 4	Quest
<b>Stats</b>					
Vitality	340 – 460	600 – 800	850 – 1150	110 – 1550	700
Speed	15	15	15	15	15
Range	5	5	5	5	5
Fire Resistance	70%	70%	70%	70%	70%
Water Resistance	70%	70%	70%	70%	70%
Earth Resistance	100%	100%	100%	100%	100%
Lightning Resistance	40%	40%	40%	40%	40%
Immobility Resistance	80%	85%	90%	95%	75%
<b>Attack</b>					
Melee/Ranged Chances	50% / 50%	50% / 50%	50% / 50%	50% / 50%	50% / 50%
Attack Chance (non-spell)	90%	90%	90%	90%	90%
<b>Melee</b>					
Normal Damage	15 – 25	25 – 35	35 – 45	45 – 55	30 – 40
Knockback (chance, force)	100%, 4	100%, 4	100%, 4	100%, 4	100%, 4
<b>Ranged</b>					
	Lava Skr. 6	Lava Skr. 10	Lava Skr. 14	Lava Skr. 18	Lava Skr. 10

**Loot** See list on page 125.

## Orute

	Stage 1	Stage 2	Stage 3	Stage 4	Quest
<b>Stats</b>					
Vitality	320 – 480	520 – 780	750 – 1150	1050 – 1550	650
Speed	18	18	18	18	18
Range	5	5	5	5	5
Fire Resistance	40%	40%	40%	40%	40%
Water Resistance	100%	100%	100%	100%	100%
Earth Resistance	70%	70%	70%	70%	70%
Lightning Resistance	70%	70%	70%	70%	70%
Immobility Resistance	100%	100%	100%	100%	100%
<b>Attack</b>					
Attack Chance (non-spell)	75%	80%	85%	90%	90%
Normal Damage	30 – 40	40 – 50	50 – 60	60 – 70	30 – 50
Stun (chance, duration)	100%, 3 sec.	100%, 3 sec.	100%, 3 sec.	100%, 3 sec.	100%, 3 sec.

**Loot** See list on page 125.

# Fallen Ninja



	<b>Fallen Ninja</b>	<b>Shadow Blade</b>	<b>Quick Death</b>	<b>Ninja Champion</b>	<b>* Imperial Assassin</b>
<b>Stats</b>					
Vitality	25 – 35	50 – 70	80 – 120	110 – 170	320 – 480
Speed	14	14	15	15	17
Range	2	2	2	2	2
Mass	0.5	0.5	0.5	0.5	0.5
Fire Resistance		60%			
Water Resistance			70%		70%
Earth Resistance					70%
Lightning Resistance				80%	
Immobility Resistance			100%	60%	100%
Never Retreats					
<b>Attack</b>					
Melee/Ranged Chances	100% / 0%	40% / 60%	35% / 65%	35% / 65%	30% / 70%
Attack Chance (non-spell)	70%	70%	75%	80%	90%
<b>Melee</b>					
Normal Damage	8 – 15	15 – 25	25 – 35	35 – 45	50 – 95
Knockback	100%, 2	100%, 2			
<b>Ranged</b>					
		Immolate 3	W. Strike 4	Forked L. 7	Ice Skr. 11;90% Drown 11;10%
<b>Loot</b>					
Value	15 – 30	35 – 50	45 – 65	65 – 80	75 – 100
Armor/Weapon is Magic?		10%			1 – 100
Magic Slots Filled in A/W		15%			50%
Magic A/W is Cursed?		5%			5%



## Fallen Ninja Loot

### First Item

- Nothing (30%)
- Mask (5%)
- Amulet (10%)
  - Jewel (25%)
  - Medicine Case (25%)
  - Prayer Beads (25%)
  - Talisman (25%)
- Armor (30%)
- Weapon (25%)
  - Polearm (20%)
  - Sword (30%)
  - Throwing (50%)

### Second Item (10% Chance)

- Nothing (10%)
- Gem (5%)
- Potion (25%) (all sizes)
  - Remedy (10%)
  - Health (50%)
  - Ki (40%)
- Gold (50%) (1 – 250)
- Component (10%)
  - Gold Soul Shard (70%)
  - Green Soul Shard (30%)

## Kagero

	Stage 1	Stage 2	Stage 3	Stage 4	Quest
<b>Stats</b>					
Vitality	550 – 650	900 – 1100	1250 – 1550	1800 – 2200	2000
Speed	18	18	18	18	18
Range	2	2	2	2	2
Mass	1	1	1	1	1
Fire Resistance	60%	70%	90%	50%	50%
Water Resistance	10%	20%	40%	100%	100%
Earth Resistance	10%	20%	40%	50%	50%
Lightning Resistance	10%	20%	40%	50%	50%
Immobility Resistance	50%	60%	70%	100%	100%
<b>Attack</b>					
Melee/Ranged Chances	75% / 25%	75% / 25%	50% / 50%	50% / 50%	50% / 50%
Attack Chance (non-spell)	90%	90%	90%	90%	90%
<b>Melee</b>					
Normal Damage	15 – 30	25 – 40	30 – 50	40 – 60	45 – 60
Poison Damage	3	4	5	6	6
Knockback	100%, 3	100%, 3	100%, 3	100%, 3	100%, 3
Stun (chance, duration)					20%, 1 sec.
<b>Ranged</b>					
	Immolate 5	Immolate 7	Immolate 9	Avalanche 11;90% Drown 7;10%	Avalanche 11;90% Drown 7;10%
<b>Loot</b>					
First, Second Items: Use Fallen Ninja Loot list					
Value	35 – 60	45 – 75	65 – 90	70 – 95	Scroll
Magic Slots Filled in A/W	20%	30%	40%	100%	
Armor/Weapon is Magic?	100%	100%	100%	50%	
Magic A/W is Unique?	5% (U1)	5% (U1)	5% (U2)	5% (U3)	
Magic A/W is Cursed?	50%	50%	50%	50%	

## Koga Bakamaru

	Stage 1	Stage 2	Stage 3	Stage 4	Quest
<b>Stats</b>					
Vitality	600	1000	1500	2000	2000
Speed	18	18	18	18	18
Range	2	2	2	2	2
Mass	1	1	1	1	1
Fire Resistance	10%	20%	30%	50%	50%
Water Resistance	10%	20%	30%	50%	50%
Earth Resistance	10%	20%	30%	50%	50%
Lightning Resistance	60%	70%	80%	100%	100%
Immobility Resistance	50%	60%	70%	80%	100%
Never Retreats					
<b>Attack</b>					
Melee/Ranged Chances	35% / 65%	35% / 65%	35% / 65%	30% / 70%	50% / 50%
Attack Chance (non-spell)	90%	90%	90%	90%	90%
<b>Melee</b>					
Normal Damage	15 – 30	25 – 40	35 – 50	45 – 60	45 – 60
Poison Damage	3	4	5	6	7
<b>Ranged</b>					
	Forked L. 5	Forked L. 7	Forked L. 9	Forked L. 11;90% Conduct. 7;10%	Forked L. 11;90% Conduct. 7;10%
<b>Loot</b>					
Value	20 – 30	30 – 50	50 – 75	75 – 100	50 – 100
Armor/Weapon is Magic?	100%	100%	100%	100%	100%
Magic A/W is Unique?	1% (U1)	25% (U1)	25% (U2)	25% (U2)	100%
Magic A/W is Cursed?	5%	50%	50%	50%	50%
Weapon					Koga Shuriken
Polearm	5%	10%	10%	10%	
Sword	30%	50%	10%	30%	
Throwing	65%	40%	80%	60%	
Chance of Second Item	25%	25%	25%	50%	100%

## Koga Bakamaru Loot

### First Item

Weapon (see individual listings)

### Second Item (variable chances)

- Nothing (10%)
- Gem (5%)
- Potion (15%)
  - Remedy (10%)
  - Health (50%)
  - Ki (40%)
- Gold (25%) (250 – 500)
- Component (15%)
  - Gold Soul Shard (70%)
  - Green Soul Shard (30%)
- Amulet (15%)
  - Jewel (25%)
  - Medicine Case (25%)
  - Prayer Beads (25%)
  - Talisman (25%)
- Armor (15%)

### Fallen Wizard



	Majin	Cho-Sei	Abe-No-Seimei	Hoshin	* Kyokugeisha	Karima Fu-sei (6 Leaders)
<b>Stats</b>						
Vitality	350	600	900	1200	200 – 300	1350 – 1650
Speed	20	20	20	20	20	20
Range	1	1	1	1	10	10
Mass	6	6	6	6	6	6
Fire Resistance	20%	30%	40%	100%		100%
Water Resistance	20%	30%	40%	50%		60%
Earth Resistance	20%	30%	90%	50%	100%	60%
Lightning Resistance	70%	80%	40%	50%	100%	100%
Immobility Resistance	70%	75%	80%	65%	100%	75%
Might retreat if under	15%	15%	15%	15%		

#### Attack (Always Attacks with Spells)

All	Spark Skr. 8;60%	F. Barbs 2;45%	Lava Skr. 12;40%	F. Storm 3;8%	Spark Skr. 20;85%	F. Barbs 6;45%
A	F. Barbs 1;40%	L. Strike 4;45%	Lava Ring 2;8%	F. Skr. 15;37%	E. Dragon 29;15%	Blastwv 15;45%
A		Arc Wall 6;10%	F. Barbs 3;52%	F. Barbs 4;55%		F. Drag. 30;10%
B						L. Kanji 11;45%
B						Conduct. 7;10%

#### Loot

Value	15 – 25	30 – 40	30 – 40	40 – 50	60 – 70	60 – 70
Armor/Weapon is Magic?					70%	100%
Magic Slots Filled in A/W					40%	40%
Magic A/W is Unique?					5% (U3)	10% (U3)
Magic A/W is Cursed?						10%
Second Item	Soul of Budd.	Blood of Budd.	Patience of Budd.	Tear of Budd.	use list	use list
Chance of Second Item	100%	100%	100%	100%	75%	100%

### Fallen Wizard Loot

#### First Item

- Nothing (45%)
- Gem (5%)
- Component (25%)
  - Jade (30%)
  - Blue Soul Shard (20%)
  - Red Soul Shard (30%)
  - Gold Soul Shard (20%)
- Amulet (25%)
  - Jewel (50%)
  - Medicine Case (25%)
  - Talisman (25%)

#### Second Item (see each Wizard; variable chance)

- Gold (60%) (1 – 300)
- Component (20%)
  - Jade (30%)
  - Blue Soul Shard (20%)
  - Red Soul Shard (30%)
  - Gold Soul Shard (20%)
- Weapon (20%)
  - Sword (30%)
  - Polearm (30%)
  - Bow (30%)
  - Thrown (10%)

# Gaki



	* Gaki	* Moldy Gaki	* Blood Gaki	* Slime Gaki	* Infected Gaki	* Accursed Gaki
<b>Stats</b>						
Vitality	15 – 25	35 – 45	60 – 90	90 – 130	120 – 180	160 – 240
Speed	18	18	19	19	20	20
Range	0.25	0.25	0.25	0.25	0.25	0.25
Fire Resistance				80%		
Water Resistance			70%			
Earth Resistance					90%	
Lightning Resistance						100%
Immobility Resistance			100%	30%	70%	80%
Might retreat if under	35%	30%	25%	20%	15%	10%
<b>Attack</b>						
Melee/Ranged Chances	100% / 0%	100% / 0%	95% / 5%	95% / 5%	90% / 10%	90% / 10%
Attack Chance (non-spell)	65%	65%	75%	75%	80%	80%
<b>Melee</b>						
Normal Damage	3 – 10	5 – 15	12 – 22	10 – 30	20 – 40	25 – 45
<b>Ranged</b>						
			Frostbolt 9	Flame Dart 13	Meteor 7	Ball L. 8
<b>Loot</b> (only * Assault Troops might have Magic Weapons or Armor)						
Value	0 – 10	0 – 10	0 – 10	0 – 10	0 – 10	0 – 10
Armor/Weapon is Magic?	15%	15%	15%	15%	15%	15%
Magic Slots Filled in A/W	30%	30%	30%	30%	30%	30%
Magic A/W is Cursed?	5%	5%	5%	5%	5%	5%

## Gaki Loot

### First Item

- Nothing (10%)
- Weapon (20%)
  - Sword (75%)
  - Polearm (25%)
- Gold (70%) (1 – 500)

### Second Item (30% Chance)

- Nothing (60%)
- Gem (5%)
- Gaki Bones (35%)

## Gaki Leaders

	Mujyaki Waru Gaki Ko-Oni	Mujyaki Waru Gaki Ko-Oni	Mujyaki Waru Gaki Ko-Oni	Mujyaki Waru Gaki Ko-Oni	Deko-boko Boko-boko Muchakucha
<b>Stats</b>					
Vitality	220	325 – 395	485 – 600	650 – 790	1120 – 1380
Speed	19	19	20	20	21
Range	0.25	0.25	0.25	0.25	0.25
Fire Resistance	10%	20%	80%	40%	100%
Water Resistance	10%	70%	30%	40%	60%
Earth Resistance	10%	20%	30%	90%	60%
Lightning Resistance	10%	20%	30%	40%	60%
Immobility Resistance	70%	100%	60%	85%	75%
Might retreat if under	35%	30%	25%	20%	10%
<b>Attack</b>					
Melee/Ranged Chances	100% / 0%	92% / 8%	92% / 8%	92% / 8%	92% / 8%
Attack Chance (non-spell)	75%	80%	85%	90%	95%
<b>Melee</b>					
Normal Damage	10 – 25	15 – 35	25 – 40	30 – 50	45 – 70
<b>Ranged</b>					
A		Frostbolt 11	Flame Dart 15	Stonebolt 21	F. Darts 15
B		Comet 4	Immolate 6	Meteor 8	F. Seeker 18
C		Ice Skr. 6	F. Seeker 8	Lava Skr. 12	Immolate 18
<b>Loot</b>					
First, Second Item: See Gaki Loot list					
Chance of Second Item	100%	100%	100%	100%	100%
Armor/Weapon is Magic?	100%	100%	100%	100%	100%
Magic Slots Filled in A/W	30%	30%	30%	30%	32%
Magic A/W is Unique?					15% (U3)
Magic A/W is Cursed?					25%

## Musha

<b>Stats</b>	
Vitality	10,000
Speed	25
Range	0.25
Mass	20
Fire Resistance	90%
Water Resistance	75%
Earth Resistance	75%
Lightning Resistance	75%
Immobility Resistance	100%
<b>Attack</b>	
Melee/Ranged Chances	40% / 60%
Attack Chance (non-spell)	95%

<b>Melee</b>	
Normal Damage	45 – 70
Knockback	100%, 8
Spell Chance (if in melee)	70%
	Incinerate 12;45%
	F. Darts 20;45%
	F. Storm 7;10%

<b>Ranged</b>	
	Incinerate 12;45%
	F. Darts 20;45%
	F. Storm 7;10%

<b>Loot</b>	
<b>First Item</b>	
	Gold (35%) (500 – 1000)
	Gem (30%)
	Gaki Bones (35%)

<b>Second Item</b>	
	War Fan

# Guardian Dragon



	Nishino	Kitano	Higashino	Touno
<b>Stats</b>				
Vitality	3600 – 4400	3600 – 4400	3600 – 4400	3600 – 4400
Speed	28	28	28	28
Range	8	8	8	8
Mass	30	30	30	30
Fire Resistance	50%	80%	50%	50%
Water Resistance	50%	50%	80%	50%
Earth Resistance	80%	50%	50%	50%
Lightning Resistance	50%	50%	50%	80%
Immobility Resistance	90%	90%	100%	85%
Might retreat if under	50%	50%	50%	50%
<b>Attack</b>				
Melee/Ranged Chances	95% / 5%	95% / 5%	95% / 5%	95% / 5%
Attack Chance (non-spell)	98%	98%	98%	98%
<b>Melee</b>				
Normal Damage	60 – 80	60 – 80	60 – 80	60 – 80
Earth Damage	10 – 20	10 – 20	10 – 20	10 – 20
Knockback	100%, 7	100%, 7	100%, 7	100%, 7
Spell Chance (if in melee)	80%	80%	80%	80%
	Lava Ring 5;60%	Inciner. 5;60%	Tidal Wv. 5;60%	L. Burst 5;60%
	Brimstone 5;30%	F. Darts 5;30%	Blizzard 5;30%	Spark Storm 5;30%
	Entomb 5;10%	Inflamm. 5;10%	Drown 5;10%	Conduct. 5;10%
<b>Ranged</b>				
	Lava Ring 5;60%	Inciner. 5;60%	Tidal Wv. 5;60%	L. Burst 5;60%
	Brimstone 5;40%	F. Darts 5;40%	Blizzard 5;40%	Spark Storm 5;40%
<b>Loot</b>				
Guardian Dragon Loot (all)				

## Guardian Dragon Loot

### First Item

Guardian Dragon Head

### Second Item

Gem (5%)  
 Gold (45%) (500 – 2000)  
 Guardian Dragon Wing (25%)  
 Guardian Dragon Skin (25%)

### Kappa



	* Kappa	* Dark Kappa	* Kappa Lord	* Ancient Kappa	* Legendary Kappa
<b>Stats</b>					
Vitality	65 – 95	120 – 180	200 – 300	320 – 480	500 – 700
Speed	8	8	9	9	10
Range	9	9	10	11	12
Mass	30	35	40	45	50
Immobility Resistance			50%	60%	70%
<b>Attack (Melee)</b>					
Attack Chance (non-spell)	70%	75%	80%	85%	90%
Normal Damage	15 – 30	25 – 40	35 – 50	45 – 60	50 – 70
Poison Damage	1	2	3	4	5
Knockback (chance, force)	100%, 5	100%, 5.5	100%, 6	100%, 7	100%, 8
<b>Loot</b>					
Value	0 – 40	25 – 50	35 – 65	45 – 75	55 – 85
Armor/Weapon is Magic?	1%	15%	20%	25%	30%
Armor/Weapon is Magic? (*)	50%	25%	25%	25%	25%
Magic Slots Filled in A/W	10% (* 15%)	15%	20%	25%	30%
Magic A/W is Cursed?	5%	5%	5%	5%	5%

### Kappa Loot

#### First Item

- Nothing (60%)
- Gold (35%) (1 – 2000)
- Gem (5%)

#### Second Item (25% Chance)

- Nothing (25%)
- Component (60%)
  - Elder Kappa Shell (30%)
  - Kappa Claw (30%)
  - Kappa Blood (30%)
  - Pearl (10%)
- Potion (15%) (all sizes)
  - Remedy (25%)
  - Health (25%)
  - Ki (25%)
  - Restorative (25%)

## Small Kappa



	* Small Kappa	* Wild Kappa	* Rogue Kappa	* Dark Kappa	* Killer Kappa
<b>Stats</b>					
Vitality	15 – 25	35 – 45	60 – 90	90 – 130	120 – 180
Speed	16	16	17	17	18
Range	0.25	0.25	0.25	0.25	0.25
Immobility Resistance			50%	60%	70%
<b>Attack (Melee)</b>					
Attack Chance (non-spell)	65%	70%	75%	85%	90%
Normal Damage	8 – 15	15 – 20	20 – 25	30 – 35	35 – 45

**Loot** Small Kappa Loot (all)

### Baku

<b>Stats</b>	
Vitality	9000
Speed	14
Range	12
Mass	90
Fire Resistance	65%
Water Resistance	90%
Earth Resistance	65%
Lightning Resistance	50%
Immobility Resistance	100%
<b>Attack (Melee)</b>	
Attack Chance (non-spell)	95%
Normal Damage	60 – 100
Fire Damage	10
Water Damage	10
Earth Damage	10
Lightning Damage	10
Poison Damage	10
Knockback (chance, force)	100%, 12
Stun (chance, duration)	100%, 6 sec.

### Loot

#### First Item

- Gold (35%) (250 – 500)
- Gem (30%)
- Elder Kappa Shell (35%)

#### Second Item

- Red Kappa Egg (50%)
- Purple Kappa Egg (50%)

### Small Kappa Loot

#### First Item

- Nothing (90%)
- Component (10%)
  - Kappa Claw (45%)
  - Kappa Blood (45%)
  - Pearl (10%)

#### Second Item (1% Chance)

- Nothing (60%)
- Gold (39%) (5 – 250)
- Gem (1%)



## Kappa Leaders

	Suima Umagoroshi Iwanage	Suima Umagoroshi Iwanage	Suima Umagoroshi Iwanage	Suima Umagoroshi Iwanage	Suishin Suiko
<b>Stats</b>					
Vitality	225 – 275	450 – 550	700 – 900	1170 – 1430	1600 – 2000
Speed	8	8	9	9	10
Range	9	9	10	11	12
Mass	30	35	40	45	50
Fire Resistance	10%	20%	30%	40%	50%
Water Resistance	10%	20%	30%	40%	50%
Earth Resistance	10%	20%	30%	40%	50%
Lightning Resistance	10%	20%	30%	40%	50%
Immobility Resistance	70%	75%	80%	85%	90%

### Attack (Melee)

Attack Chance (non-spell)	70%	75%	80%	85%	90%
Normal Damage	25 – 40	35 – 50	45 – 60	55 – 70	60 – 80
Poison Damage	1 – 2	2 – 3	3 – 4	4 – 5	5 – 6
Knockback (chance, force)	100%, 5	100%, 5.5	100%, 6	100%, 7	100%, 8

### Loot

First, Second Items: use Kappa Loot list (with exceptions listed below)

Value	0 – 40	25 – 50	35 – 65	45 – 75	55 – 85
Armor/Weapon is Magic?	100%	100%	100%	100%	100%
Magic Slots Filled in A/W	15%	15%	20%	25%	30%
Magic A/W is Unique?		10% (U1)	10% (U1)	10% (U1)	10% (U1)
Magic A/W is Cursed?	5%	5%	5%	50%	50%
Chance of Second Item	25%	25%	100%	100%	100%
Component Chances (second item)					
Elder Kappa Shell	30%	30%	40%	50%	75%
Kappa Claw	30%	30%	30%	20%	15%
Kappa Blood	30%	30%	20%	20%	10%
Pearl	10%	10%	10%	10%	

## Suigetsu Loot (Oda Ninja quest)

### First Item

Suigetsu's Shell

### Second Item

Gold (80%)  
Potion (20%)  
Remedy (25%)  
Health (25%)  
Ki (25%)  
Restorative (25%)

## Suigetsu Loot (otherwise)

### First Item

Component  
Elder Kappa Shell (80%)  
Kappa Claw (10%)  
Kappa Blood (10%)

### Second Item

Gold (50%) (100 – 1000)  
Weapon (50%)  
Sword (50%)  
Polearm (50%)

## Suigetsu

	Stage 1	Stage 2	Stage 3	Stage 4	Quest
<b>Stats</b>					
Vitality	700	1500	2500	3500	1500
Speed	10	10	10	10	10
Range	12	12	12	12	12
Fire Resistance	20%	20%	20%	20%	20%
Water Resistance	100%	100%	100%	100%	100%
Earth Resistance	40%	40%	40%	40%	40%
Lightning Resistance	60%	60%	60%	60%	60%
Immobility Resistance	100%	100%	100%	100%	100%
Might retreat if under	30%	30%	30%	Never retreats	Never retreats
<b>Attack</b>					
Attack Chance (non-spell)	85%	85%	85%	85%	85%
Water Damage	20 – 40	30 – 50	40 – 60	50 – 70	30 – 50
Poison Damage	3	4	5	6	4
Knockback (chance, force)	100%, 4	100%, 4	100%, 4	100%, 4	100%, 4
<b>Loot</b>					
Value	10 – 40	25 – 50	45 – 75	60 – 100	n.a.
Armor/Weapon is Magic?	30%	30%	50%	100%	
Magic A/W is Unique?	5% (U1)	5% (U1)	10% (U2)	50% (U2)	
Magic Slots Filled in A/W	20%	30%	30%	40%	

## Suizan

	Stage 1	Stage 2	Stage 3	Stage 4	Quest
<b>Stats</b>					
Vitality	800	1600	2600	3600	800
Speed	10	10	10	10	10
Range	12	12	12	12	12
Mass	30	30	30	30	30
Fire Resistance	20%	30%	40%	50%	20%
Water Resistance	20%	30%	40%	50%	20%
Earth Resistance	20%	30%	40%	50%	20%
Lightning Resistance	20%	30%	40%	50%	20%
Immobility Resistance	70%	75%	80%	85%	70%
<b>Attack</b>					
Attack Chance (non-spell)	75%	80%	80%	80%	70%
Normal Damage	10 – 30	20 – 40	30 – 50	40 – 60	10 – 30
Water Damage	10 – 20	10 – 20	10 – 25	10 – 30	10 – 20
Knockback	100%, 8	100%, 8	100%, 8	100%, 8	100%, 8
Stun (chance, duration)	90%, 2 sec.	90%, 2 sec.	90%, 2 sec.	90%, 2 sec.	90%, 2 sec.

### Loot

Suizan has the Ashura Statue if encountered on the Mori Leader quest. Otherwise, Suizan is a Kappa Leader; see the appropriate Kappa Leader loot (Stage 1 – 4), on previous page.

### Kihei



\* Kihei      \* Fear Knight   \* Doom Charger   \* Knightmare   Shadow Rider   \* Black Cavalier

#### Stats

Vitality	65 – 75	155 – 185	225 – 275	225 – 275	300 – 450	350 – 470
Speed	20	20	20	20	20	20
Range	5	5	5	5	5	5
Mass	6	6	6	6	6	6
Fire Resistance		60%			90%	
Water Resistance			70%			
Earth Resistance	50%					100%
Lightning Resistance				80%		
Immobility Resistance			100%	60%	40%	80%

#### Attack (Always Attacks with Spells)

Stonebolt 1;60%	Immolate 2;60%	Comet 3;60%	Ball L. 4;60%	Immolate 5;60%	Meteor 6;60%
Entomb 1;40%	Inflam. 2;40%	Drown 3;40%	Conduct. 4;40%	Inflam. 5;40%	Entomb 6;40%

#### Loot

Value	15 – 25	20 – 40	40 – 60	55 – 75	80 – 100	80 – 100
Armor/Weapon is Magic?	10%	15%	20%	25%	30%	35%
Magic Slots Filled in A/W	10%	10%	20%	20%	25%	30%
Chance of Second Item	10%	10%	20%	20%	20%	20%
Magic A/W is Cursed?	5%	5%	5%	5%	5%	5%

### Kihei Loot

#### First Item

- Nothing (25%)
- Mask (5%)
- Armor (30%)
- Weapon (40%)
  - Sword (75%)
  - Throwing (25%)

#### Second Item (10% Chance)

- Nothing (10%)
- Gold (40%) (1 – 25)
- Gem (5%)
- Health (20%)
- Jewel (15%)
- Component (10%)
  - Blue Soul Shard (5%)
  - Purple Soul Shard (25%)
  - Red Soul Shard (5%)
  - Cho-gokin Ore (20%)
  - Gold Soul Shard (10%)
  - Coral (25%)
  - Pearl (5%)
  - Green Soul Shard (5%)

## Kihei Leaders

	Kotsu-ba Koku-ba Rai-ba	Kotsu-ba Koku-ba Rai-ba	Kotsu-ba Koku-ba Rai-ba	Kotsu-ba Koku-ba Rai-ba	Otafuku Okashi Azari Satujin-ba
<b>Stats</b>					
Vitality	250 – 310	425 – 575	550 – 650	680 – 1020	1200 – 1800
Speed	22	22	22	22	22
Range	5	5	5	5	5
Mass	6	6	6	6	6
Fire Resistance	60%	20%	40%	90%	70%
Water Resistance	10%	70%	40%	40%	70%
Earth Resistance	30%	35%	30%	50%	100%
Lightning Resistance	30%	35%	80%	50%	60%
Immobility Resistance	50%	100%	80%	65%	95%

### Attack (Always Attacks with Spells)

A	F. Darts 2;90%	Ice Skr. 3;90%	Spark Skr. 4;90%	F. Seeker 5;90%	Lava Skr. 7;90%
B	F. Seeker 2;90%	Ice Skr. 3;90%	Spark Skr. 4;90%	F. Seeker 5;90%	Lava Skr. 7;90%
C (& D)	Immolate 2;90%	Comet 3;90%	Ball L. 4;90%	Immolate 5;90%	Meteor 7;90%
All	Inciner. 2;10%	Tidal Wv. 3;10%	L. Burst 4;10%	Inciner. 5;10%	Lava Ring 7;10%

### Loot

First, Second Items: Use Kihei Loot list

Value	15 – 25	20 – 40	40 – 60	55 – 75	80 – 100
Armor/Weapon is Magic?	10%	15%	20%	25%	35%
Magic Slots Filled in A/W	10%	10%	20%	20%	30%
Chance of Second Item	10%	10%	20%	20%	20%
Magic A/W is Cursed?	5%	5%	5%	5%	5%

### Neanderskull



	Neanderskull	Thunderskull	Darkskull	Dreadskull	Demonskull
<b>Stats</b>					
Vitality	55 – 65	170 – 190	225 – 275	290 – 350	400 – 480
Speed	8	8	8	8	8
Range	10	10	10	10	10
Immobility Resistance			50%	100%	80%
<b>Attack (Melee)</b>					
Attack Chance (non-spell)	70%	75%	75%	80%	85%
Normal Damage	9 – 15	18 – 28	28 – 42	38 – 55	70 – 100
Knockback (chance, force)	100%, 3	100%, 3	100%, 3	100%, 3	100%, 3
<b>Loot</b>					
Value	0 – 20	0 – 30	25 – 50	40 – 75	60 – 100
Magic Slots Filled in A/W	30%	30%	30%	20%	40%
Magic A/W is Cursed?	15%	15%	15%	15%	15%
Chance of Second Item	10%	10%	20%	20%	30%
Nothing	25%	25%	25%	25%	25%
Gold	70%	65%	60%	60%	60%
Component	5%	5%	5%	5%	5%
Talisman		10%	10%	10%	10%

### Neanderskull Loot

- First Item**
- Nothing (50%)
  - Armor (35%)
  - Weapon (15%)
    - Polearm (85%)
    - Sword (15%)
- Second Item (see individual listings)**
- Nothing (see individual listings)
  - Gold (see individual listings) (1 – 500)
  - Component (see individual listings)
    - Purple Soul Shard (30%)
    - Cho-gokin Ore (30%)
    - Gold Soul Shard (10%)
    - Coral (10%)
    - Pearl (10%)
    - Green Soul Shard (10%)
  - Talisman (see individual listings)

### Neanderskull Leaders

	Daikotsu	Loot
	<b>Matsushima</b>	First, Second Items: Use
	<b>Rokuden</b>	Neanderskull Loot list
		Value 60 – 100
		Gold 200 – 500
<b>Stats</b>		Armor/Weapon is Magic? 70%
Vitality	1300 – 1900	Magic A/W is Cursed? 50%
Speed	12	Magic Slots Filled in A/W 60%
Range	10	Magic A/W is Unique? 5% (U1)
Immobility Resistance	95%	Chance of Second Item 70%
<b>Attack</b>		
Attack Chance (non-spell)	90%	
Normal Damage	80 – 120	
Knockback (chance, force)	100%, 3	

# Oni

## Greater Oni



	Oni	Blood Oni	Lightning Oni	Ice Oni	* Earth Oni (* = wild Oni)	Black Oni
<b>Stats</b>						
Vitality	70 – 110	110 – 170	160 – 240	200 – 300	320 – 480	640 – 960
Range	15	15	20	15	20	15
Mass	20	20	20	20	20	20
Fire Resistance					(not *) 90%	
Water Resistance				80%		100%
Earth Resistance					90%	
Lightning Resistance			70%			100%
Immobility Resistance	30%	40%	50%	100%	40%	100%
<b>Attack</b>						
Melee/Ranged Chances	100% / 0%	100% / 0%	40% / 60%	40% / 60%	35% / 65%	40% / 60%
Attack Chance (non-spell)	70%	70%	75%	80%	85%	90%
<b>Melee</b>						
Normal Damage	10 – 20	20 – 30	30 – 45	40 – 60	45 – 65	50 – 80
Fire Damage					5 – 20	
Water Damage						(not B) 5 – 20
Earth Damage					5 – 20	
Lightning Damage			10 – 20			
Poison Damage					(* only) 5	
Knockback	100%, 2	100%, 3	100%, 4	100%, 5	100%, 6	100%, 8
Stun (chance, duration)				60%, 2 sec.		80%, 2 sec.
<b>Ranged</b>						
			Spark Skr. 8	Ice Spr. 10	Lava Skr. 18;35% F. Seeker 18;35%	L. Wave 14
					Inflammable 1;15% Entomb 1;15%	
<b>Loot</b>						
Value	20 – 30	60 – 100	40 – 60	60 – 80	80 – 100	90 – 100
Armor/Weapon is Magic?	10%	20%	30%	40%	50%	60%
Magic Slots Filled in A/W	30%	30%	30%	30%	30%	30%

### Lesser Oni



	* Forest Oni	* Lava Oni	* Frost Oni	* Oni Lord	* Wild Oni
<b>Stats</b>					
Vitality	50 – 70	80 – 120	80 – 120	110 – 170	160 – 240
Speed	11	4	4	4	4
Range	4	11	11	12	13
Mass	15	15	15	15	15
Fire Resistance					90%
Water Resistance			70%		
Lightning Resistance				80%	
Immobility Resistance			100%	60%	40%
Never Retreats					
<b>Attack</b>					
Melee/Ranged Chances	100% / 0%	100% / 0%	90% / 10%	90% / 10%	90% / 10%
Attack Chance (non-spell)	70%	70%	75%	80%	85%
<b>Melee</b>					
Normal Damage	10 – 15	18 – 25	28 – 35	38 – 45	45 – 55
Poison Damage	1	1	1 – 2	1 – 3	2 – 3
Knockback (chance, force)	100%, 2	100%, 2	100%, 2.5	100%, 3	100%, 3.5
<b>Ranged</b>					
			Frostbolt 14	Ball L. 7	Immolate 12
<b>Loot</b>					
Lesser Oni Loot (all)					

### Greater Oni Loot

- First Item**
- Nothing (50%)
  - Amulet (10%)
    - Jewel (50%)
    - Talisman (50%)
  - Polearm (25%)
  - Component (15%)
    - Oni Bones (70%)
    - Oni Fangs (30%)
- Second Item (25% Chance)**
- Nothing (50%)
  - Gem (5%)
  - Potion (10%) (Average/Larger)
    - Health (40%)
    - Ki (40%)
    - Restorative (20%)
  - Gold (35%) (1 – 700)

### Lesser Oni Loot

- First Item**
- Nothing (50%)
  - Gold (50%) (1 – 350)
- Second Item (30% Chance)**
- Nothing (95%) (50% chance for Assault Troops and Leaders)
  - Component (5%) (45% chance for Assault Troops and Leaders)
    - Forest Oni Ichor (30%)
    - Oni Claw (30%)
    - Forest Oni Horn (40%)
  - Gem (0%) (5% chance for Assault Troops and Leaders)

## Oni Leaders

	Sugari Bakemono Tatari	Sugari Bakemono Tatari	Sugari Bakemono Tatari	Sugari Bakemono Tatari	Yuki Otoko Oniroku Mononoke
<b>Stats</b>					
Vitality	250	400	600	850	1100 – 1300
Speed	11	11	11	12	16
Range	4	4	4	4	20
Mass	15	15	15	15	10
Fire Resistance		20%	30%	90%	50%
Water Resistance		70%	30%	40%	100%
Earth Resistance		20%	30%	40%	50%
Lightning Resistance		20%	80%	40%	100%
Immobility Resistance	70%	100%	80%	65%	100%
Never Retreats					
<b>Attack</b>					
Melee/Ranged Chances	(A) 100% / 0%	100% / 0%	100% / 0%	100% / 0%	50% / 50%
	(B) 100% / 0%	90% / 10%	90% / 10%	90% / 10%	90% / 10%
	(C) 100% / 0%	90% / 10%	90% / 10%	90% / 10%	75% / 25%
Attack Chance (non-spell)	70%	70%	75%	80%	85%
<b>Melee</b>					
Normal Damage	15 – 30	25 – 40	35 – 50	45 – 60	55 – 75
Fire Damage					5 – 20
Earth Damage					5 – 20
Poison Damage	1 – 2	1 – 3	2 – 3	2 – 4	
Knockback (chance, force)	100%, 2	100%, 2	100%, 2.5	100%, 3	100%, 6
<b>Ranged</b>					
A					Ice Spr. 12;70%
A					L. Wave 12;30%
B		Frostbolt 16	Ball L. 8	Flame Dart 26	Ice Skr. 18;70%
B					Spark Storm 12;30%
C		Comet 7	Spark Skr. 8	F. Seeker 12	W. Strike 9;50%
C					L. Strike 9;50%
<b>Loot</b>					
	Lesser Oni Loot (Stage 1 – 4)			Greater Oni Leader Loot	



### Greater Oni Leader Loot

#### First Item

- Nothing (10%)
- Amulet (10%)
  - Magic Slots Filled: 30%
  - Jewel (50%)
  - Talisman (50%)
- Polearm (25%)

#### Second Item

- Nothing (5%)
- Gem (5%)
- Potion (10%) (Larger)
  - Health (40%)
  - Ki (40%)
  - Restorative (20%)
- Gold (30%) (300 – 1000)
- Component (50%)
  - Oni Bones (70%)
  - Oni Fangs (30%)

Value (Kijin, Daikaioniou)	90 – 100
Value (Stage 5 Leaders)	80 – 100
Armor/Weapon is Magic?	100%
Magic Slots Filled in A/W	30%
Magic A/W is Unique?	5% (3)
Magic A/W is Cursed?	5%

### Daikaioniou (Dai-Oni)

#### Stats

Vitality	4000
Range	20
Mass	10
Fire Resistance	60%
Water Resistance	60%
Earth Resistance	100%
Lightning Resistance	60%
Immobility Resistance	75%

#### Attack

Melee/Ranged Chances	35% / 65%
Attack Chance (non-spell)	95%

#### Melee

Normal Damage	70 – 120
Earth Damage	10 – 30
Knockback	100%, 12

#### Ranged

Brimstone	15;50%
Lava Ring	6;35%
Entomb	6;15%

#### Loot

Greater Oni Leader Loot

### Ichi-no

#### Stats

Vitality	4000
Speed	18
Range	15
Mass	20
Fire Resistance	100%
Water Resistance	60%
Earth Resistance	100%
Lightning Resistance	60%
Immobility Resistance	90%

#### Attack

Melee/Ranged Chances	40% / 60%
Attack Chance (non-spell)	95%

#### Melee

Normal Damage	50 – 70
Fire Damage	10 – 20
Lightning Damage	10 – 20
Knockback	100%, 10
Spell Chance (if in melee)	70%
F. Darts	15;50%
Brimstone	15;50%

#### Ranged

F. Darts	15;50%
Brimstone	15;50%

#### Loot

##### First Item

- Gold (35%)
- Gem (30%) (250 – 500)
- Component (35%)
  - Oni Claw (30%)
  - Oni Bones (40%)
  - Oni Fangs (30%)

##### Second Item

- Weapon (45%)
  - Polearm (70%)
  - Sword (30%)
- Armor (45%)
- Potion (10%) (Larger)
  - Remedy (25%)
  - Health (25%)
  - Ki (25%)
  - Restorative (25%)

Value	50 – 100
Armor/Weapon is Magic?	100%
Magic Slots Filled in A/W	50%
Magic A/W is Unique?	20% (U3)

## Kijin

### Stats

Vitality	3500
Speed	13
Range	15
Fire Resistance	30%
Water Resistance	80%
Earth Resistance	50%
Lightning Resistance	50%
Immobility Resistance	100%

### Attack

Melee/Ranged Chances	30% / 70%
Attack Chance (non-spell)	90%

### Melee

Normal Damage	20 – 40
Water Damage	20 – 40
Knockback	100%, 12
Stun (chance, duration)	100%, 4 sec.

### Ranged

Ice Skr.	20;70%
W. Dragon	20;30%

### Loot

Greater Oni Leader Loot



## Tessa-iki

### Stats

Vitality	3200
Speed	19
Range	15
Mass	30
Fire Resistance	100%
Water Resistance	60%
Earth Resistance	100%
Lightning Resistance	60%
Immobility Resistance	70%

### Attack (Always Attacks with Spells)

Blastwave	15;60%
Incinerate	6;20%
Lava Ring	6;20%

## Tessa-iki Loot

### (Toyotomi Berserker quest)

#### First Item

Tessaiki's Teeth

#### Second Item

Gold (50%)	(250 – 500)
Potion (25%)	(Larger)
Component (25%)	
Blue Soul Shard	(20%)
Purple Soul Shard	(20%)
Red Soul Shard	(20%)
Gold Soul Shard	(20%)
Green Soul Shard	(20%)

### (otherwise)

#### First Item

Armor	(50%)
Weapon	(50%)

#### Second Item

Nothing	(5%)
Potion (35%)	(Larger)
Gold (60%)	(250 – 500)

Value	20 – 30
Armor/Weapon is Magic?	100%
Magic A/W is Unique?	100% (U3)
Magic Slots Filled in A/W	100%

### Scorpion Dragon



	* Scorpion Dragon	* Poison Drake	* Death Strike	* Kill Claw	* Fang	* Death Razor
<b>Stats</b>						
Vitality	50 – 70	80 – 120	120 – 180	175 – 265	255 – 385	320 – 480
Speed	18	18	19	19	20	20
Range	8	8	8	8	8	8
Mass	15	15	15	15	15	15
Fire Resistance		60%				100%
Water Resistance			70%		(* only) 90%	
Lightning Resistance				80%	90%	
Immobility Resistance			100%	60%	100%	50%
Never Retreats						

#### Attack

Melee/Ranged Chances	100% / 0%	40% / 60%	40% / 60%	35% / 65%	35% / 65%	30% / 70%
Attack Chance (non-spell)	70%	75%	80%	80%	85%	90%

#### Melee

Normal Damage	10 – 20	20 – 30	30 – 40	40 – 50	45 – 60	60 – 70
Poison Damage	1	1	1 – 2	2 – 3	2 – 4	3 – 4
Knockback (chance, force)	100%, 5	100%, 5.5	100%, 6	100%, 6.5	100%, 7	100%, 7.5

#### Ranged

	Drag. Flame 1	Drag. Flood 1	L. Strike 5;20%	Drag. Str. 4;70%	Drag. Fl. 5;60%
			Drag. Str. 2;80%	Forked L. 9;20%	Inf. Str. 9;30%
				Conduct. 9;10%	Inflamm. 11;10%

#### Loot

Scorpion Dragon Loot (all)

### Scorpion Dragon Loot

#### First Item

- Nothing (80%)
- Gem (15%)
- Remedy Potion (5%) (Larger)

#### Second Item (100% Chance for Leaders; 20% Chance for all others)

- Nothing (50%)
- Component (10%)
  - Scorpion Dragon Stinger (80%)
  - Purple Soul Shard (20%)
- Gold (40%) (1 – 1500)

## Scorpion Dragon Leaders

	Sasori-Ryu Kanumaru Mou-doku	Sasori-Ryu Kanumaru Mou-doku	Sasori-Ryu Kanumaru Mou-doku	Sasori-Ryu Kanumaru Mou-doku	Satsuki Chokki	Raiju Kanumaru
<b>Stats</b>						
Vitality	250	400	600	850	1200	1500
Speed	18	18	19	19	20	20
Range	8	8	8	8	8	8
Mass	15	15	15	15	15	15
Fire Resistance	60%	20%	30%	40%	100%	60%
Water Resistance	10%	20%	30%	40%	50%	60%
Earth Resistance	10%	20%	30%	90%	50%	60%
Lightning Resistance	10%	20%	80%	40%	50%	100%
Immobility Resistance	50%	100%	80%	85%	70%	100%
Never Retreats						
<b>Attack</b>						
Melee/Ranged Chances	100% / 0%	40% / 60%	40% / 60%	35% / 65%	35% / 65%	35% / 65%
Attack Chance (non-spell)	70%	75%	80%	80%	85%	90%
<b>Melee</b>						
Normal Damage	15 – 30	30 – 40	40 – 50	45 – 60	55 – 70	65 – 80
Poison Damage	1	1 – 2	2 – 3	2 – 4	3 – 4	3 – 5
Knockback (chance, force)	100%, 5	100%, 5.5	100%, 6	100%, 6.5	100%, 7	100%, 7.5
<b>Ranged</b>						
All	Drag. Flood 1	Drag. Str. 2;80%	Drag. Str. 3;70%	Drag. Fl. 4;70%	Drag Str. 5;60%	
A		Lightning 7;20%	Stoneblt 14;30%	Immol. 11;30%	Forkd L. 13;30%	
B			L. Strike 5;20%	E. Strike 6;30%	Inf. Str. 8;30%	Ice Skr. 12;30%
B						Drown 11;10%
C			Ball L. 7;20%	Meteor 9;30%		
<b>Loot</b>						
Scorpion Dragon Loot (all)						

### Gero-mon

#### Stats

Vitality	2200
Speed	22
Range	10
Mass	15
Fire Resistance	50%
Water Resistance	50%
Earth Resistance	50%
Lightning Resistance	100%
Immobility Resistance	85%

#### Attack

Melee/Ranged Chances	50% / 50%
Attack Chance (non-spell)	85%

#### Melee

Normal Damage	50 – 70
Poison Damage	5 – 8
Knockback	100%, 10

#### Ranged

Forked L.	13;20%
Drag. Strike	5;70%
Conduct.	9;10%

#### Loot

Dragon Parts

### San-no

#### Stats

Vitality	6000
Speed	22
Range	5
Mass	15
Fire Resistance	60%
Water Resistance	60%
Earth Resistance	60%
Lightning Resistance	100%
Immobility Resistance	100%

#### Attack

Melee/Ranged Chances	40% / 60%
Attack Chance (non-spell)	90%

#### Melee

Normal Damage	60 – 80
Poison Damage	7
Knockback	100%, 10
Spell Chance (if in melee)	75%
Drag. Strike	6;70%
L. Wave	18;30%

#### Ranged

Drag. Strike	6;70%
L. Wave	18;30%

#### Loot

##### First Item

Gold (35%)	(500 – 1000)
Gem (30%)	
Dragon Stinger (35%)	

##### Second Item

Weapon (45%)	
Sword (70%)	
Polearm (30%)	
Armor (45%)	
Potion (10%) (Larger)	
Remedy (25%)	
Health (25%)	
Ki (25%)	
Restorative (25%)	

Value	50 – 100
Armor/Weapon is Magic?	100%
Magic Slots Filled in A/W	50%
Magic A/W is Unique?	20% (U3)



# Shadow Commander



	Shadow Commander	Vanguard Leader	Dark Commander	Blood Lord	* Shadow Knight
<b>Stats</b>					
Vitality	15 – 35	65 – 95	95 – 145	155 – 215	255 – 385
Speed	13	14	15	15	16
Range	5	5	5	5	5
Mass	3	3	3	3	3
Water Resistance					100%
Earth Resistance				80%	
Lightning Resistance			70%		
Immobility Resistance	(Wild only) 30%	(Wild only) 40%	50%	60%	100%
Might retreat if under	30%	25%	20%	20%	10%
<b>Attack</b>					
Melee/Ranged Chances	100% / 0%	100% / 0%	75% / 25%	50% / 50%	27% / 73%
Attack Chance (non-spell)	70%	75%	80%	85%	95%
<b>Melee</b>					
Normal Damage	10 – 24	20 – 35	30 – 45	40 – 60	60 – 90
Knockback	100%, 3	100%, 3	100%, 4	100%, 4	100%, 6
Stun (chance, duration)		50%, 2 sec.			80%, 2 sec.
<b>Ranged</b>					
			Forked L. 8;75% Conduct. 3;25%	E. Strike 7	Blizzard 15;30% Ice Skr. 17;70%
<b>Loot</b>					
Value	20 – 30	20 – 50	35 – 65	50 – 80	80 – 100
Armor/Weapon is Magic?	10%	15%	5%	10%	20%
Magic Slots Filled in A/W	25%	25%	25%	25%	25%
<b>First Item</b>					
Nothing	50%	50%	25%	25%	25%
Mask			1%	1%	15%
Armor	25%	25%	35%	40%	30%
Weapon	25%	25%	39%	34%	30%
<b>Chance of Second Item</b>					
Amulet	20%	20%	40%	25%	40%
Gold	50%	50%	10%	10%	10%
Potion	50%	50%	50%	50%	50%
Potion	20%	20%	20%	20%	20%
Component	30%	30%	20%	20%	20%

## Shadow Commander Loot

### First Item

- Nothing (see individual listings)
- Armor (see individual listings)
- Weapon (see individual listings)
  - Sword (85%)
  - Throwing (15%)

### Second Item (see individual listings)

- Gold (see individual listings) (1 – 1000)
- Potion (see individual listings) (all sizes)
- Amulet (see individual listings)
  - Jewel (50%)
  - Medicine Case (25%)
  - Talisman (25%)
- Component (see individual listings)
  - Blue Soul Shard (10%)
  - Purple Soul Shard (20%)
  - Red Soul Shard (10%)
  - Cho-gokin Ore (20%)
  - Gold Soul Shard (10%)
  - Coral (10%)
  - Pearl (10%)
  - Green Soul Shard (10%)

## Shadow Commander Leader Loot

### First Item

- Nothing (50%)
- Armor (25%)
- Weapon (25%)
  - Sword (85%)
  - Throwing (15%)

### Second Item (see individual lists)

- Gold (50%) (1 – 1000)
- Potion (20%) (all sizes)
- Component (30%)
  - Blue Soul Shard (10%)
  - Purple Soul Shard (20%)
  - Red Soul Shard (10%)
  - Cho-gokin Ore (20%)
  - Gold Soul Shard (10%)
  - Coral (10%)
  - Pearl (10%)
  - Green Soul Shard (10%)

## Shadow Commander Leaders

	Nakagawa (6)	Yasuhira (6)
<b>Stats</b>		
Vitality	1600 – 2000	1600 – 2000
Speed	17	17
Range	5	5
Mass	3	3
Fire Resistance	100%	100%
Water Resistance	60%	60%
Earth Resistance	60%	60%
Lightning Resistance	60%	60%
Immobility Resistance	75%	75%
Might retreat if under	10%	10%
<b>Attack</b>		
Melee/Ranged Chances	75% / 25%	50% / 50%
Attack Chance (non-spell)	98%	98%
<b>Melee</b>		
Normal Damage	70 – 100	70 – 100
Knockback (chance, force)	100%, 7	100%, 7
Stun (chance, duration)	80%, 3 sec.	80%, 3 sec.
<b>Ranged</b>		
	F. Darts 17	F. Seeker 30;50% Inferno Str. 12;50%
<b>Loot</b>		
Value	80 – 100	80 – 100
Armor/Weapon is Magic?	80%	80%
Magic Slots Filled in A/W	60%	60%
Magic A/W is Unique?	1% (U3)	1% (U3)
Magic A/W is Cursed?	10%	10%
Chance of Second Item	80%	80%

## Buaku the Blade

### Stats

Vitality	200
Speed	13
Range	5
Mass	4

### Attack (Melee)

Attack Chance (non-spell)	80%
Normal Damage	20 – 45
Knockback (chance, force)	100%, 4
Spell Chance (if in melee)	25%
	Inferno Strike 5

### Loot

#### First Item

Buaku's Blade (Cursed)	
Magic Slots Filled	10%

#### Second Item

Gold (50%) (50 – 250)
Potion (25%) (Larger)
Component (25%)
Blue Soul Shard (10%)
Purple Soul Shard (20%)
Red Soul Shard (10%)
Cho-gokin Ore (20%)
Gold Soul Shard (10%)
Coral (10%)
Pearl (10%)
Green Soul Shard (10%)

## Dekabutsu

### Stats

Vitality	350
Speed	14
Range	5
Mass	4

### Attack (Melee)

Attack Chance (non-spell)	85%
Normal Damage	30 – 55
Knockback	100%, 5
Spell Chance (if in melee)	50%
	F. Seeker 8;55%
	Blastwave 8;35%
	Inflammable 3;10%

### Loot

#### First Item

Dekabutsu's Waki-zashi (Cursed)	
Magic Slots Filled:	40%

#### Second Item

Gold (50%) (250 – 500)
Potion (20%)
Component (30%)
Blue Soul Shard (10%)
Purple Soul Shard (20%)
Red Soul Shard (10%)
Cho-gokin Ore (20%)
Gold Soul Shard (10%)
Coral (10%)
Pearl (10%)
Green Soul Shard (10%)

## Taiboku

### Stats

Vitality	550
Speed	15
Range	5
Mass	4

### Attack (Melee)

Attack Chance (non-spell)	90%
Normal Damage	40 – 70
Knockback	100%, 6
Spell Chance (if in melee)	55%
	Incinerate 1;50%
	F. Kanji 1;20%
	Blastwave 1;20%
	Inflammable 1;10%

### Loot

#### First Item

Taiboku's Nodachi (Cursed)	
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#### Second Item

Gold (50%) (250 – 500)
Potion (20%)
Component (30%)
Blue Soul Shard (10%)
Purple Soul Shard (20%)
Red Soul Shard (10%)
Cho-gokin Ore (20%)
Gold Soul Shard (10%)
Coral (10%)
Pearl (10%)
Green Soul Shard (10%)



### Taisho

	Stage 1	Stage 2	Stage 3	Stage 4	Quest
<b>Stats</b>					
Vitality	560 – 840	800 – 1200	1200 – 1800	1750 – 2650	2200
Speed	15	15	15	15	15
Range	5	5	5	5	5
Mass	3	3	3	3	3
Fire Resistance	100%	100%	100%	100%	100%
Water Resistance	30%	30%	30%	30%	40%
Earth Resistance	50%	50%	50%	50%	60%
Lightning Resistance	50%	50%	50%	50%	60%
Immobility Resistance	60%	65%	70%	75%	55%
Might retreat if under	10%	10%	10%	10%	10%

#### Attack (Always Attacks with Spells)

Fire Seeker	4;80%	8;80%	12;80%	16;80%	16;80%
Inflammable	2;20%	3;10%	4;10%	5;10%	6;10%
Incinerate		3;10%	4;10%	5;10%	6;10%

#### Loot

First, Second Items: Use Shadow Commander Leader Loot list

Value	20 – 50	35 – 65	35 – 65	60 – 100	Taisho's Head
Armor/Weapon is Magic?	50%	50%	80%	80%	(no other loot)
Magic Slots Filled in A/W	25%	30%	40%	50%	
Magic A/W is Unique?	1% (U1)	1% (U2)	1% (U2)	1% (U3)	
Magic A/W is Cursed?	10%	10%	10%	10%	
Chance of Second Item	50%	50%	50%	50%	



# Shadow Soldier



	Shadow Soldier	Vanguard	Dark Guard	Blood Guard	* Shadow Elite
<b>Stats</b>					
Vitality	5 – 10	65 – 75	115 – 125	140 – 160	240 – 260
Speed	10	12	13	13	13
Range	5	5	5	5	5
Fire Resistance		60%			
Water Resistance			70%		
Earth Resistance				80%	100%
Immobility Resistance			100%	60%	80%
Might retreat if under					15%
<b>Attack</b>					
Melee/Ranged Chances	100% / 0%	70% / 30%	70% / 30%	70% / 30%	70% / 30%
Attack Chance (non-spell)	65%	75%	80%	85%	90%
<b>Melee</b>					
Normal Damage	3 – 5	10 – 15	20 – 25	30 – 35	30 – 40
<b>Ranged</b>					
		Flame Dart 2	Frostbolt 3	Stonebolt 4	Stonebolt 6
<b>Loot</b>					
Value	0 – 10	10 – 20	20 – 30	30 – 40	50 – 60

## Shadow Soldier Loot

### First Item

- Nothing (50%)
- Armor (25%)
- Weapon (25%)
  - Polearm (75%)
  - Sword (25%)

### Second Item (10% Chance)

- Nothing (25%)
- Gold (65%) (1 – 75)
- Component (10%)
  - Blue Soul Shard (5%)
  - Purple Soul Shard (20%)
  - Red Soul Shard (5%)
  - Cho-gokin Ore (20%)
  - Gold Soul Shard (10%)
  - Coral (20%)
  - Pearl (10%)
  - Green Soul Shard (10%)

### Skeleton Archer



	Skeleton Archer	Arrow Master	Arrow Sage	Arrow Elite	Arrow Champion	Arrow Lord
<b>Stats</b>						
Vitality	10 – 15	30 – 50	55 – 85	80 – 120	110 – 170	160 – 240
Vitality (Sniper)	10 – 20	30 – 50	50 – 80	80 – 120	105 – 155	150 – 230
Speed	8	9	10	11	12	13
Mass	0.25	0.25	0.25	0.25	0.35	0.4
Range	2	2	2	2	2	2
Fire Resistance			70%			
Water Resistance				80%		100%
Earth Resistance						100%
Lightning Resistance					90%	
Immobility Resistance				100%	70%	100%
<b>Attack (Ranged)</b>						
Attack Chance (non-spell)	60%	65%	70%	75%	85%	90%
Normal Damage	8 – 10	10 – 15	10 – 12	12 – 18		
Fire Damage			6 – 8		14 – 18	
Water Damage				8 – 10		15 – 22
Earth Damage						15 – 22
Lightning Damage					14 – 18	
Knockback	100%, .2	100%, .2	100%, .3	100%, .4	100%, .5	100%, .5
<b>Loot</b>						
Value	0 – 10	10 – 20	20 – 40	40 – 50	50 – 65	65 – 75

(S) Skeleton Archer Snipers appear in all stages. They have mass 0.4 and carry no loot.

## Skeleton Archer Loot

### First Item

- Nothing (50%)
- Armor (25%)
- Weapon (25%)
  - Bow (90%)
  - Sword (10%)

### Second Item (10% Chance)

- Nothing (25%)
- Gold (70%) (1 – 75)
- Component (5%)
  - Blue Soul Shard (5%)
  - Purple Soul Shard (20%)
  - Red Soul Shard (5%)
  - Cho-gokin Ore (20%)
  - Gold Soul Shard (10%)
  - Coral (20%)
  - Pearl (10%)
  - Green Soul Shard (10%)

## Skeleton Archer Leaders (6)

Sumiyoshi  
Tsujiyawa

### Stats

Vitality	1400
Speed	13
Mass	0.4
Range	2
Fire Resistance	100%
Earth Resistance	100%
Immobility Resistance	75%

### Attack (Ranged)

Attack Chance (non-spell)	90%
Water Damage	25 – 35
Earth Damage	25 – 35
Knockback	100%, .5
Spell Chance (if at range)	15%
Flame Dart	39

### Loot

First, Second Items: Use Skeleton Archer Loot list  
Value 65 – 75



### Spider Witch



	* Spider Witch	* Black Widow	* Web Temptriss	* Hell Hag	* Shadow Mistress	* Brood Mother
<b>Stats</b>						
Vitality	25 – 35	50 – 70	80 – 120	110 – 170	160 – 240	200 – 300
Range	3	3	3	3	3	3
Speed	13	13	13	14	15	15
Mass	0.5	0.5	0.5	0.5	0.5	0.5
Fire Resistance			70%		90%	
Water Resistance				80%		
Earth Resistance						100%
Lightning Resistance		60%				
Immobility Resistance				100%	40%	100%
<b>Attack (Ranged)</b>						
	Sp. Burn 1	Sp. Brew 1	Sp. Burn 2;70% E. Spear 5;30%	Sp. Brew 3;70% Comet 7;30%	Sp. Burn 4;60% Immolate 9;30% Inflamm. 9;10%	Sp. Brew 6;60% E. Spear 11;30% Entomb 11;10%

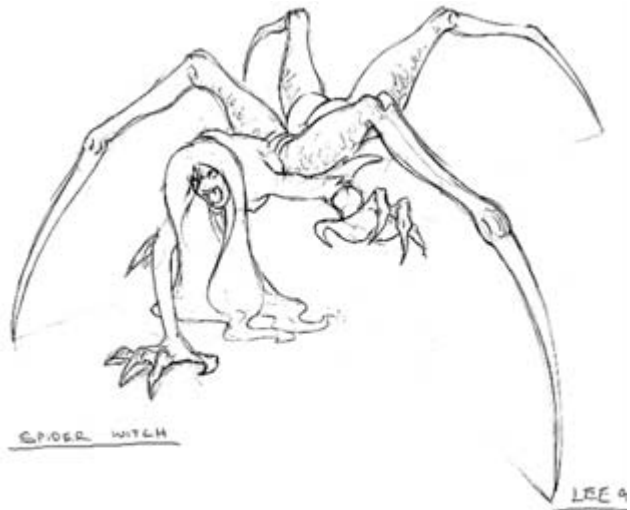
### Spider Witch Loot

#### First Item

- Nothing (25%)
- Mask (1%)
- Amulet (25%)
  - Jewel (50%)
  - Prayer Beads (50%)
- Component (49%)
  - Spider Witch Cobwebs (60%)
  - Red Soul Shard (25%)
  - Coral (15%)

#### Second Item (20% Chance; 100% for leaders)

- Nothing (15%)
- Gem (5%)
- Potion (40%) (Average)
  - Remedy (30%)
  - Health (30%)
  - Ki (30%)
  - Restorative (10%)
- Gold (40%) (1 – 1500)



## Spider Witch Leaders (6)

Tsubone  
Oni-baba

### Stats

Vitality	1500
Range	3
Speed	15
Mass	0.5
Fire Resistance	100%
Water Resistance	60%
Earth Resistance	60%
Lightning Resistance	60%
Immobility Resistance	75%

### Attack (Ranged)

Both	Sp. Burn 5;70%
Both	Inflammable 11;10%
A	Blastwave 13;20%
B	F. Darts 13;20%

### Loot

Use Spider Witch Loot list

## Hashi-hime

### Stats

Vitality	2400
Speed	17
Range	3
Fire Resistance	100%
Water Resistance	60%
Earth Resistance	60%
Lightning Resistance	60%
Immobility Resistance	70%

### Attack (Ranged)

	Sp. Burn 6;60%
	Inferno Strike 9;30%
	Inflammable 9;10%

### No Loot

## Ni-no

### Stats

Vitality	5000
Speed	20
Range	3
Fire Resistance	60%
Water Resistance	100%
Earth Resistance	60%
Lightning Resistance	60%
Immobility Resistance	100%

### Attack (Ranged)

Attack Chance (non-spell)	85%
Normal Damage	50 – 80
Knockback	100%, 3
	Sp. Brew 7;60%
	Blizzard 17;40%

### Loot

#### First Item

Gold (35%) (500 – 1000)
Gem (30%)
Component (35%)
Spider Witch Cobwebs (60%)
Red Soul Shard (25%)
Coral (15%)

#### Second Item

Weapon (45%)
Bow (70%)
Throwing (30%)
Armor (45%)
Potion (10%) (Larger)
Remedy (25%)
Health (25%)
Ki (25%)
Restorative (25%)

Value	50 – 100
Armor/Weapon is Magic?	100%
Magic Slots Filled in A/W	50%
Magic A/W is Unique?	20% (U3)

### Tengu



	* Tengu	* Ice Clan Tengu	* Wind Clan Tengu	* Death Clan Tengu	* Storm Clan Tengu
<b>Stats</b>					
Vitality	35 – 45	75 – 95	125 – 155	180 – 220	190 – 290
Speed	16	16	16	16	16
Range	3	3	3	3	3
Water Resistance		60%		80%	
Lightning Resistance			70%		90%
Immobility Resistance		100%	50%	100%	80%
<b>Attack</b>					
Melee/Ranged Chances	100% / 0%	60% / 40%	30% / 70%	30% / 70%	30% / 70%
Attack Chance (non-spell)	70%	75%	78%	80%	90%
<b>Melee</b>					
Normal Damage	5 – 9	18 – 21	21 – 32	38 – 42	43 – 50
<b>Ranged</b>					
		Frostbolt 9;70% Drown 2;30%	Lightning 6;70% Conduct. 3;30%	Comet 8;70% Drown 4;30%	Forked L. 7;80% Conduct. 5;20%
<b>Loot</b>					
Value	0 – 50	25 – 50	35 – 75	50 – 75	50 – 100
<i>Only Assault Troops might have Magic Weapons or Armor</i>					
Armor/Weapon is Magic?	80%	100%	100%	100%	100%
Magic Slots Filled in A/W	30%	30%	30%	30%	30%
Magic A/W is Unique?	5% (U1)	5% (U1)	10% (U2)	10% (U2)	10% (U3)
Magic A/W is Cursed?	5%	15%	5%	25%	35%

### Arashimaru

<b>Stats</b>	
Vitality	2400
Speed	20
Range	3
Fire Resistance	60%
Water Resistance	60%
Earth Resistance	60%
Lightning Resistance	100%
Immobility Resistance	90%
<b>Attack</b>	
Melee/Ranged Chances	50% / 50%
Attack Chance (non-spell)	90%

<b>Melee</b>	
Normal Damage	55 – 70
Poison Damage	2 – 4
<b>Ranged</b>	
Spark Skr.	20;50%
Forked L.	13;40%
Conduct.	9;10%

<b>Loot</b>	
First, Second Items: Use Tengu Loot list	
Value	75 – 100
Armor/Weapon is Magic?	100%
Magic Slots Filled in A/W	30%
Magic A/W is Unique?	10% (U3)
Magic A/W is Cursed?	35%

## Tengu Loot

### First Item

Nothing (1%)  
 Mask (1%)  
 Amulet (9%)  
     Jewel (40%)  
     Medicine Case (20%)  
     Prayer Beads (10%)  
     Talisman (30%)  
 Armor (29%)

Weapon (50%)  
     Bow (5%)  
     Sword (70%)  
     Throwing (25%)  
 Tengu Feathers (10%)

### Second Item (25% Chance)

Nothing (10%)  
 Gold (45%)      1 – 20  
 Gem (5%)  
 Potion (40%) (Larger)  
     Remedy (5%)  
     Health (40%)  
     Ki (40%)  
     Restorative (15%)

## Tengu Leaders

	Tonbi Fujin Yukai Akunin	Tonbi Fujin Yukai Akunin	Tonbi Fujin Yukai Akunin	Tonbi Fujin Yukai Akunin	Kazehiki Fujin
<b>Stats</b>					
Vitality	180 – 220	340 – 460	440 – 660	535 – 805	680 – 1020
Speed	18	18	18	18	18
Range	3	3	3	3	3
Fire Resistance	10%	35%	30%	50%	50%
Water Resistance	60%	35%	80%	50%	100%
Earth Resistance	30%	20%	40%	40%	60%
Lightning Resistance	30%	70%	40%	90%	60%
Immobility Resistance	100%	75%	100%	85%	100%
<b>Attack</b>					
Melee/Ranged Chances	60% / 40%	60% / 40%	60% / 40%	60% / 40%	60% / 40%
Attack Chance (non-spell)	75%	78%	80%	90%	95%
<b>Melee</b>					
Normal Damage	18 – 21	21 – 32	38 – 42	43 – 50	56 – 63
<b>Ranged</b>					
All		Conduct. 3;30%	Drown 4;30%	Conduct. 5;30%	Drown 6;30%
A	Blizzard 2	Spark Storm 3;70%	Blizzard 4;70%	Spark Storm 5;70%	Blizzard 6;70%
B	Ice Skr. 2	Spark Skr. 3;70%	Ice Skr. 4;70%	Spark Skr. 5;70%	Ice Skr. 6;70%
C	Comet 2	Forked L. 3;70%	Comet 4;70%	Forked L. 5;70%	
<b>Loot</b>					
First, Second Items: Use Tengu Loot list					
Value	30 – 50	25 – 50	35 – 75	50 – 75	50 – 100
Armor/Weapon is Magic?	10%	35%	25%	25%	25%
Magic Slots Filled in A/W	30%	30%	40%	40%	50%
Magic A/W is Unique?			5% (U2)	5% (U2)	5% (U3)

## Fuukaku

### Stats

Vitality 600  
 Speed 20  
 Range 3  
 Fire Resistance 30%  
 Water Resistance 30%  
 Earth Resistance 30%  
 Lightning Resistance 30%  
 Immobility Resistance 75%

### Attack

Melee/Ranged Chances 100% / 0%  
 Attack Chance (non-spell) 90%

### Melee

Normal Damage 20 – 40  
 Knockback 100%, 2

### Loot

First, Second Items: Use Tengu Loot list  
 Value 25 – 50  
 Armor/Weapon is Magic? 100%  
 Magic Slots Filled in A/W 30%  
 Magic A/W is Unique? 5% (U1)  
 Magic A/W is Cursed? 15%



### Winged Serpent Kokuryu



#### Stats

Vitality	3000
Speed	10
Range	15
Mass	40
Fire Resistance	100%
Water Resistance	60%
Earth Resistance	100%
Lightning Resistance	60%
Immobility Resistance	70%

#### Attack

Melee/Ranged Chances	50% / 50%
Attack Chance (non-spell)	90%

#### Melee

Normal Damage	50 – 70
Poison Damage	6 – 9
Knockback (chance, force)	100%, 9

#### Ranged

Brimstone	13;50%
Blastwave	13;50%

#### Loot

##### First Item

Winged Serpent Scales
-----------------------

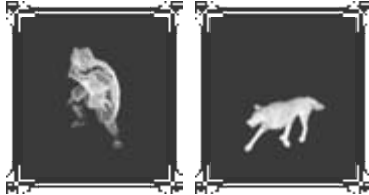
##### Second Item

Gold (34%) (1000 – 2500)	
Weapon (33%)	
Sword (25%)	
Polearm (25%)	
Bow (25%)	
Thrown (25%)	
Armor (33%)	
Value	0 – 100
Armor/Weapon is Magic?	100%
Magic Slots Filled in A/W	100%
Magic A/W is Unique?	100% (U3)
Magic A/W is Cursed?	5%

**Note.** Koku-ryu always yields the very rare Winged Serpent Scales components. He also has a one-in-three chance of yielding a decent amount of gold, but a two-in-three chance of yielding a unique weapon or armor of the highest type. This may be one battle where it's worthwhile reverting to a previous save and trying again, if you don't get something you're really excited about the first time.



## Wolf Clan (Human; Rouzuko)/ (Wolven: Yama-inu)



### Wolf Clan (Human; Rouzuko)

	* Wolf Clan	* Lightning Wolf Clan	* Ice Wolf Clan	* Forest Wolf Clan	* Storm Wolf Clan	* Dark Wolf Clan
<b>Stats</b>						
Vitality	20 – 30	75 – 85	110 – 130	155 – 205	175 – 265	400 – 600
Speed	15	15	15	15	15	15
Range	8	8	8	8	8	8
Fire Resistance					90%	
Water Resistance			70%			
Earth Resistance						100%
Lightning Resistance		60%		80%		
Immobility Resistance			100%	60%	40%	80%
Never Retreats						
<b>Attack</b>						
Melee/Ranged Chances	100% / 0%	95% / 5%	95% / 5%	95% / 5%	95% / 5%	95% / 5%
Attack Chance (non-spell)	65%	70%	75%	80%	85%	95%
<b>Melee</b>						
Normal Damage	8 – 12	18 – 23	24 – 33	38 – 43	47 – 56	55 – 80
Poison Damage						6
<b>Ranged</b>						
		Ball L. 2	Comet 3	Ball L. 4	Immolate 5	Meteor 15
At "death" becomes wolf from	Ice Wolf Clan	L. Wolf Clan	Ice Wolf Clan	Forest Wolf Clan	Storm Wolf Clan	Dark Wolf Clan
<b>Loot</b>						
Value	10 – 30	10 – 60	35 – 55	50 – 75	75 – 90	85 – 100
Armor/Weapon is Magic?	5%	5%	5%	5%	5%	5%
Magic Slots Filled in A/W	30%	30%	30%	30%	30%	30%
Magic A/W is Cursed?	5%	5%	5%	5%	5%	5%

## Wolf Clan (Human) Loot

### First Item

- Nothing (50%)
- Amulet (10%)
  - Medicine Case (25%)
  - Talisman (75%)
- Armor (15%)
- Weapon (15%)
  - Polearm (85%)
  - Sword (15%)
- Component (10%)
  - Yama-inu Pelt (40%)
  - Yama-inu Blood (40%)
  - Green Soul Shard (20%)

### Second Item (25% Chance; 100% for leaders)

- Nothing (5%)
- Potion (25%) (Smaller/Average)
- Gold (70%) (1 – 1500)

## Human Wolf Clan Leaders

	Kawari Henkai Domo-ken	Kawari Henkai Domo-ken	Kawari Henkai Domo-ken	Kawari Henkai Domo-ken	Soshin-Ga O-Ken	Hoshi
<b>Stats</b>						
Vitality	225 – 275	340 – 460	400 – 600	520 – 780	640 – 960	950 – 1450
Speed	15	15	15	15	15	15
Range	8	8	8	8	8	8
Fire Resistance	30%	20%	40%	90%	60%	60%
Water Resistance	30%	70%	40%	40%	60%	100%
Earth Resistance	10%	35%	30%	50%	100%	70%
Lightning Resistance	60%	35%	80%	50%	50%	70%
Immobility Resistance	70%	100%	80%	65%	90%	100%
Never Retreats						
<b>Attack</b>						
Melee/Ranged Chances	60% / 40%	60% / 40%	60% / 40%	60% / 40%	60% / 40%	60% / 40%
Attack Chance (non-spell)	65%	70%	75%	80%	85%	90%
<b>Melee</b>						
Normal Damage	8 – 22	19 – 33	28 – 43	39 – 53	49 – 63	58 – 72
<b>Ranged</b>						
A	Spark Skr. 2	Ice Skr. 3	Spark Skr. 4	F. Seeker 5	Lava Skr. 6	Ice Skr. 7
B	Spark Storm 2	Blizzard 3	Spark Storm 4	F. Darts 5	Brimstone 6	
C	L. Strike 2	W. Strike 3	L. Strike 4	Inf. Strike 5		

At "death" each leader takes a wolvern form (see corresponding Wolvern Wolf Clan Leaders, p. 164)

### Loot

First, Second Items: Use Wolf Clan (Human) Loot list

Value	10 – 30	25 – 40	35 – 55	50 – 75	75 – 90	85 – 100
Armor/Weapon is Magic?	100%	100%	100%	100%	100%	100%
Magic A/W is Unique?					5% (U1)	5% (U3)
Magic A/W is Cursed?	5%	5%	5%	5%	5%	100%

## JyuGa

### Stats

Vitality	2400
Range	6
Speed	17
Fire Resistance	100%
Water Resistance	60%
Earth Resistance	100%
Lightning Resistance	60%
Immobility Resistance	70%
Never Retreats	

### Attack

Melee/Ranged Chances	75% / 25%
Attack Chance (non-spell)	85%

### Melee

Normal Damage	55 – 70
---------------	---------

### Ranged

F. Seeker 13;90%  
Inflammable 9;10%

At death becomes wolf from Dark Wolf Clan

### Loot

First, Second Items: Use Wolf Clan (Human) Loot list	
Value	85 – 100
Armor/Weapon is Magic?	100%
Magic A/W is Unique?	5% (U3)
Magic A/W is Cursed?	100%

## Wolf Clan (Wolven) Loot

### First Item

- Nothing (90%)
- Amulet (5%)
  - Talisman (30%)
  - Jewel (30%)
  - Prayer Beads (25%)
  - Medicine Case (15%)
- Component (5%)
  - Yama-inu Blood (75%)
  - Yama-inu Pelt (25%)

### Second Item (1% Chance)

- Nothing (50%)
- Gold (50%) (5 – 100)

## Shi-no

### Stats

Vitality	7000
Speed	20
Range	5
Fire Resistance	60%
Water Resistance	80%
Earth Resistance	100%
Lightning Resistance	100%
Immobility Resistance	90%

### Attack

Melee/Ranged Chances	40% / 60%
Attack Chance (non-spell)	90%

### Melee

Normal Damage	50 – 80
Water Damage	10 – 30
Knockback	100%, 8
Stun (chance, duration)	100%, 4 sec.
Spell Chance (if in melee)	70%

### Spells (Melee or Ranged)

Lava Wave 20;50%  
E. Dragon 30;50%

At death becomes wolf from Dark Wolf Clan

### Loot

#### First Item

- Gold (35%) (500 – 1000)
- Gem (30%)
- Component (35%)
  - Yama-inu Pelt (50%)
  - Yama-inu Blood (50%)

#### Second Item

- Ro-zoku Yari

## Wolf Clan (Wolf; Yama-inu)

	* Ice Wolf Clan	* Lightning Wolf Clan	* Ice Wolf Clan	* Forest Wolf Clan	* Storm Wolf Clan	Dark Wolf Clan
<b>Stats</b>						
Vitality	20 – 30	45 – 55	80 – 100	125 – 155	145 – 205	160 – 240
Speed	18	18	18	18	18	18
Range	6	6	6	6	6	6
Fire Resistance					90%	
Water Resistance			70%			
Earth Resistance						100%
Lightning Resistance		60%		80%		
Immobility Resistance			100%	60%	40%	80%
<b>Attack</b>						
Melee/Ranged Chances	100% / 0%	90% / 10%	90% / 10%	90% / 10%	90% / 10%	90% / 10%
Attack Chance (non-spell)	70%	75%	80%	85%	88%	90%
<b>Melee</b>						
Normal Damage	8 – 14	17 – 23	26 – 33	32 – 42	34 – 42	56 – 62
<b>Ranged</b>						
		Ball L. 2	Comet 3	Ball L. 4	Immolate 5	Meteor 6
<b>Loot</b>						
Value	1 – 30	25 – 40	35 – 60	50 – 75	65 – 90	80 – 100
Magic Slots Filled in A/W	10%	5% (* 15%)	10% (* 20%)	15% (* 20%)	25%	25%

## Wolven Wolf Clan Leaders

	Domo-Ken Kawari Henkai	Domo-Ken Kawari Henkai	Domo-Ken Kawari Henkai	Domo-Ken Kawari Henkai	Soshin-Ga O-Ken	Hoshi
<b>Stats</b>						
Vitality	90 – 110	180 – 220	240 – 360	335 – 505	500 – 700	560 – 840
Speed	18	18	18	18	18	18
Range	6	6	6	6	6	6
Fire Resistance	30%	20%	40%	90%	60%	70%
Water Resistance	30%	70%	40%	40%	60%	70%
Earth Resistance	10%	35%	30%	50%	100%	100%
Lightning Resistance	60%	35%	80%	50%	50%	60%
Immobility Resistance	70%	100%	80%	65%	90%	95%
<b>Attack</b>						
Melee/Ranged Chances	90% / 10%	90% / 10%	90% / 10%	90% / 10%	90% / 10%	90% / 10%
Attack Chance (non-spell)	70%	75%	80%	85%	88%	90%
<b>Melee</b>						
Normal Damage	9 – 23	19 – 33	29 – 43	38 – 52	47 – 62	58 – 72
<b>Ranged</b>						
A	Spark Skr. 2	Ice Skr. 3	Spark Skr. 4	F. Seeker 5	Lava Skr. 6	Lava Skr. 7
B	Spark Storm 2	Blizzard 3	Spark Storm 4	F. Darts 5	Brimstone 6	
C	L. Strike 2	W. Strike 3	L. Strike 4	Inf. Strike 5		
<b>Loot</b> First, Second Items: Use Wolf Clan (Wolven) Loot list						
Value	1 – 30	25 – 40	35 – 60	50 – 75	65 – 90	80 – 100
Magic Slots Filled in A/W	10%	5%	10%	15%	25%	25%

## Monster Spells

### Dragon Flame

Fire Damage	10 – 20, +5 / level
Poison	1, +1 / level
Duration	10
Speed	25
Seeking Radius	10, +1 / level

### Dragon Flood

Water Damage	10 – 20, +5 / level
Poison	1, +1 / level
Duration	10
Speed	25
Seeking Radius	10, +1 / level

### Dragon Stone

Earth Damage	10 – 20, +5 / level
Poison	1, +1 / level
Duration	10
Speed	25
Seeking Radius	10, +1 / level

### Dragon Strike

Lightning Damage	10 – 20, +5 / level
Poison	1, +1 / level
Duration	10
Speed	25
Seeking Radius	10, +1 / level

### Elemental Burst

Fire Damage	20 – 30
Earth Damage	20 – 30
Water Damage	20 – 30
Lightning Damage	20 – 30
Poison	1

### Elemental Rage

Fire Damage	10 – 25
Earth Damage	10 – 25
Water Damage	10 – 25
Lightning Damage	10 – 25
Knockback (odds, force)	90%, 4.0
Duration	10
Speed	25
Seeking Radius	15

### Elemental Stun

Number of Enemies	8
Fire Damage	20 – 30
Earth Damage	20 – 30
Water Damage	20 – 30
Lightning Damage	20 – 30
Freeze	
Chance	90%
Radius	35
Duration	10

### Fire Barbs

2 – 5, +2 / level	
2 – 5, +2 / level	
2 – 5, +2 / level	
2 – 5, +2 / level	
Knockback (force)	1.5, +0.5 / level
Duration	10
Speed	25
Seek Radius	10, +1 / level

### Firewater

Fire Damage	6 – 10, +3 / level
Water Damage	6 – 10, +3 / level
Duration	10
Speed	25
Seeking Radius	10, +1 / level

### Priest's Bane

Shoots a lightning ball

Mana Cost	12, +5 / level
Fire Damage	1 – 5, +2 / level
Water Damage	1 – 5, +2 / level
Earth Damage	1 – 5, +2 / level
Lightning Damage	1 – 5, +2 / level

### Spider Brew

Water Damage	5 – 10, +3 / level
Poison	1 – 2, +1 / level
Duration	10
Speed	25
Seeking Radius	10, +1 / level

### Spider Burn

Fire Damage	5 – 10, +3 / level
Poison	1 – 2, +1 / level
Duration	10
Speed	25
Seeking Radius	10, +1 / level

# Monster Glossary

Would a Debu by any other name smell as foul? In *Throne of Darkness*, each type of monster goes by a variety of names, and it isn't always obvious what type of monster you're looking at. And even if you know what type of monster you're fighting, you may not know for sure where it's listed in this book. When in doubt, get its name, then look it up on this list.

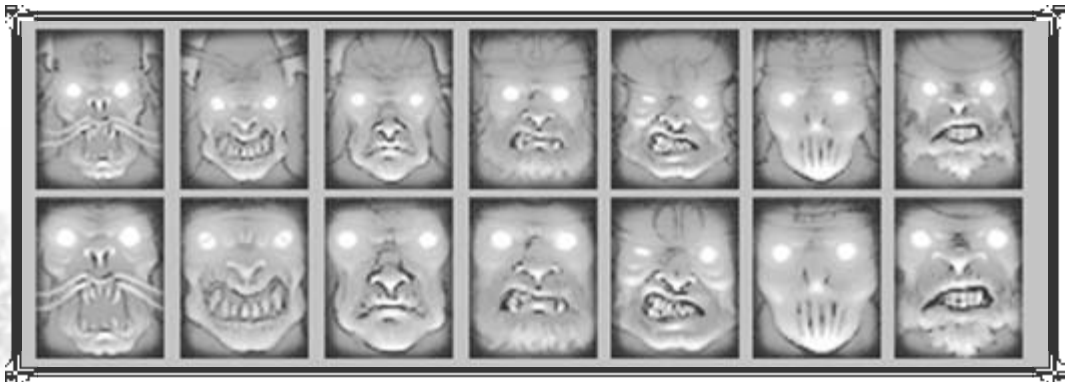
Monster Name	Monster Type	Page	Monster Name	Monster Type	Page
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Ancient Kappa	Kappa	134	Dark Leader	Dark Samurai	111
Ansatsuju	Evil Female Ninja Leader	117	Dark Mistress	Evil Female Ninja	116
Arashimaru	Tengu individual	158	Dark Ninja	Dark Samurai	112
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Arrow Elite	Skeleton Archer	154	Dark Swordsman	Dark Samurai	112
Arrow Lord	Skeleton Archer	154	Dark Warlord	Dark Samurai	112
Arrow Master	Skeleton Archer	154	Dark Wizard	Dark Samurai	112
Arrow Sage	Skeleton Archer	154	Dark Wolf Clan	Wolf Clan (Human)	161
Azari	Kihei Leader	139	Dark Wolf Clan	Wolf Clan (Wolf)	164
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Bakemono	Oni Leader	143	Death Clan Tengu	Tengu	158
Baku	Kappa individual	135	Death Maiden	Evil Female Ninja	116
Black Cavalier	Kihei	138	Death Razor	Scorpion Dragon	146
Black Oni	Oni, Greater	141	Death Squad	Dead Foot Soldier	113
Black Widow	Spider Witch	156	Death Strike	Scorpion Dragon	146
Black Wind	Evil Female Ninja	116	Death Warrior	Fallen Hero Foot Soldier	124
Blood Gaki	Gaki	131	Debu	Debu	114
Blood Guard	Shadow Soldier	153	Decapitator	Fallen Hero Foot Soldier	124
Blood Lord	Shadow Commander	149	Dekabutsu	Shadow Commander individual	151
Blood Oni	Oni, Greater	141	Deko-boko	Gaki Leader	132
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Boko-boko	Gaki Leader	132	Demonic Priest	Evil Priest	118
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Chou-riki	Bake Yoroi Leader	109	Dreadskull	Neanderskull	140
Chozo-in	Evil Priest Leader	119	Earth Oni	Oni, Greater	141
Daikaioniou	Oni individual	144	Evil Priest	Evil Priest	118
Daikotsu	Neanderskull Leader	140	Evil Wizard Sniper	Evil Wizard	122
Dai-majin	Bake Yoroi Leader	109	Fallen Hero Foot	Fallen Hero Foot Soldier	124
Daimajutsuou	Evil Priest individual	119	Fallen Ninja	Fallen Ninja	127
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Dark Champion	Fallen Hero Foot Soldier	124	Forest Wolf Clan	Wolf Clan (Wolf)	164
Dark Commander	Shadow Commander	149	Frost Oni	Oni, Lesser	142
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Hoshi	Wolf Clan Leader, Human	162
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Ikkaku	Evil Priest Leader	119
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Iwanage	Kappa Leader	136
JyuGa	Wolf Clan (Human; Rouzuko)	163
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Kagero	Fallen Ninja individual	128
Kanumar	Scorpion Dragon Leader	147
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Kappa	Kappa	134
Ka-riki	Bake Yoroi Leader	109
Karima	Fallen Wizard Leader	130
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# WALKTHROUGH & MAPS

## Your Citadel

You begin in the shrine room of your home castle, with your Leader, Archer and Brick ready to go. Each is armed with a generic “newbie” katana, a couple of light healing potions, and no armor whatsoever. Once the Daimyo finishes giving you your first quest, you can start out. There are a couple of boxes in the shrine room that may contain useful items. Activate the room’s portal gate (but if you forget, it will activate automatically once you leave).

### QUEST: Secure the Castle

**LEADER:** My lord, we have slowed the enemy’s advance into the castle.

**DAIMYO:** Now is our chance to sweep the citadel of the invaders. Gather the remaining samurai and secure the castle.

The first samurai you’ll meet is the Swordsman, two flights of stairs down, and you can probably get to him without facing any enemies. When you see the Swordsman, click on him, then wait for him to heal up in the Shrine Room and call him back into the party, for a full complement of four in your active party.

Now go back up and start to clear out the whole castle, from top to bottom. You’ll have to face undead soldiers first, soon to be followed by skeleton archers. As you work your way further down through the

castle, you’ll start to encounter commanders, and finally neanderskulls.

Break every barrel, look in every chest, and pick up everything you find. Since you don’t yet have access to the Blacksmith, you can’t repair damaged items, so expect to have to replace some of your items and weapons as they become useless.

It’s very important, throughout the game but especially at the very start, to kill every monster that challenges you and pick up every bit of cash that falls your way. Otherwise you could find yourself with a fatal deficiency of either cash or experience fairly early in the game.

At the bottom of your castle you’ll have to face the commander of the invading forces, Buaku the Blade. Try to clear out every other area of the castle interior before moving into Buaku’s territory, so you’ll have the best possible items and maybe an extra level of experience for some of your party. When he’s defeated he’ll yield Buaku’s Blade, a magic weapon that should be the best available to your party for the next few levels of experience.

Once Buaku's dead, the Daimyo gives you the next part of the first quest, to find the sorcerer who's in the courtyard trying to take control of your portal gate, and kill him before he can bring in reinforcements.

### QUEST: Part 2: Kill the Sorcerer

**DAIMYO:** You have destroyed their leader. Find the Sorcerer in the Outer Citadel and stop him before he summons reinforcements.

### QUEST: Blacksmith & Priest

**DAIMYO:** The Blacksmith and Priest fled the citadel during the attack. They will aid us greatly in our fight against the Dark Warlord. Find them.

## The Exterior

When you venture out into the courtyards of your citadel, you'll be assaulted by roughly equal numbers of soldiers, captains, archers and neaderskulls. Just keep pushing forward. If you start to take heavy casualties, don't hesitate to pull the survivors back into the castle, where it's safe. Running away not only gives you life-saving breathing room, but also has a chance of dividing your enemy up into smaller, more manageable groups as they chase you.

In the courtyard you'll find the tiny temple where the priest hangs out, and the forge in the stables where the blacksmith works. Both are now empty, of course. That's when the Daimyo gives you your next quest ... to find these missing dignitaries.

First, though, you'll have to deal with the sorcerer Majin. You'll find him hanging out near the courtyard portal gate, which is just inside the main gates to the citadel. He's by far the toughest character you've faced yet, plus he's well guarded by a force of skeleton archers, and a handful of soldiers and commanders.

To take out the sorcerer, try to be cagey. Avoid the part of the courtyard where he's standing, if possible, and work the perimeter, trying to draw off and take out the soldiers and commanders guarding him. The circle of archers surrounding the sorcerer is extremely deadly if you're concentrating on the boss, but while the sorcerer himself is highly mobile, his archers don't move. What you need here is a feint. Charge straight at the sorcerer, then withdraw to some relatively quiet corner of the courtyard as soon as you've got his attention. With luck, you'll be able to draw him away from his archers, making him much easier to kill, and the archers veritable cake once he's gone. Divide and conquer. When the sorcerer is dead, he'll drop the Soul of Buddha, a rare magic component.

Once the sorcerer is done for (or possibly before ... it can be handy to dive through the gate into the shrine room if the battle's going against you) activate the portal gate.

Go out the gates of the citadel. On the "porch" of the citadel, you'll find the Blacksmith. Click on him to finish the first part of your quest. He promises to get back to work, and gives you some info about the Priest.

### QUEST: Part 2

**BLACKSMITH:** I am in your debt for saving me, and shall return to my forge. The Priest has gone out to help the villagers. You may find him in the wilderness to the *[clockwise direction from current location]*.

There are no enemies whatsoever between the citadel gates and the entrance to the first wilderness area. You'll find the Priest at the start of the first wilderness area, well before you have to face any bad guys.

With the Blacksmith and Priest now back on duty, you can identify any magic items you may have found, repair your best armor and weapons, and donate all leftovers to the Blacksmith for the benefit of the war effort.

## Monster Populations

The lists of monsters found in each area do not (for the most part) include monsters you encounter on quests or in caves. In particular, these lists don't include one-of-a-kind monsters. You'll have to find them by adventuring. These lists also don't include the Gaki that are guarding each Debu Mill (see p. 180).

Most leaders are drawn from the designated "Leader" lists in the **Monsters** chapter. However, a few "non-commissioned monsters" (NCMs) lead a group from time to time. When an NCM is serving as a leader, he, she or it is flagged with "(leader)" in these lists (note the lowercase "l"). When a normal leader is leading, that monster is flagged with "(Leader)".

## Citadels and Wilderness

Monsters in the first Citadel and Wilderness you enter are Stage 1 unless noted otherwise. Assuming you continue adventuring clockwise, monsters in the second Citadel and Wilderness are Stage 2, in the third Citadel and Wilderness are Stage 3, and in the fourth Citadel and Wilderness are Stage 4.

## Mountainsides and Dark Warlord's Cave

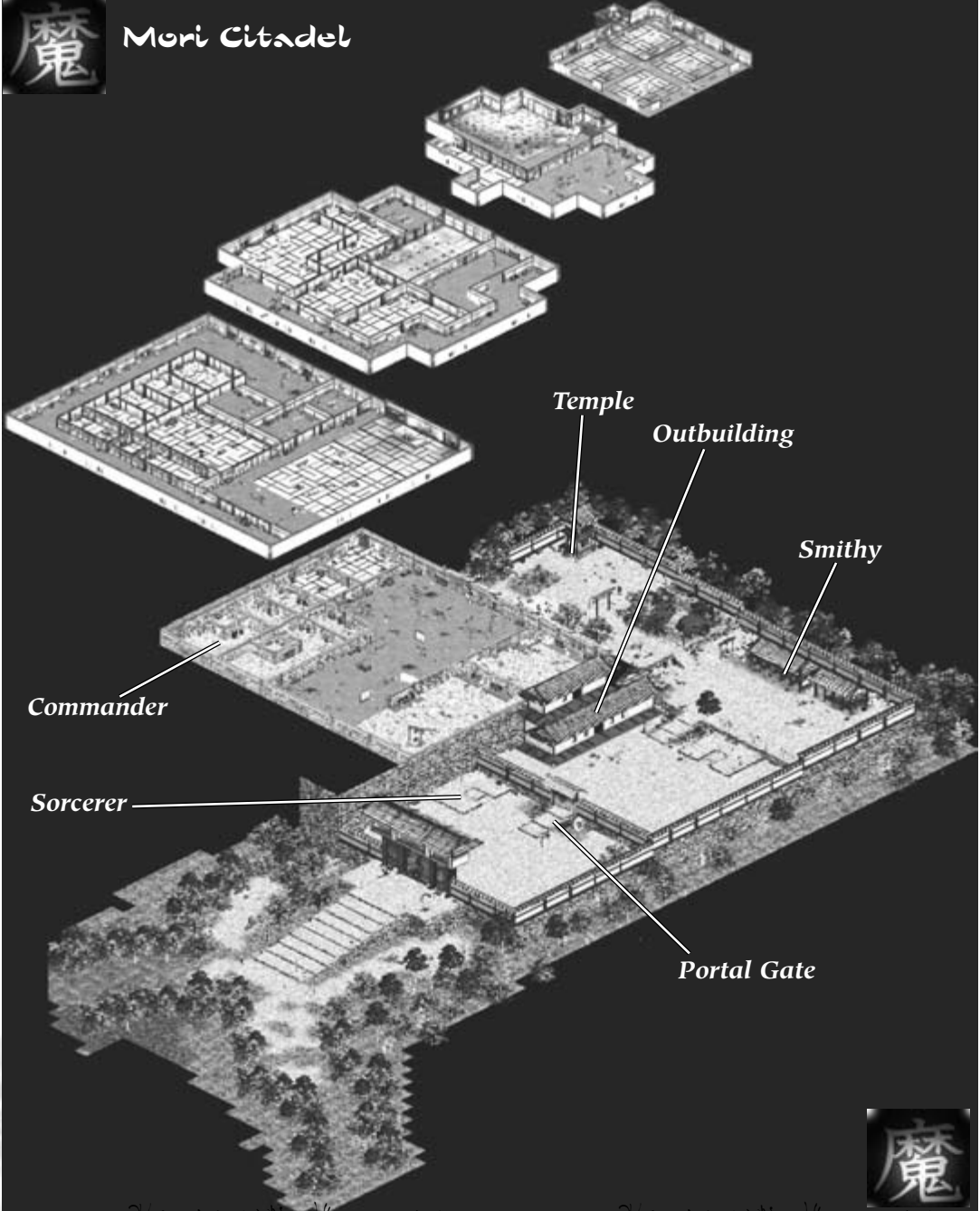
Monsters on the mountainsides are Stage 5 unless noted otherwise.



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### Mori Citadel



Horizontal line of decorative Japanese text



## The Four Citadels

The preceding section applied more or less equally, regardless of which castle you start in. Below are some notes on the unique features of each of the citadels.

### Mori Citadel

The castle is a very straightforward five-story tower, with the boss commander hiding out in the back of the storehouse section of the lowest floor. The path from the castle door to the main gate is very linear, with the temple just outside the door, the smithy on a bit further, and the portal gate just before the final exit.

One unique feature of this citadel is the outbuilding in the courtyard between the portal and the smithy, where some archers have set up an ambush on the roof. You can run through the door of the building to get to the balcony, but some of the archers are on the roof and can't be hit with hand-to-hand weapons, so limber up those ranged weapons for a firefight.

死の足歩兵、影の指揮官、影の兵士、骨の射手、死の足歩兵

### Mori Citadel Monsters

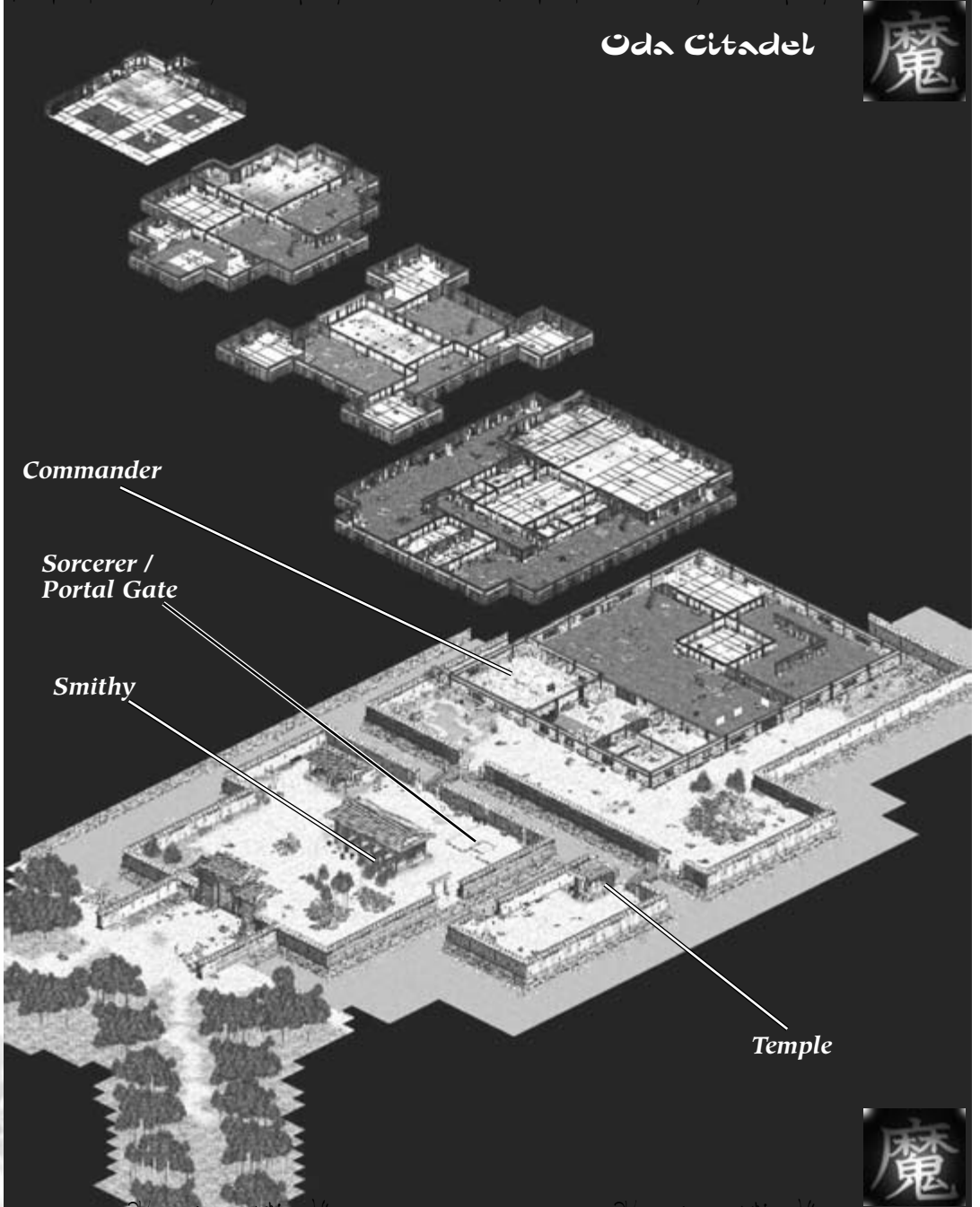
- Dead Foot Soldier
- Neanderskull
- Shadow Commander
- Shadow Soldier
- Skeleton Archer

死の足歩兵、影の指揮官、影の兵士、骨の射手、死の足歩兵

### QUEST: Visiting Neighbors

**DAIMYO:** Our forces have been greatly weakened. Go to the [clockwise direction] to [the next castle]. Ask their Daimyo for assistance.





### Oda Citadel



## Oda Citadel

The castle is another straightforward tower. The boss commander is in the kitchens, in the room to the right of where you enter.

Oda citadel is completely surrounded by moats, and you get from one courtyard to another via bridges. Whereas Mori had four exterior courtyards, Oda has only three, but the innermost is very long and wraps around the building. The temple is located in a small (but well guarded) side courtyard.

The outer courtyard contains the smithy/stables, with the portal gate (and the sorcerer) tucked away between it and the back wall. You have a lot of good cover and concealment in this courtyard.

### QUEST: Death to Traitors

**DAIMYO:** The [next] clan has betrayed us! Go to their castle and execute them!

死にますか、死にますか、死にますか、死にますか、死にますか

### Oda Citadel Monsters

- Dead Foot Soldier
- Neanderskull
- Shadow Commander
- Shadow Soldier
- Skeleton Archer

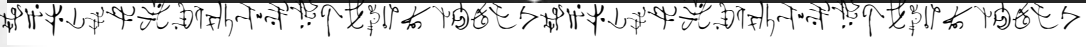
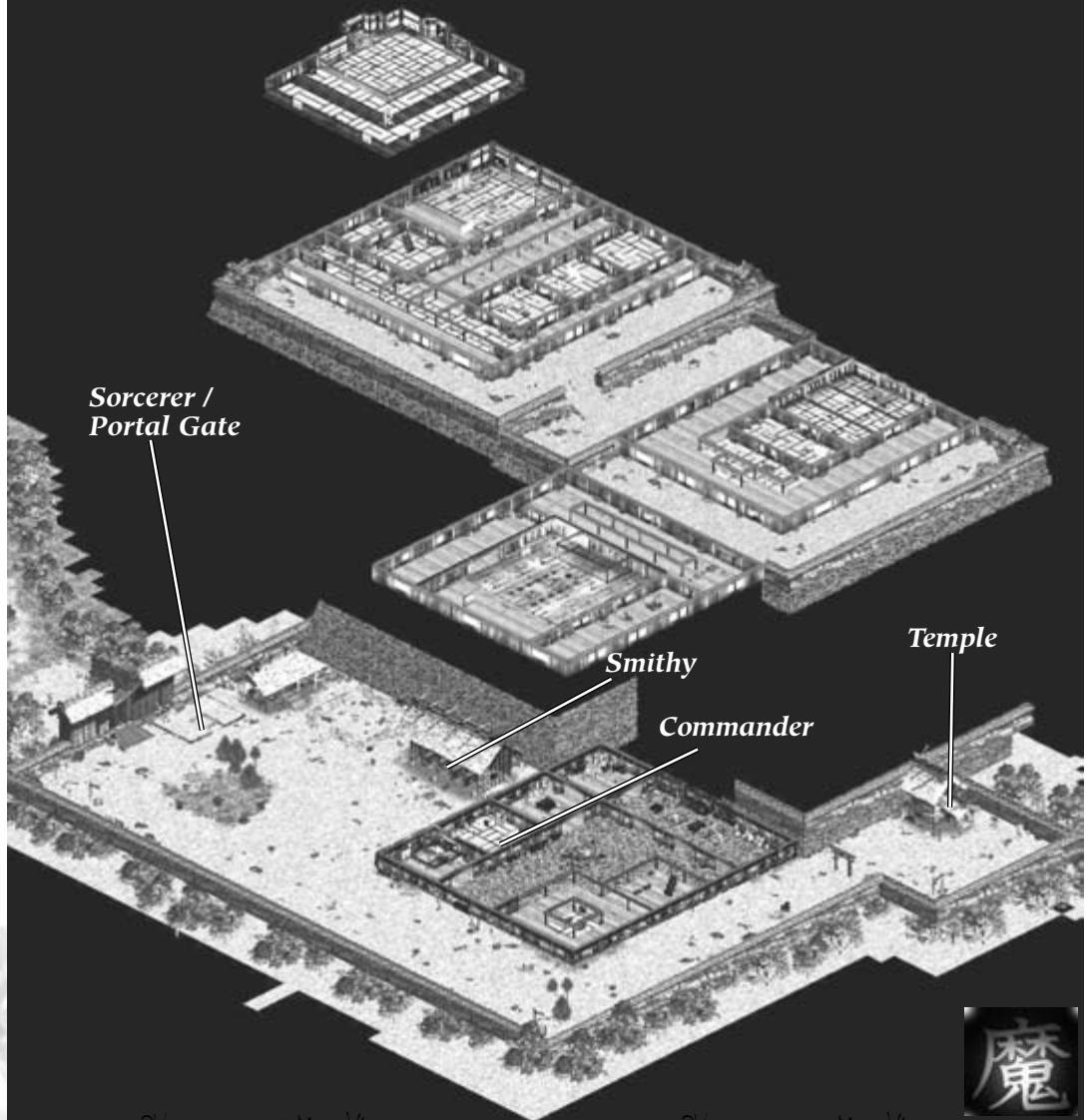
死にますか、死にますか、死にますか、死にますか、死にますか







### Tokugawa Citadel



## Tokugawa Citadel

Architecturally, this is probably the most interesting castle. Instead of a tower, it's built on terraces. The three central "floors" are separated, not by stairs, but by narrow courtyards.

The boss commander is found in the tiled room to the left of the entrance.

Outside, there's basically one really big courtyard, which the sorcerer can (and probably will) take full advantage of to run you ragged. The smithy is near the main gate and the portal gate, while the temple is way off in the most remote corner of the complex.

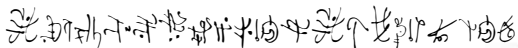
### QUEST: The Last Hope

DAIMYO: The [final clan] are our last hope for help. Go to their castle to the [clockwise direction] and search for survivors.



## Tokugawa Citadel Monsters

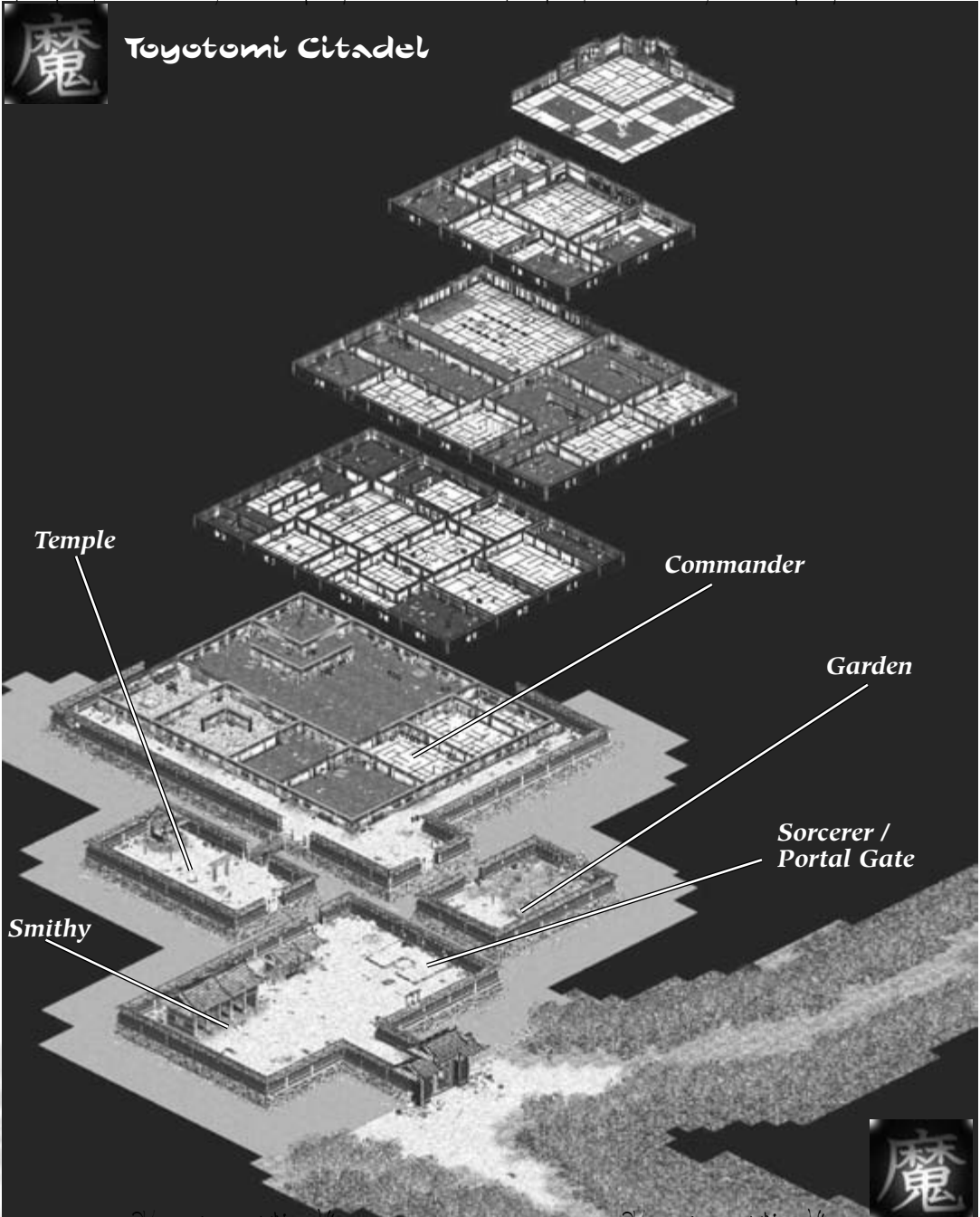
- Dead Foot Soldier
- Neanderskull
- Shadow Commander
- Shadow Soldier
- Skeleton Archer



魔界の山と川を渡る。魔界の山と川を渡る。魔界の山と川を渡る。魔界の山と川を渡る。魔界の山と川を渡る。



### Toyotomi Citadel



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## Toyotomi Citadel

The castle is another five-story tower. The boss commander is located in the suite of well-appointed rooms just opposite the entrance.

Outside, a narrow courtyard wraps around the building. This is another water-based fortress, with bridges reaching from one courtyard/island to the next. One bridge leads to a small ornamental garden with no exit (other than the way you came in, of course). On the way out you'll pass through a courtyard containing the temple, then a final courtyard containing both the smithy and the portal gate.



### Toyotomi Citadel Monsters

Dead Foot Soldier  
Neanderskull  
Shadow Commander  
Shadow Soldier  
Skeleton Archer



## Subsequent Castles

If you're trying to get *into* one of the castles, rather than *out* of it, you'll find your experience rather different. For one thing, all the castles were designed primarily with the thought that they'd be used by starting characters and players just getting used to the game, trying to make their way from the Shrine Room out. Consequently, there are fewer and weaker creatures (regardless of how far along in the game you are) the closer to the Shrine Room you get. The second, third and fourth castles are pretty much the only maps in the game that get easier the further into them you get.

The order of the castle quests never varies, regardless of where you start. In the second castle you find the Daimyo murdered. The third castle has turned traitor, and the Daimyo commits seppuku (ritual suicide) when you confront him for vengeance (when he dies, you'll be able to take the Mask of his clan, a good magic item). In the fourth, the Daimyo is defeated but still barely alive. He gives you his sword to use in avenging his death.

The bosses in the castles also appear in the same order. Each boss commander you kill yields a progressively more buff weapon, while each of the sorcerers yields a different one of the rare "Buddha" components.

### Citadel Information

Castle	Commander	Commander's Weapon	Sorcerer	Unique Component	Daimyo's Item
<i>First</i>	Buaku	Buaku's Blade	Majin	Soul of Buddha	None
<i>Second</i>	Dekabutsu	Dekabutsu's Wakazashi	Cho-Sei	Blood of Buddha	None
<i>Third</i>	Taiboku	Taiboku's Nodachi	Abe-No-Seimei	Patience of Buddha	Mask of [his clan]
<i>Fourth</i>	Kumakichi	Kumakichi's Kabu-Tsuchi	Hoshin	Tear of Buddha	Sword of the [clan]

# The Clan Wildernesses

It helps, in envisioning the world of *Throne of Darkness*, to remember that Japan is a series of islands. The layout of the map makes the most sense if you think of the adventure being set on a roughly circular island with a large mountain in the middle (like Mt. Fuji, on the main island of Hokkaido in real-world Japan). The four citadels are located around the perimeter of the island, at the four compass points, with the Dark Warlord's forces occupying the top of the central mountain.

Connecting each of the four citadels is a road winding through the Japanese countryside. The wilderness areas between the citadels are where much of the first half of the game takes place.

Like the citadels, the wilderness areas are designed to be explored in any order. The monsters get tougher as you progress through the game, but the basic features of each of the wildernesses are similar.

## Common Features

**DEBU MILL.** Debu are strong, fat, brutal demons used by Zanshin to grind the mills that turn the corpses of innocent victims into the undead troops of the Dark Warlord. Each of the wilderness areas has a debu mill near one of the village areas, but only the first and third (depending on where you start) actually have debu (and their live victims) in residence. The second has a peasant who will point you toward the second debu quest, and the fourth area is just abandoned. All four of the debu mills have lots of Gaki hanging around, however.

### QUEST: Free The Women

**HEADSMAN:** Please, help us. Our wives and daughters were captured by the Dark Warlord's army. Hurry. They are to be fed to his monsters!

**SAMURAI:** We will save them. I will send you back to the citadel; you'll find refuge there.

There's a single debu on duty at the first mill, while a pair are working the third. Both of these mills are additionally guarded by a force of gaki. The debu are tough, but they're not hard to kill, since you're a lot faster than they are. Their mills are located behind a fence of thorns, and your archers and spellcasters can do a good deal of damage over the fence while a debu makes his cumbersome way around to the entrance.

### QUEST: More Debu

**DYING VILLAGER:** The Dark Warlord's army murdered everyone. The evil monsters have moved on to the next village. Save them from my fate...

**SAMURAI:** May your soul rest. We will do what we can.

**PORTAL GATES.** Each of the wilderness areas has two portal gates, one near the entrance and another near the exit. The portals allow you to quickly revisit any other gate that you've already cleared, right back to your own Shrine Room. When you activate all eight of the wilderness gates, you've completed the Portal Quest.

### **QUEST: Recapture the Portal Gates**

**DAIMYO:** As I suspected, the Dark Warlord is using the wilderness portal gates to out-flank our forces. If we are to have any hope of defeating him, we will need to control all of the portal gates.

**CENTRAL AMBUSH (SUPPLY DEPOTS).** In the middle of each wilderness area, Zanshin has set up an ambush consisting of a mass of skeleton warriors behind barricades, plus other assorted nasties. To get through the ambushes, try to work the perimeters, taking the archers out one barricade at a time. If you let yourself get lured out into the middle of the action, you'll be pincushioned in no time. Archers and offensive spellcasters are extremely useful against the ambushes. The enemy also uses these ambush points as supply depots, so once you do take one down there should be plenty of loot for the taking.

**CEMETERY.** There are cemeteries in all four wilderness areas. When you enter the fourth (and final) wilderness area (whichever that may be based on your starting point), you'll be confronted by a ghost. Your honored ancestor will give you a quest to go to the cemetery in that region, and stop one of Zanshin's priests from performing a ritual to raise the dead. When you get to the cemetery, killing the priest will complete the ritual (oops) and you'll have to fight the revived heroes as well. As quests go, this is actually one of the easier ones.

One of the Toyotomi personal quests also involves a visit to the Toyotomi cemetery (see p. 198).

### **QUEST: Disrupt the Ritual**

**SAMURAI:** Ancestor! What has disturbed your rest?

**GHOST:** Magic ... dark magic has awakened me!

**DAIMYO:** Zanshin is trying to raise the dead heroes. Find where this ritual is taking place and stop it!



**MOUNTAIN PATH.** In each of the four wilderness areas there's a side path that leads to the mountain. This path is marked by a blue line on your automap. Just before the point where the wilderness map actually meets the mountain map, there's a force of evil wizards and high-level skeleton archers posted by Zanshin to bar your way.

These guards are tough, and their power level does not increment as you progress from wilderness to wilderness. The guards are equally powerful in each of the four areas, regardless of where you start. Their function is to see to it that you don't enter the dangerous mountain maps before

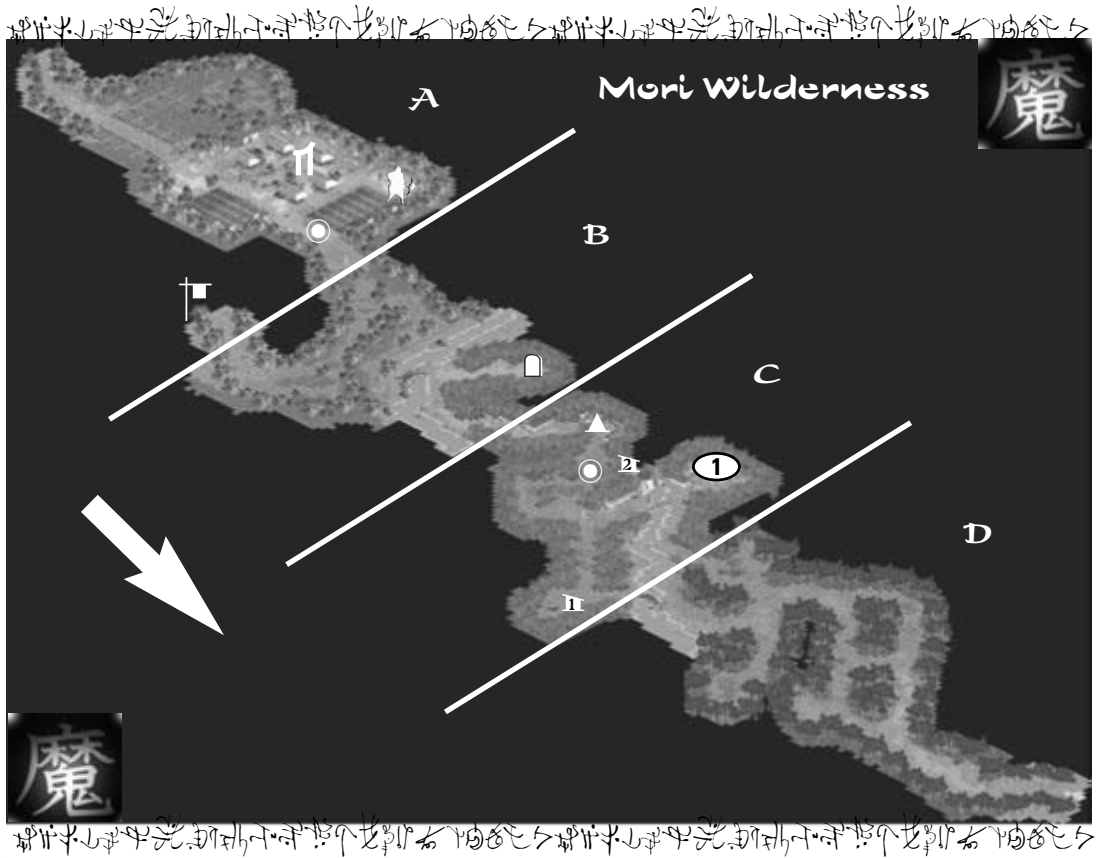
you're ready for them.

In the first and second wilderness area, your party basically doesn't have a prayer. In the third, you might win out if you're very persistent, but don't bother ... you're still not ready for the mountain. By the time you get to the fourth wilderness, the fight should be quite winnable.

In the first three areas, the Daimyo will warn you if you get too close to the ambush. If you're following the blue line and you get his "Zanshin's forces are fully entrenched" speech, stop dead right there, turn around and go back the way you came.







### Mori Portal Gates

Morino Village

*Monsters:* Skeleton Archers








Mogami River

*Monsters:* Evil Priestesses

### Mori Caves

1. The Abyss

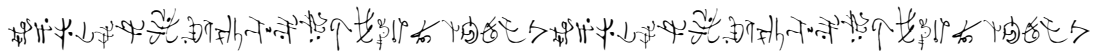
2. The Lair of Suizan, the Kappa King

-  **Debu Mill**
-  **Portal Gates**
-  **Central Ambush**
-  **Cemetery**
-  **Mountain Path**
-  **Village**
-  **Cave**

## Individual Wildernesses

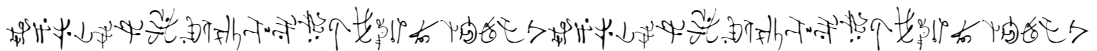
### Mori Wilderness

The Mori wilderness is a straightforward map, with minimal opportunities to stray from the main path. The village (with the Debu mill in the eastern corner) is right at the start of the path. Low-level parties may want to avoid the village until everybody's up to at least third level or so, and ready to take on the Debu. The graveyard is near the first bridge.



### Mori Wilderness Monsters

<i>Area A</i>	<i>Area B</i>	<i>Area C</i>	<i>Area D</i>
Bake Yoroï	Bake Yoroï	Bake Yoroï	Bake Yoroï
Evil Female Ninja	Evil Female Ninja	Evil Female Ninja	Evil Female Ninja
Evil Priest	Fallen Hero Foot	Evil Priestess	Evil Priest
Evil Priestess	Kappa	Evil Priestess (Leader)	Evil Priestess
Evil Wizard (Sniper)	Kappa (leader)	Fallen Hero Foot	Fallen Hero Foot
Fallen Hero Foot	Kappa (Leader)	Kihei	Gaki
Gaki	Kappa (Small)	Lesser Oni	Kappa (Small)
Kihei	Tengu	Scorpion Dragon	Kihei
Lesser Oni		Skeleton Archer	Lesser Oni
Scorpion Dragon		Tengu	Scorpion Dragon
Skeleton Archer (Sniper) (5)		Wolf Clan (Human)	Tengu
Tengu			Wolf Clan (Human)
Wolf Clan (Human)			Wolf Clan (Wolf)
Wolf Clan (Wolf)			



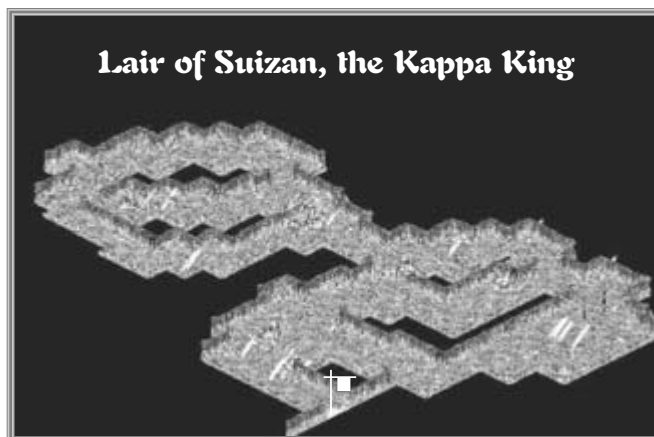
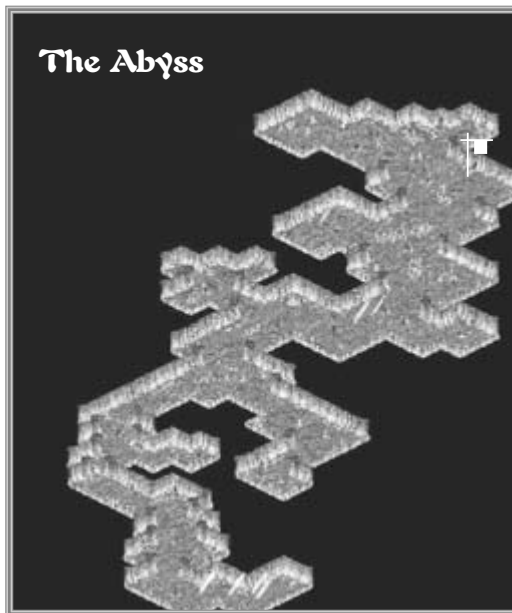


Just past the second portal gate is a small Buddhist temple (1) that figures prominently in the Mori Leader's personal quest (see p. 196).

There are two caves in the second half of the map. The southern cave is called The Abyss, and is the home to a varied assortment of subterranean monsters.

The other cave, just north of the second portal gate, is the Lair of Suizan, the Kappa King. Its entrance is concealed behind a waterfall, and as the name suggests, it's populated primarily by Kappas, including old Suizan himself. This cave also plays a starring role in the Mori Leader's quest.

The first portal gate, Morino Village, is convenient to the foot of the mountain, and would be an excellent place to start that portion of the game.





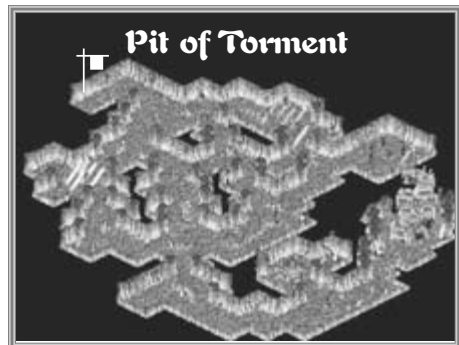
### Oda Portal Gates

Yagyu Munenori's Mansion  
*Monsters:* Skeleton Archers

Tengu Forest  
*Monsters:* Evil Priests

### Oda Cave

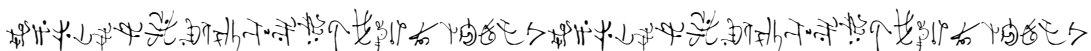
1. Pit of Torment



## Oda Wilderness

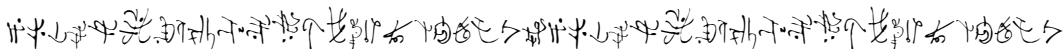
The most unique feature of this map is that its “village” is actually the sprawling estate of a rich nobleman. The Debu mill is located in the far western corner of the estate, behind the fields.

In the northeastern corner of the map, there’s a hidden path that runs through a grove of bamboo (1). Highlight the bamboo and click on it to open the path. Likewise, in the southeastern portion of the map, there’s a ford across a stream (2) with only one visible stepping stone. Click on the stone to make the rest of the stones appear (be ready for the very tough legendary Kappa on the other side).



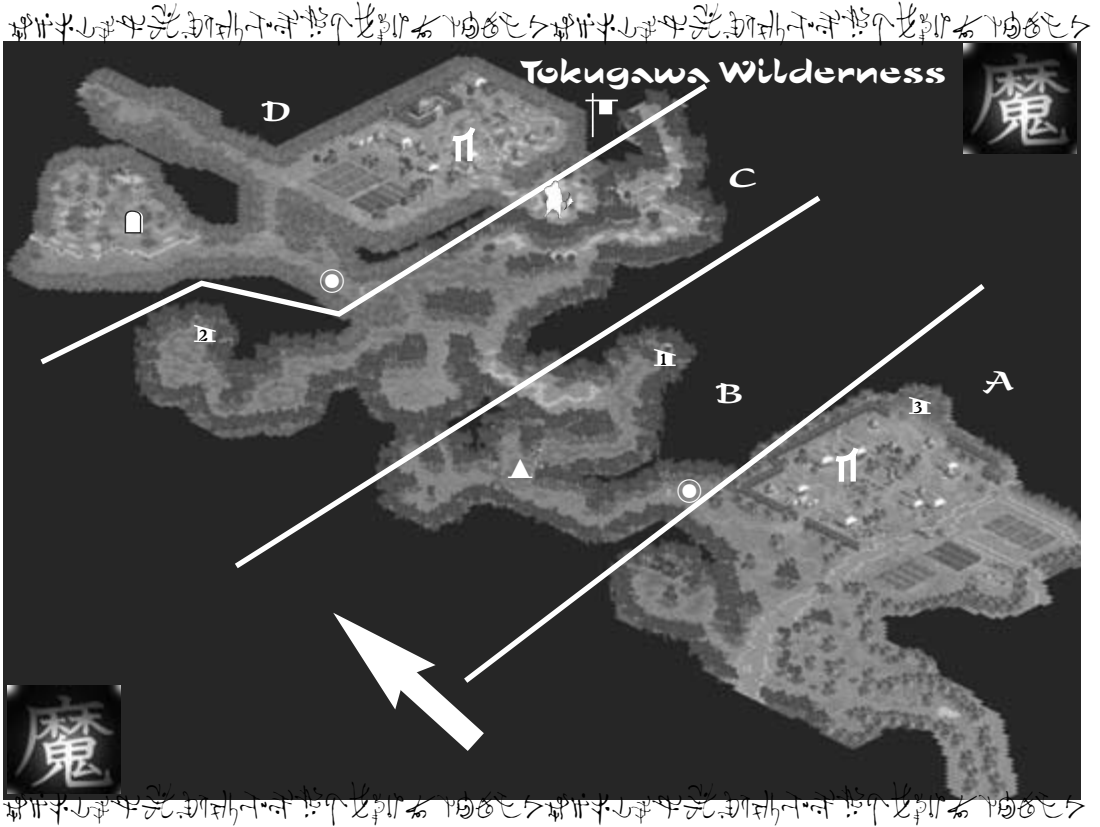
### Oda Wilderness Monsters

<i>Area A</i>	<i>Area B</i>	<i>Area C</i>	<i>Area D</i>
Bake Yoroi	Evil Female Ninja	Bake Yoroi	Evil Priestess
Fallen Hero Foot	Fallen Hero Foot	Evil Female Ninja	Fallen Hero Foot
Gaki	Kihei	Evil Priest	Gaki
Kappa	Scorpion Dragon	Evil Priest (Leader)	Kappa (Small)
Kappa (Small)	Skeleton Archer	Evil Wizard (Sniper)	Kihei
Lesser Oni	Tengu	Scorpion Dragon	Kihei (Leader)
Tengu	Wolf Clan (Human)	Scorpion Dragon (Leader)	Wolf Clan (Wolf)
Wolf Clan (Human)		Skeleton Archer (Sniper) (5)	
Wolf Clan (Wolf)		Tengu	



The only cave on this map, The Pit of Torment, is located just before the central ambush.

In the far south of the map is the haunted grove of the thousand-year maple (3), where the Mori Berserker’s quest takes place. Just beyond it is the graveyard.



### Tokugawa Portal Gates

Border Station






*Monsters:* Skeleton Archers

Kusunoki Forest

*Monsters:* Evil Female Ninjas

### Tokugawa Caves

1. Koga Ninja's Hideout
2. Cave of the Black Oni
3. Lair of Suigetsu

-  **Debu Mill**
-  **Portal Gates**
-  **Central Ambush**
-  **Cemetery**
-  **Mountain Path**
-  **Village**
-  **Cave**

## Tokugawa Wilderness

With two villages and three caves, this sprawling wilderness is one of the busier maps in the game. The debu mill is located in the northeast corner of the northern village, with the graveyard due west, across the road.

トクガワの荒野は、二つの村と三つの洞窟があり、ゲームの中で最も忙しいマップの一つです。北東の村の角には、石臼があり、その西、道路を渡ると墓場があります。

### Tokugawa Wilderness Monsters

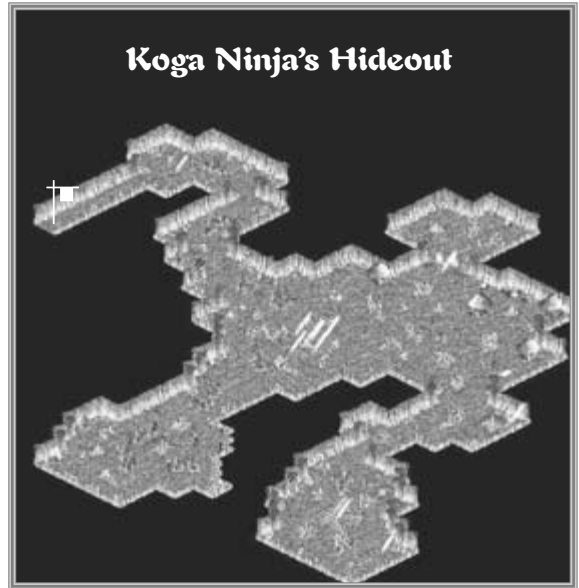
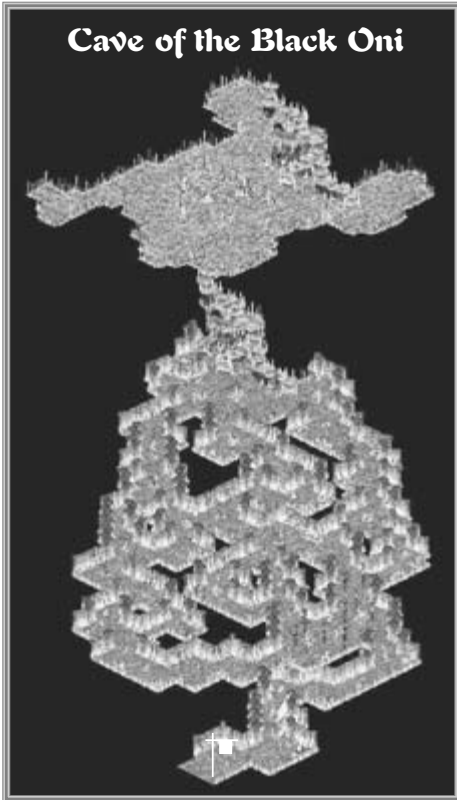
<i>Area A</i>	<i>Area B</i>	<i>Area C</i>	<i>Area D</i>
Bake Yoroi	Bake Yoroi	Bake Yoroi	Evil Female Ninja
Evil Female Ninja	Evil Female Ninja	Evil Priest	Evil Female Ninja (Leader)
Evil Priest	Fallen Hero Foot	Evil Priestess	Evil Priest
Evil Priestess	Gaki	Evil Wizard (Sniper)	Evil Priestess
Fallen Hero Foot	Kappa	Fallen Hero Foot	Gaki
Gaki	Kihei	Gaki	Kappa
Kappa	Scorpion Dragon	Kappa (Small)	Kappa (Small)
Kappa (Small)	Skeleton Archer	Lesser Oni	Kihei
Kihei	Tengu	Lesser Oni (Leader)	Scorpion Dragon
Lesser Oni		Skeleton Archer (Sniper)(5)	Wolf Clan (Human)
Scorpion Dragon		Tengu	Wolf Clan (Wolf)
Tengu		Wolf Clan (Wolf)	
Wolf Clan (Human)			
Wolf Clan (Human) (leader)			
Wolf Clan (Human) (Leader)			
Wolf Clan (Wolf)			

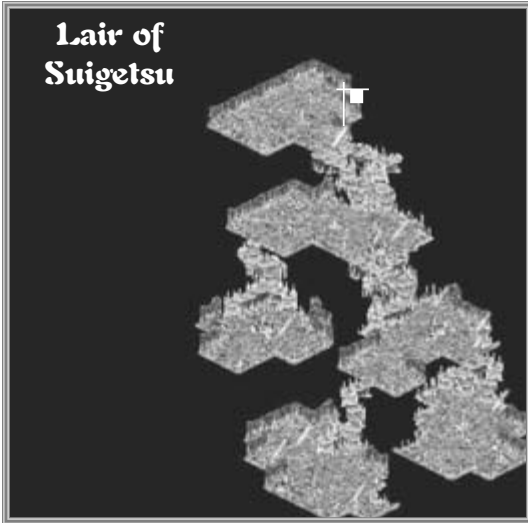
トクガワの荒野は、二つの村と三つの洞窟があり、ゲームの中で最も忙しいマップの一つです。北東の村の角には、石臼があり、その西、道路を渡ると墓場があります。



The first cave you'll come to is the Cave of the Black Oni, a huge and impressive complex inhabited by some very tough monsters.

Beyond that, just before you reach the central ambush, is the lair of the Koga Ninja. This is the site of the Toyotomi Ninja's personal quest, but whether you're playing the Toyotomi samurai or not, this cave leads up to an encounter with the Koga Ninja themselves.





The third and final cave is the Lair of Suigetsu, and is located just behind the second (southern) village. This cave is where the Oda Ninja completes his quest.





- Debu Mill
- Portal Gates
- Central Ambush
- Cemetery
- Mountain Path
- Village
- Cave

### Toyotomi Portal Gates

Ta-Ke Forest

*Monsters:* Evil Priests

Momiki Forest

*Monsters:* Skeleton Archers

### Toyotomi Caves

None

## Toyotomi Wilderness

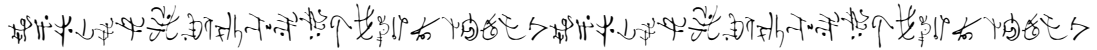
The Toyotomi wilderness is the only wilderness map in the game with no caves, but there's still plenty going on.

For example, when you cross the bridge of the first (southern) river, turn left and follow the river as far as you can to the northwest. When you've gone as far as you can along the riverbank, turn around ... you should see a small stand of trees just behind you **(1)**. Highlight these trees and click on them to get the Hemp, a unique component that has the power to make one weapon or armor completely indestructible. Once again, the Hemp is *unique*, so save it for something you really, really like.

The village on this map is located far from the road, just a short distance from the foot of the mountain. The debu mill is on the southeast side of the village, just beyond the fields.

A large graveyard can play a starring role in either the Toyotomi Wizard's personal quest or in the normal graveyard quest (see p. 198).

Just over the river and down the road a bit from the graveyard is a riverside clearing dominated by an impressively huge pagoda **(2)**. This is the site of the climax of the Oda Leader's personal quest.



### Toyotomi Wilderness Monsters

Area A	Area B	Area C	Area D
Bake Yoroï	Bake Yoroï	Bake Yoroï	Evil Priest
Evil Priest	Evil Female Ninja	Evil Female Ninja	Evil Priestess
Evil Priest (Leader)	Evil Priestess	Evil Priest	Gaki
Evil Priestess	Evil Wizard (Sniper)	Fallen Hero Foot	Kappa
Fallen Hero Foot	Fallen Hero Foot	Kappa	Kappa (Small)
Kappa	Gaki	Kihei	Kihei
Kappa (Small)	Gaki (Leader)	Lesser Oni	Lesser Oni
Kihei	Kappa	Scorpion Dragon	Scorpion Dragon
Lesser Oni	Kihei	Skeleton Archer	Tengu
Scorpion Dragon	Lesser Oni	Wolf Clan (Human)	Tengu (Leader)
Tengu	Scorpion Dragon		Wolf Clan (Human)
Wolf Clan (Human)	Skeleton Archer (Sniper) (5)		Wolf Clan (Wolf)
Wolf Clan (Wolf)	Wolf Clan (Human)		
	Wolf Clan (Wolf)		



### Personal Quests

The personal quests listed below all take place primarily in the four wilderness areas. Quests that take place primarily on the mountain are listed on pages 208-209.

Two of the personal quests, those of the Tokugawa Wizard and the Toyotomi Berserker, start in the wilderness but finish up on the mountain. These quests are described with the other mountain quests, since that's where most of the action is.



#### Mori Berserker, Yagyū Jubei

**Where does it happen?** In the Oda wilderness. Receive the quest from a peasant standing near the bridge over the southern river, and fulfill it at the Thousand-Year Maple.

**What do I have to do?** You have rashly accepted the challenge of the Black Star Trinary, three champions from the Dark Warlord's honor guard. You (and your companions) must meet the Trinary at the Thousand Year Maple and fight them and their troops to the death.

**What do I get?** Three very high quality items – armor or weapons. You probably won't be able to use any of these for several levels yet, but once you get there they'll definitely come in handy.

#### Mori Leader, Takeda Shingen

**Where does it happen?** In the Mori wilderness. Receive the quest from the dying priest in the riverside temple and fulfill it in Suizan's cave behind the waterfall.

**What do I have to do?** When you check on the priests that raised you, you find they've been murdered by Suizan, the Kappa King. With his dying breath, the head priest tells you to find Suizan in his lair behind the waterfall, and recover the temple's sacred Buddha statue, which the Kappa stole.

**What do I get?** The dying priest gives you a unique set of prayer beads (Water Resistance 25%). When you kill Suizan and give the Buddha statue to your priest (by Offering it through the Priest interface) you receive a significant bonus to spell points in whatever element you make the offering.



## Oda Leader, O-ishi Kuranosuke

**Where does it happen?** In the Toyotomi wilderness, at the pagoda.

**What do I have to do?** You encounter the ghost of Kagetora, an old friend who charges you to go to the pagoda and destroy the Shadow Commander who murdered him. When the commander is dead you must take his head back to the ghost to prove the deed is done.

**What do I get?** When you return the fiend's head to the ghost, you get Kagetora's Armor.



## Oda Ninja, Kajiwara Kagesue

**Where does it happen?** In the Tokugawa Wilderness. You receive the quest by the bridge over the northern river (if the Ninja's in the party), and complete it in Sugetsu's Lair.

**What do I have to do?** If the Ninja is with the party when you cross the northern bridge, he'll notice some strange kappa tracks in the mud of the riverbank and realize they belong to Suigetsu, the killer kappa. From there you just have to track Suigetsu to his lair, find him and kill him.

**What do I get?** Suigetsu's Shell, a unique and extra-powerful variant on the Elder Kappa Shell component.

## Tokugawa Archer, Tejima Kenzaburo

**Where does it happen?** In the Oda Wilderness, near the foot of the mountain.

**What do I have to do?** Fight and kill the dragon Gero-mon, who lurks in this part of the wilderness.

**What do I get?** The Dragon Parts, a unique and very powerful component that can really soup up a bow, adding 15-20 points of damage to every hit.

### Toyotomi Ninja, Fujiwara Jutaro

**Where does it happen?** In the Tokugawa wilderness, at the cave of the Koga Ninja.

**What do I have to do?** Fight the ninja guarding the approach to the cave to get the scroll that will allow you to enter. Once inside, clear out the evil ninja clan, including the ultra powerful Koga Ninja themselves.

**What do I get?** When you kill the Koga Ninja you get the powerful Koga Shuriken.



### Toyotomi Wizard, Ootani Yoshitsugu

**Where does it happen?** In the Toyotomi wilderness, in the village and the graveyard.

**What do I have to do?** A peasant sends your party to recover a sacred statue that has been stolen by servants of the Dark Warlord. If the statue is not returned to its resting place in a shrine in the graveyard, it will allow Zanshin to open a Gate to Hell (which is not a good thing). Once you have the statue, Ootani himself must take it and place it in its proper resting place.

**What do I get?** When you return the statue to its shrine, the gods give you Buddha's Tear, a very rare component.



# The Mountain

Once you purge all four citadels and all four wilderness areas between them, you're about halfway through the game, and you're ready to move on to the mountain. It doesn't matter at all which face of the mountain you tackle first; they're all pretty much the same story — a portal gate, an entrance to the Dark Warlord's Cavern (see p. 211), a couple other caves, and lots of tough monsters.

The remainder of the game is a good deal more open-ended than the first half was in terms of where you can go next. In order to make your game go as smoothly as possible, we recommend that you avoid the various shortcuts that will become available to you and take the rest of the game in the following order:

- All four mountainsides (and their lesser caves)
- The Dark Warlord's Cavern
- The courtyard of the Dark Warlord's Citadel
- Inside the Dark Warlord's Citadel

## Caves

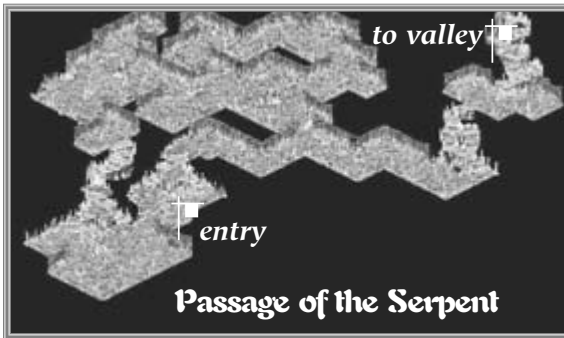
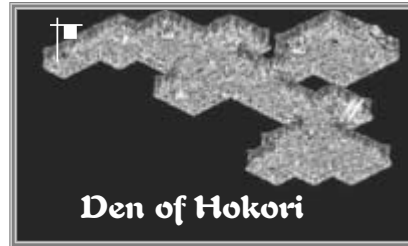
In addition to the Dark Warlord's Cavern (see p. 211), there are nine caves on the mountain.



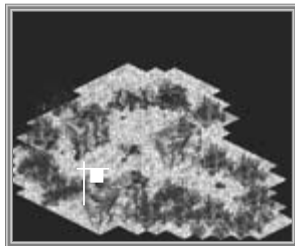




1. **Den of Hokori.** This small cave near the foot of the mountain is home to a family of Kappa.
  2. **Passage of the Serpent.** This winding cavern leads to a secluded mountain valley.
- \* Dark Warlord's Cavern



## Mountain Valley



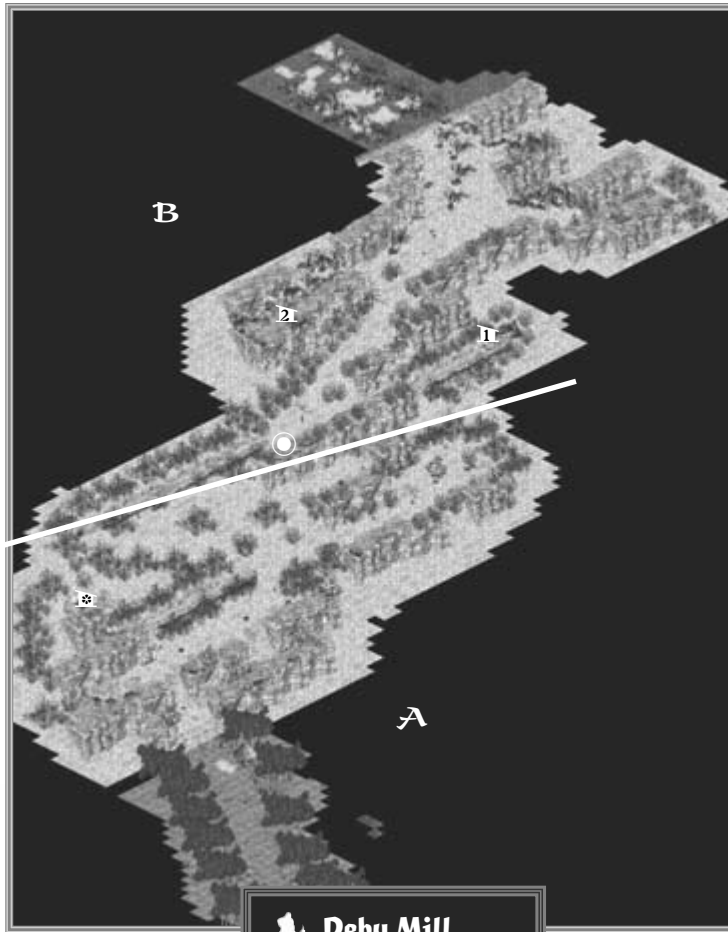
山ノ谷の怪物

### Mountain Valley Monsters

- |                   |                      |
|-------------------|----------------------|
| Bake Yoroi        | Kihei                |
| Evil Female Ninja | Lesser Oni           |
| Evil Priest       | Scorpion Dragon      |
| Evil Priestess    | Tengu                |
| Fallen Hero Foot  | Wolf Clan<br>(Human) |
| Gaki              | Wolf Clan (Wolf)     |
| Kappa             |                      |
| Kappa (Small)     |                      |

山ノ谷の怪物

### Southeast Face (entered from Oda Wilderness)



-  **Debu Mill**
-  **Portal Gates**
-  **Central Ambush**
-  **Cemetery**
-  **Mountain Path**
-  **Village**
-  **Cave**

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#### Southeast Face Monsters

##### Area A

- Bake Yoroi
- Evil Female Ninja
- Evil Priest
- Evil Priest (Leader)
- Fallen Hero Foot
- Kappa
- Kihei
- Lesser Oni
- Scorpion Dragon
- Wolf Clan (Human)

##### Area B

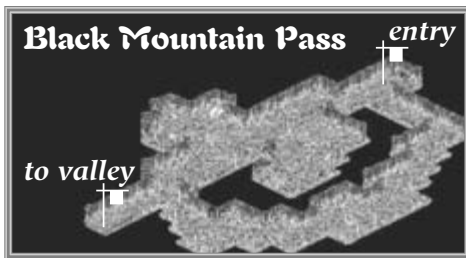
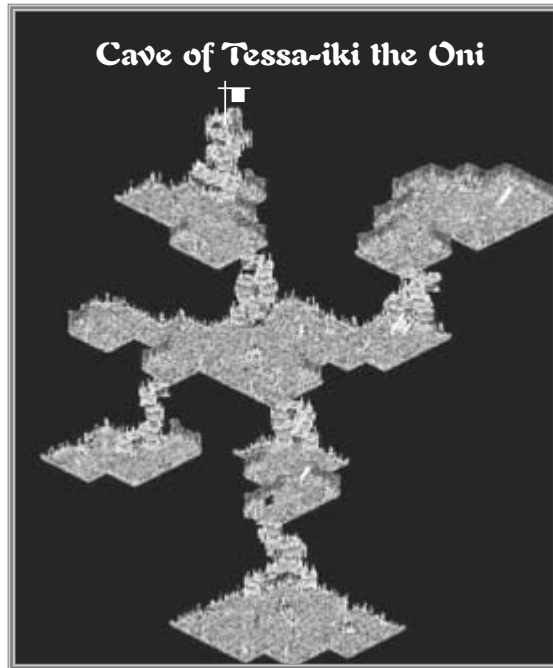
- Evil Priestess
- Gaki
- Kappa
- Kappa (Small)
- Kihei
- Lesser Oni
- Scorpion Dragon
- Tengu
- Tengu (Leader)
- Wolf Clan (Human)
- Wolf Clan (Wolf)

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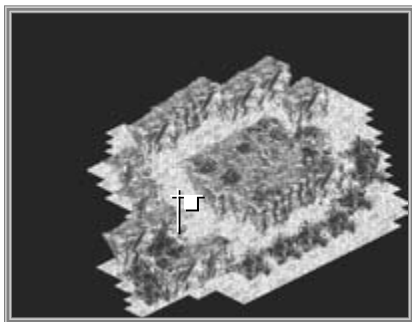
1. **Cave of Tessa-iki the Oni.** The Oda Berserker must face Tessa-iki to accomplish his personal quest.

2. **Black Mountain Pass.** Like the Passage of the Serpent, above, the Black Mountain Pass leads to an otherwise inaccessible mountain valley. This valley must be visited as part of the Tokugawa Brick's quest.

\* **Dark Warlord's Cavern**



## Mountain Valley



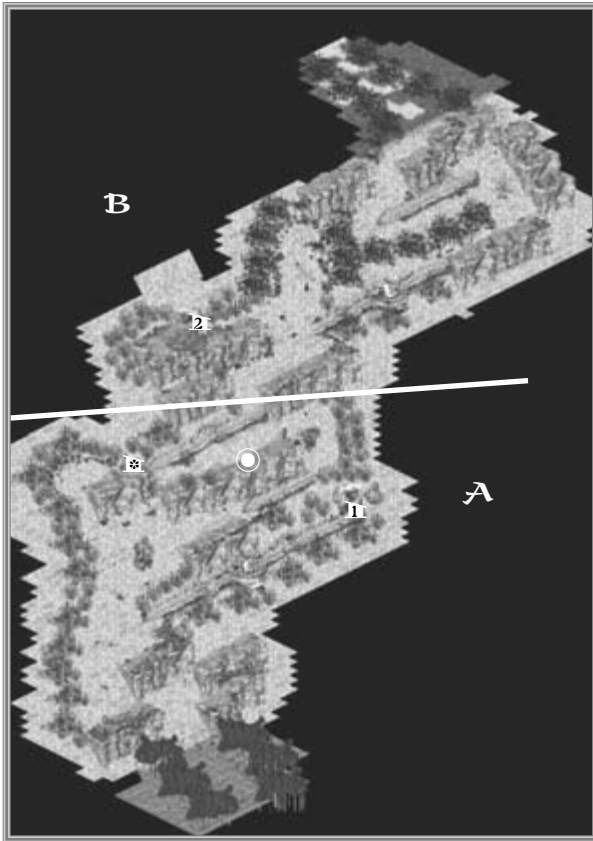
山ノ谷の怪物

### Mountain Valley Monsters

Bake Yoroï	Kappa (Small)
Evil Female Ninja	Kihei
Evil Priest	Lesser Oni
Evil Priestess	Scorpion Dragon
Fallen Hero Foot	Tengu
Gaki	Wolf Clan (Human)
Kappa	Wolf Clan (Wolf)

山ノ谷の怪物

### Southwest Face (entered from Tokugawa Wilderness)



光 御 前 七 郎 宗 信 御 殿 御 座 所

#### Southwest Face Monsters

##### Area A

- Kappa
- Kappa (leader)
- Kappa (Leader)
- Kappa (Small)
- Skeleton Archer

##### Area B

- Bake Yoroi
- Bake Yoroi (Leader)
- Evil Priest
- Evil Priestess
- Gaki
- Kihei
- Lesser Oni
- Scorpion Dragon
- Wolf Clan (Human)
- Wolf Clan (Wolf)

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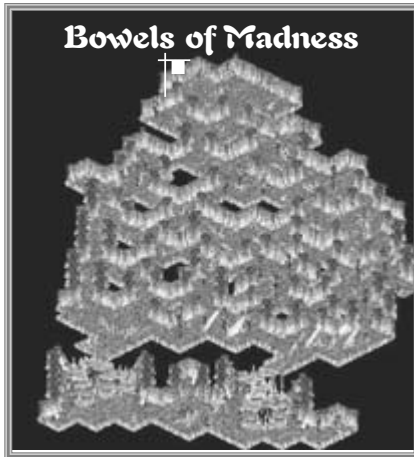


**1. Lair of Hashi-Hime the Spider Queen.**

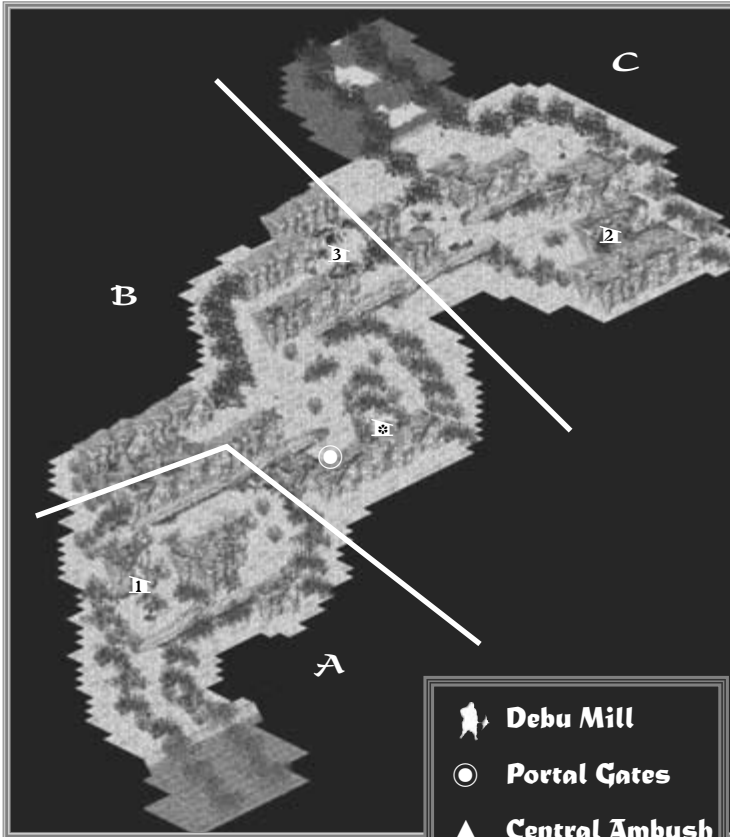
The name says it all, really. Make sure to bring along plenty of Remedies.

**2. The Bowels of Madness.** This labyrinth of twisty little passages is the home to a community of creatures considerably less tough than most you face on the mountain. There is, however, still plenty of generous treasure in the cave, so think of this cave as a way to replenish your purse with a minimum of trouble.

**\* Dark Warlord's Cavern**



### Northwest Face (entered from Toyotomi Wilderness)



-  **Debu Mill**
-  **Portal Gates**
-  **Central Ambush**
-  **Cemetery**
-  **Mountain Path**
-  **Village**
-  **Cave**

花・山・川・池・谷・野・原・山

#### Northwest Face Monsters

##### Area A

- Evil Female Ninja
- Evil Female Ninja (Leader)
- Evil Priest
- Evil Priestess
- Gaki
- Kappa
- Kappa (Small)
- Kihe
- Lesser Oni
- Wolf Clan (Human)
- Wolf Clan (Wolf)

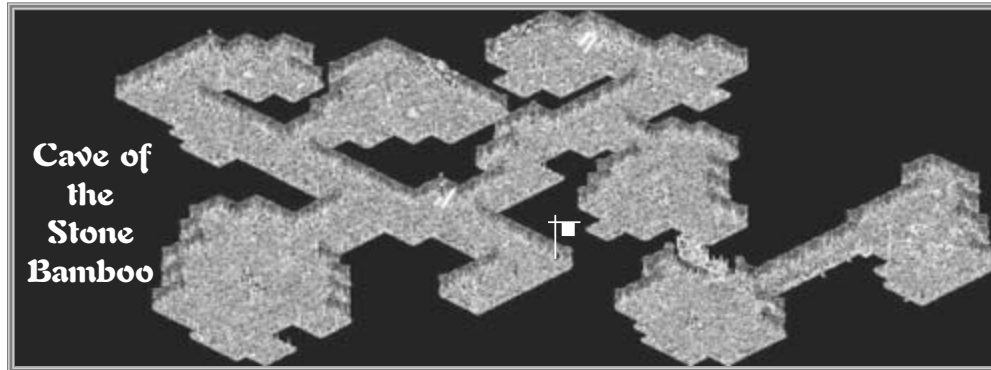
##### Area B

- Kappa
- Lesser Oni
- Scorpion Dragon
- Scorpion Dragon (Leader)

##### Area C

- Bake Yoroi
- Evil Priest
- Evil Priestess
- Fallen Hero Foot
- Gaki
- Kappa (Small)
- Kihe
- Tengu
- Wolf Clan (Human)
- Wolf Clan (Wolf)

花・山・川・池・谷・野・原・山



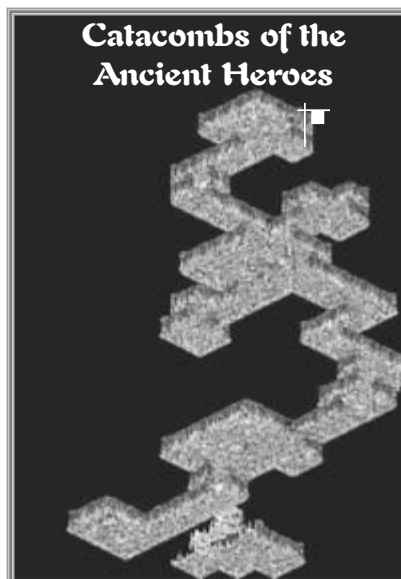
**1. Cave of the Stone Bamboo.** This cave is named for a unique artifact, which can be found there as part of the Oda Swordsman's quest.

**2. Test of the Hojo Clan.** This is one of the most unique caves in the game. There are seven rooms, and each room is home to one powerful monster — an oni, a spider witch, a scorpion dragon, a rouzuko, a bake yoroi, a kappa and an evil priestess. The rooms also present a good chance for some valuable treasure, including the rare Ghost Armor Plates component, and the unique War Fan (see p. 84).



**3. Catacombs of the Ancient Heroes.** Another cave in which large numbers of tough and annoyed kappa play a starring role.

\* **Dark Warlord's Cavern**





### Personal Quests

Five of the 12 personal quests in the game take place on the mountain slopes.



#### Mori Wizard, Hojo Sooun

**Where does it happen?** On the south-east slope of the mountain, in the Test of the Hojo Clan cave.

**What do I have to do?** As your family has done for generations, you must conquer the cavern called the Test of the Hojo Clan. When this cave is entered as part of the wizard's quest, he must be alive and active for the party to pass the entrance or any of the doors between rooms.

**What do I get?** In addition to the neat stuff that every party gets going through the cave, Hojo Sooun gets an instant boost in level upon completion.

#### Oda Swordsman, Imagawa Yoshimoto

**Where does it happen?** On the north-west slope of the mountain, in the Cave of the Stone Bamboo.

**What do I have to do?** Your ancestors knew the secret of stone bamboo. You must enter the cave where it is hidden and recover some of the precious stuff.

**What do I get?** The unique Stone Bamboo component, which has the power to make whatever item it enhances invulnerable.

#### Tokugawa Brick, Akage Toshiro

**Where does it happen?** On the south-east slope of the mountain.

**What do I have to do?** The mystical Spear of Bishamon has been divided into three parts and hidden within three boulders on the mountain. Only you can break the boulders. Two are located off the road on the southeast slope, the third in the small valley behind the Black Mountain Pass cave on the southeast slope. Each time you break one of the stones, you will have to fight a monster that challenges you for it — a rouzuko, a bake yoroi, and an oni.

**What do I get?** When you have all three parts you can reassemble the Spear of Bishamon.

## Tokugawa Wizard, Sugawara Michizane

**Where does it happen?** You receive the quest in the Toyotomi wilderness, and fulfill it on the northwest slope.

**What do I have to do?** In one of the game's saddest quests, you are passing through your home village, which has been utterly destroyed, when the ghost of your beloved wife confronts you. She tells you that the town was murdered by the winged serpent Koko-Ryu, and charges you to avenge their deaths. You must find the monster on the mountainside and destroy it.

**What do I get?** Koko-Ryu is the only winged serpent in the game, so this is your only chance to get the Winged Serpent Scale component. When the creature is dead your wife re-appears to you on the mountainside and gives you the Betrothal Necklace, a unique set of prayer beads.



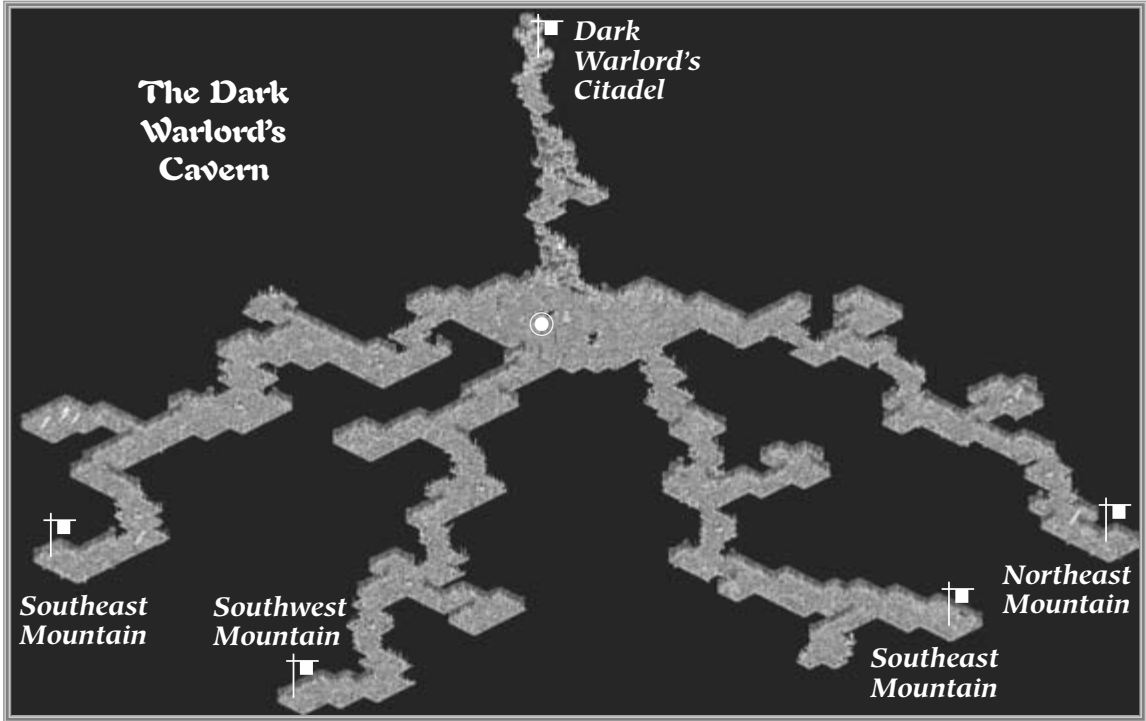
## Toyotomi Berserker, Miyamoto Musashi

**Where does it happen?** Receive the quest in the Oda wilderness and fulfill it on the southeast slope of the mountain, in the Cave of Tessa-iki.

**What do I have to do?** While you are visiting the Oda wilderness, the Blacksmith tells you of a legendary item that can make your weapon or armor invulnerable. (This is triggered the first time the Berserker gives the Blacksmith a weapon to repair, after entering the Oda wilderness.) Unfortunately, the item in question is the teeth of an Oni named Tessaiki, and he's still using them. You must find the creature's lair and kill him.

**What do I get?** The unique Teeth of Tessaiki component, which has the power to make the item it enhances invulnerable.





光.幽.暗.の.洞.窟.の.怪.獣

### Dark Warlord's Cavern Monsters

- Evil Priest
- Evil Priestess
- Gaki
- Kappa (Small)
- Greater Oni
- Greater Oni (Leader)
- Spider Witch
- Wolf Clan (Human)
- Wolf Clan (Wolf)

光.幽.暗.の.洞.窟.の.怪.獣



## The Dark Warlord's Cavern

This vast cavern underlies the mountain. It connects to all four slopes, and also connects directly with the interior of the Dark Warlord's citadel.

The cavern is a tough challenge, but there's nothing especially tricky about it. Four very long "arms" lead out to each of the four slopes of the mountain. There's a portal gate right in the middle of the main cavern, and the Dai Oni hangs out nearby. A long, narrow, climbing passage ends in a small side chamber on the ground floor of the Dark Warlord's castle. This room is open to the surrounding area, so you can expect to come under attack as soon as you enter it.

The entire cavern is packed tightly with tough creatures (mostly oni and wolves, plus lots of lesser kappa), but clearing out the passages, fulfilling the quest and activating the portal are all completely straightforward tasks.

### Quest: Kill the Dai Oni

**DAIMYO:** Zanshin has woken the evil spirits under the mountain. You must destroy them before they escape.

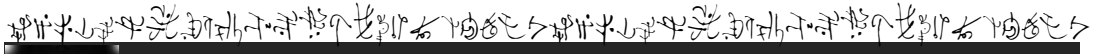
If you want to go straight from the entrance to the Dark Warlord's citadel by the most direct route possible, go ahead,

but we strongly recommend you clean out the entire cavern for the experience and treasure, then approach the citadel from one of the mountainsides.

And just for the record, don't set too much store by the Daimyo's comment about "the rest should be easy," when you kill the Dai Oni. You get the same number of monsters to fight regardless of when you fulfill the quest.

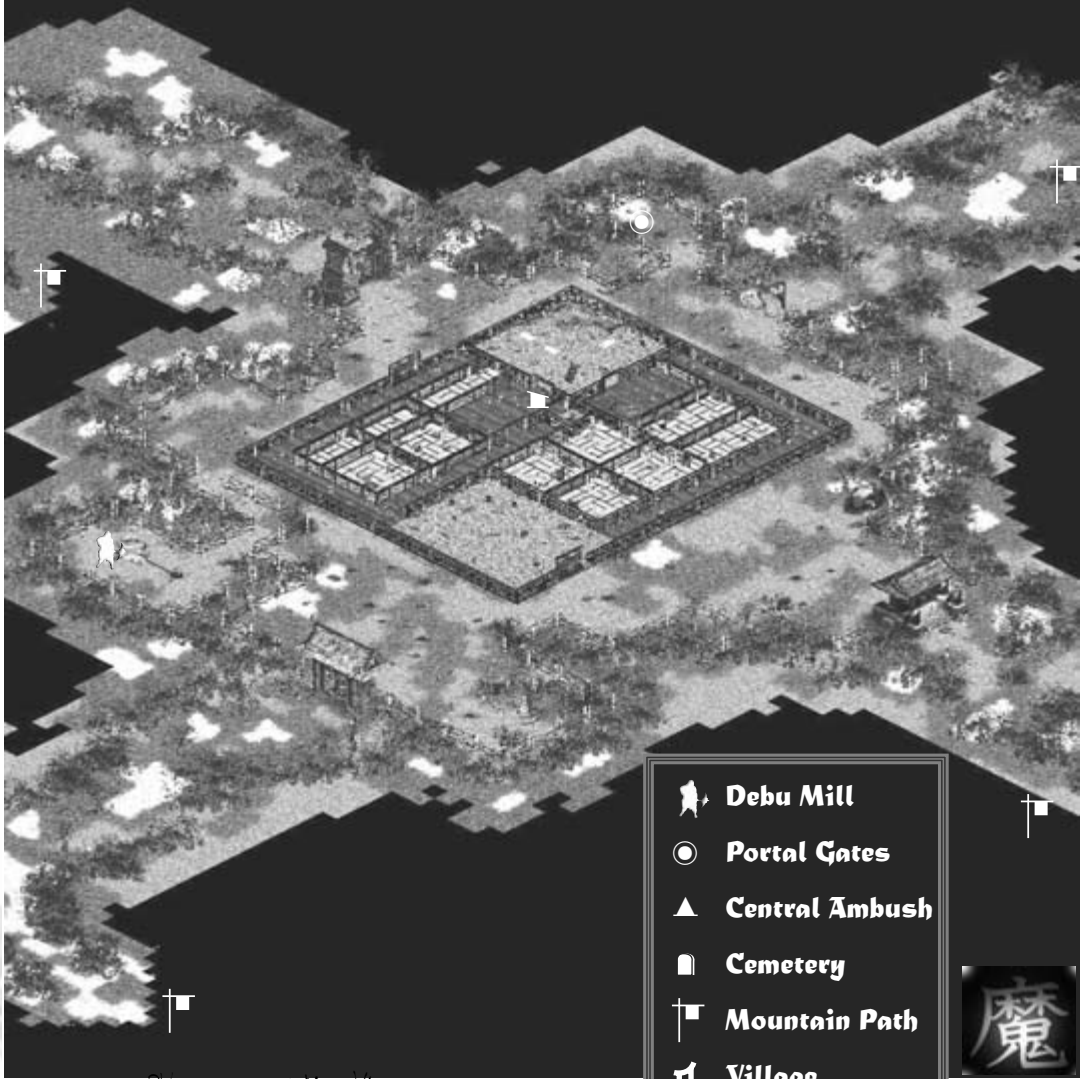
It bears repeating one more time — unless you're deliberately trying to make things more difficult for yourself, we recommend that you take on the final half of the game by clearing *all four* mountain slopes (with their associated small caves) first, *then* clear out the Dark Warlord's Cavern, *then* clear the courtyard of the citadel, *then* enter the castle itself. Shortcuts do nothing for you except put you face to face with enemies that you may not be fully prepared for yet.



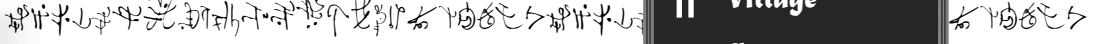


### The Dark Warlord's Citadel

#### Approach, Courtyard and First Floor



-  Debu Mill
-  Portal Gates
-  Central Ambush
-  Cemetery
-  Mountain Path
-  Village
-  Cave



# The Dark Warlord's Citadel

Congratulations, you've successfully cleared the land of the Dark Warlord's forces and driven him back to his castle. But your job isn't over yet. Now you must enter Zanshin's place of power, his very castle, and destroy the demonic creature for all time.



## The Approach

Outside the walls of his citadel, Zanshin has placed one guardian dragon on each of the four paths that lead to the four mountain slopes. These creatures are your only source of the three Guardian Dragon magical components (Head, Wings and Skin), so these can be lucrative encounters — don't forget to go after all four. The dragons are the only creatures you'll meet until you're within the walls of the citadel.

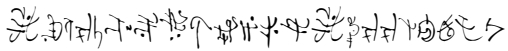
## The Courtyard

The courtyard of Zanshin's palace is a bustling place, and the business the citizens are engaged in is trying to kill you. In addition to a horde of archers, soldiers, commanders and other nasties, the courtyard also contains a working Debu mill, and the game's last portal gate.

Zanshin's questionable taste in home decoration is obvious right from the start. Those leathery corpses artfully draped around the courtyard? They're not just *object's d'art*. They're also handy-dandy storage spaces for useful home necessities like potions, gold and weapons. Martha Stewart would be proud.

## The Castle

Inside the castle, in addition to a myriad of guards and demons and lots of priestesses (the macabre harem of the Dark Warlord), you'll find the seven Dark Samurai. These evil mockeries have been created to match the abilities of each member of your party. Fortunately, the Dark Samurai don't attack in a pack — instead they're spread out through the citadel, from the first floor to the doorstep of Zanshin's inner sanctum.



## Dark Warlord's Citadel Monsters

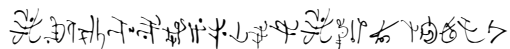
(Stage 6, unless otherwise noted)

### Outer Area

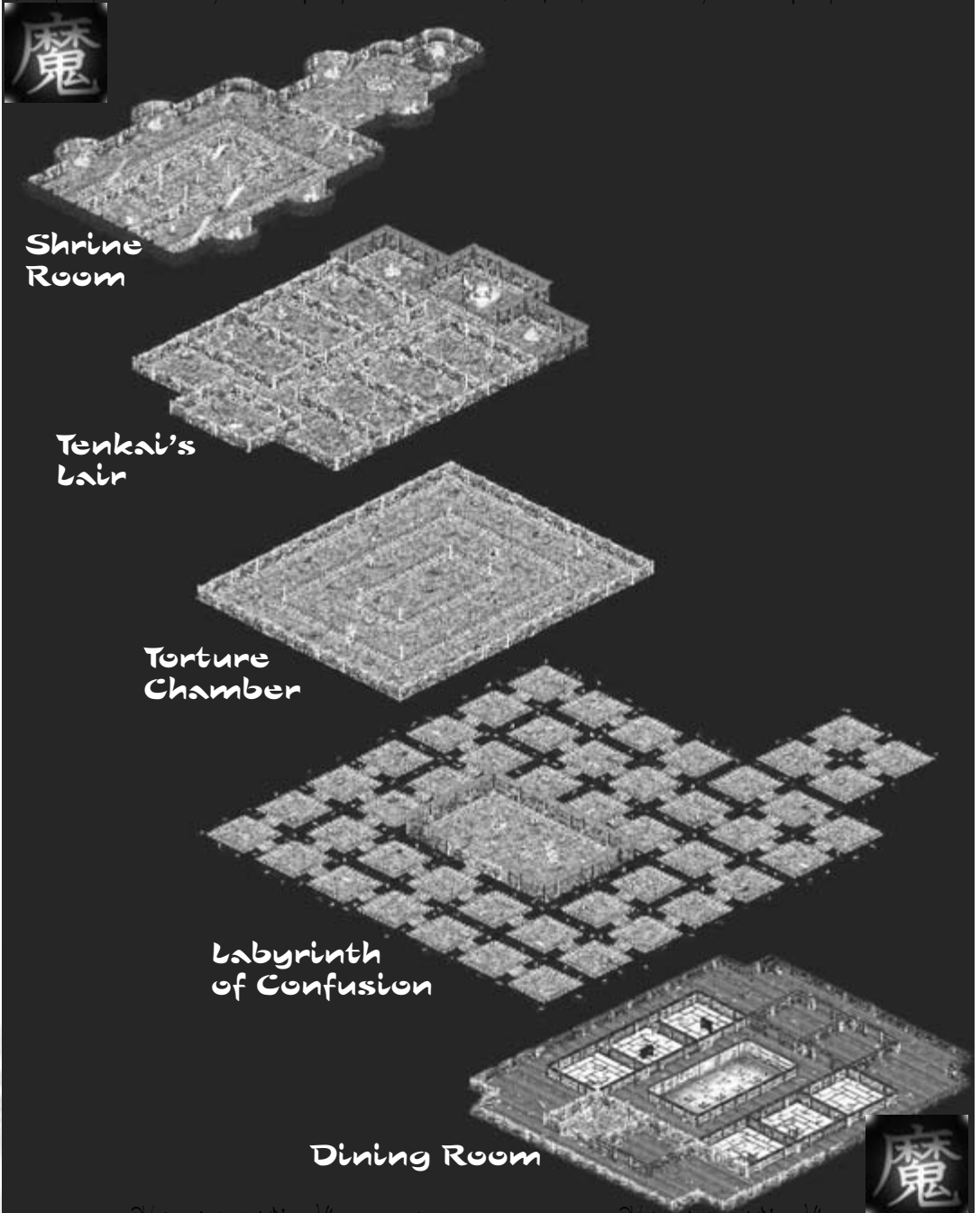
Fallen Hero Foot  
Kihei  
Kihei (Leader)  
Skeleton Archer

### Ground Floor

Dark Brick (leader)  
Dead Foot Soldier  
Evil Priestess  
Evil Priestess (Leader)  
Neanderskull  
Neanderskull (Leader)  
Shadow Soldier



魔の山に光を照らす。魔の山に光を照らす。魔の山に光を照らす。魔の山に光を照らす。魔の山に光を照らす。



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On the second floor you'll notice a disturbing change in the décor. Except for Zanshin's habit of using human remains for decorations, for most of the first two levels the place had a rather gothic but still elegant look to it. But with one room on the second floor that changes, and the walls become, well, meat. It's not pretty.

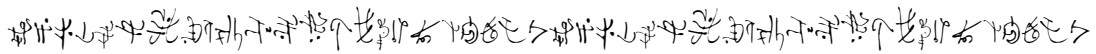
The third floor is a confusing labyrinth of square islands on a sea of, well, best not to ask, really. Of course, since both the way up and the way down are located in the central room of the maze, you don't really have to worry about getting from point A to point B. You just have to find the monsters that haunt the maze, and kill them for the experience.

The fourth floor is Zanshin's torture chamber, a huge open room full of monsters.

(Some of which are caged, awaiting correction — but don't expect them to be grateful if you let them free). This level also contains a one-way passage leading back down to one of the more remote corners of the maze below. This corner will only connect to the rest of the maze if approached from this side.

## Quest: Kill Tenkai

**Daimyo:** It is Tenkai's magic that makes the Dark Warlord immortal. Find the evil wizard and break his control over Zanshin!



## Dark Warlord's Citadel Monsters

(Stage 6, unless otherwise noted)

### Dining Room

- Dark Leader (leader)
- Evil Female Ninja
- Evil Female Ninja (Leader)
- Evil Priest
- Evil Priest (Leader)
- Shadow Commander
- Shadow Commander (Leader)

- Fallen Wizard (Leader)
- Gaki
- Gaki (Leader)
- Skeleton Archer
- Skeleton Archer (Leader)

### Tenkai's Lair

- Tenkai
- Dark Wizard (leader)
- Evil Priest
- Evil Wizard (3)
- Evil Wizard (4)
- Wolf Clan (Human)
- Wolf Clan (Human) (Leader)

### Torture Chamber

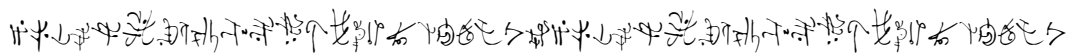
- Dark Berserker
- Gaki
- Gaki (Leader)
- Scorpion Dragon
- Spider Witch
- Spider Witch (Leader)

### Shrine Room

- Dark Ninja
- Debu
- Evil Priestess
- Evil Priestess Sniper
- Fallen Ninja

### Labyrinth of Confusion

- Bake Yoroï
- Bake Yoroï (Leader)
- Dark Archer (leader)
- Dark Swordsman (leader)
- Fallen Wizard





The fifth floor is the lair of Tenkai, Zanshin's major domo and court wizard. To get to the Dark Warlord, you have to kill Tenkai and his assistants, then flip the six switches (click on the large statues) in the well guarded rooms along the corridors. When you accomplish this, it will activate the Dark Portal that is the only entrance to Zanshin's inner sanctum, his Shrine Room.

Before you step through the portal, take a few minutes to prepare. Make sure everybody is fully healed, with a good stock of healing and Ki potions. If you've been holding back any really good components, waiting for the perfect items to use them in, now's the time to stop waiting and find the most useful place for them. Go ahead and spend most of your gold (you may want to hold back a little cash for more potions later, but there will be some treasure available beyond the Dark Portal as well).



## The Final Battle

There are three rooms to Zanshin's sanctum. The first is small and holds the other end of the Dark Portal. In the second, things get interesting. You'll be attacked by roughly a zillion debu, supported by a substantial force of priestesses and a few ultra-quick evil ninja (led by the last of the Dark Samurai, the Dark Ninja).

Don't expect to kill everyone your first time in. Be prepared to duck back through the Dark Portal as many times as it takes, to heal up and stock up for the next assault. Try not to let the heaving crowds of debu cut off your line of retreat to the Dark Portal.

Once the crowd in the outer room is disposed of, you're finally ready to get face-to-face with Zanshin. The fight is as tough as you'd expect, and once again, don't expect to win outright in the first engagement — remain ready to retreat and heal up from time to time.

Powerful hand weapons will do more damage to the Dark Warlord than magic spells, but spells do have their place in a battle, to slow and distract Zanshin. Pick your most dangerous Samurai, put them in a tactical formation that best suits them, and move in. Good luck.

### Quest: Destroy the Dark Warlord

**Daimyo:** Now is the time to act! Attack Zanshin, The Dark Warlord, and destroy him!