

Bakumatsu Korinden Oni

FAQ/Walkthrough

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Updated to v1.00 on Jun 28, 2019

Bakumatsu Kourinden Oni
Walkthrough (version 1.00)

- The play time counter pauses while you're in the menu, so it's not going to be accurate.
- The base damage calculation for physical attacks is $ATP - DFP$. After that, we have the random variables. The first one is a multiplier that increases damage at most by about 12%. The second one seems to be a simple $+0\sim3$. Criticals deal double damage (takes effect before the second random variable) and defending cuts damage by half (enemies in this game like to defend rather often).
- Damage for spells is $base + Int*4$. Your magic defense is $Int*4$. This value is simply subtracted from received spell damage. Enemies don't have an MDF value, but they may be resistant (25% damage) or immune to magic.
- Elements work quite simply. There are 6 elements in three opposing pairs: Fire (F) <> Water (W), Lightning/Wind (T) <> Earth (E), Light (L) <> Dark (D). Enemies can have a certain elemental affinity, in which case their physical attack uses this element, they are immune to or absorb their own element, and take double damage from attacks that have the opposing element.
- There are three different types of special attacks:
 - Houjutsu (essentially magic), learned by leveling up.
 - Kenjutsu, learned by leveling up the ultimate weapons.
 - Kamioroshi (summon spells), obtained through various tasks. Some can be taught to any character, while others are character-specific.
- Poison: 12,5% HP
- Only humanoid(ish) enemies drop money.
- Dead characters are automatically revived with 1 HP after battle.
- When you level up, any leftover Exp is lost. Level up gains are randomized.
- Many areas are arbitrarily deemed off-limits until you've reached a certain point in the game.
- The game features a Karma system where certain actions increase or decrease your Karma rating. The game doesn't show the actual figure, just a title. Reaching max Karma can be tricky, as there's a finite amount of Karma you can gain, but there's some room for error.
- The potency of some stat-boost items is affected by your Karma.

	HP,MP	SP
Futsuu	20	10
Ii Hito	24	12
Zennin	28	14
Oerai	32	16
Odeekan	36	18
Sennin	40	20
Kamisama	44	22

- If your Karma title is Odeekansama or above, item drop rate is increased.
- If your Karma title is Senninsama or above, you gain 50% more gold from enemies, and summon spells gain a small damage boost (maybe a 10% increase in base power. Either way, not significant).
- If / When the music gets too annoying, just go with the mute button. That's what I always do.
- If a poisoned enemy runs away, the visual effect of the poison will

still remain, even showing poison damage.

- After some of the events in Shikoku, if you use an item in the small dock areas west of Okayama, north of Umibe no Mura, or north of Beppu, the game will crash.

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Party: Yamatomaru Lvl \\\ Iida ||
Items: Haha no Fumibako (Unq, Temp), Fushigi na Tsutsumi (Unq, Temp)
Items (nc): (Ganyaku), Katana, (Yakusou)
Inventory: 3x Yakusou
Default (Yamatomaru): Takemitsu (Unique), Nuno Koromo (Unique)
NPC: Naozane
Shop:
 Kodachi 120 G Yakusou 4 G
 Katana 180 G Ganyaku 6 G
 Chakura 150 G Byakudankou 6 G
 Kinu no Koromo 140 G Mezame no Kona 6 G
 Zukin 100 G
 Kyahan 110 G

- Items in brackets are items that will give you a Karma penalty (-2 in most cases) should you choose to pick one up. For dialog choices, you need to choose 'Yes' unless otherwise noted.

- Press Start in the menu to access the Config menu. You can change the text scrolling speed (set it to fast), window colors and the way you input commands during battle.
- You can press Select to review your current objective, but unless you know a little Japanese, it won't really help you. Then again, you have this guide, so...
- Go grab the chest in the little warehouse then return to your mother.
- Afterwards, you can get Naozane (behind a tree) to join you as an NPC ally. NPC characters that join you will occasionally appear to help you in battle. Press Y in the menu to enter the NPC menu where you can activate NPCs or set them on standby. At most, you can have 8 NPCs active at any given time.
- Make sure you save your game by the statue before heading out. Dying means restarting from the last save.
- You can rest at your place by talking to your mother.
- Note that, in most occasions, the d-pad has to be on neutral in order for A and B input to register.
- Once you're prepared, head to the mountain northwest.

\\ \\ Maruyama ||

Items: Yakusou, Ganyaku, Doguu no Kakera (Artifact, Temp), Yakusou

Boss: Biwabokuboku

- A small area. You'll fight the boss when you enter the cave (choose 'Yes' or you'll lose karma).

[Boss]

- 25 Exp, 160 G

Items (nc): Suzukake, nx Yakusou

\\ \\ Iida ||

NPC: Yachiho

- You'll fight a battle you can't win. After the event, go talk to your mother.
- Afterwards, talk to your grandfather for the Suzukake.
- Nc items are items that are obtained on the field through means other than examining treasure chests.

Item (nc): (Hayate no Tama)

\\ \\ Toyama ||

PC: Juurouta Lv5

NPC: Koneko / Shibainu / Hiyoko a

Default (Juurouta): Katana, Kinu no Koromo, Waraji (Unique)

- An old man at the inn asks for a Yakusou (gain some Karma).
- Talk to Juurouta. After she joins, it's possible to cross the bridge west to reach Kyou. There's some nice gear there, so go pick something up if you have the money. Either way, your next official destination is the mountain east.

Items: Yakusou, Kyahan, Ganyaku, Seisui

\\ \\ Minagamiyama ||

- Good place to get money.
- If you trigger an encounter in a specific spot, the graphics will glitch out a bit, but it'll go back to normal if you leave.
- Check the wall where the demon entered to get inside. After the events, it's time to head to Kyou.

\\ \\ Kyou ||

Items (nc): (Izumi no Kami) (Unique), (500 G)

Bosses: Nue, Oni & Kijo Momiji

Shop:

Yumiya	130 G	Sashiko no Koromo	180 G
Kakute	160 G	Suzukake	450 G
Nageyari	210 G	Kusarikatabira	680 G

Zangetsu	320 G	Tokin	210 G
Shakujou	280 G	Kabuto	420 G
Zantetsuken	440 G	Kusarikyahan	330 G
Hozutsu	3000 G		
Seisui	8 G	Ranjatai	50 000 G
Kitsuke	10 G	Shunmin no Kona	4 G

- This is the best gear you can buy in quite a while, so try to get it as soon as possible. You can pass up on the Hozutsu for now, but you'll eventually need one for an NPC. Get one Shunmin no Kona.
- Head to the building with four guys blocking the entrance. After the event, you need to talk to the people inside (they'll temporarily join as NPCs) and fight a demon somewhere in town. You have to do them one at a time. Some of them are immune to physicals, so you need to use your spells.
- Western bridge.
- At the shrine on the northern side of town. (Nue: 50 xp, 240 G)
- Talk to the woman in the item shop west, then check one of the boxes.
- Talk to the woman in the house east of the building. Afterwards, you can ask the guy for the money he got, but this will reduce your Karma (choose 'No' to avoid it).
- Talk to the monk at the other shrine on the north side of town.
- Walk around the trees near the building. (Oni & Kijo Momiji: 100 xp, 320 G)
- Once you're done with all of them, a new bridge will appear west of Kyou.
- Taking the Izumi no Kami results in pretty heavy Karma loss.

Item (nc): (Chikara no Tama) \\ \\ Izumo ||

- Go down the hole in the remains to meet Natsume.

 \\ \\ Yatsukayama ||

Items: Shiroshouzoku (Unique), Kujaku no Hane, Yakusou, Doguu no Kakeru

PC: Natsume Lvl

Default (Natsume): Kodachi, Kinu no Koromo, Kanzashi (Unique)

- This is the mountain just south of Izumo. As soon as you enter, Natsume will join the party.
- You'll find an entrance to a cave, but you can't enter. After checking it, a new bridge will appear east of Toyama allowing you to reach northern Honshuu. You can check it out if you want, but there's really nothing of interest there (aside from some dungeons and optional bosses you can't handle yet).

NPC: Kanpei \\ \\ Kyou ||

- You can now find Kanpei at the inn.

 \\ \\ Toyama ||

- Talk to the man/woman(?) near the save point, then head to the shrine east.

Items: Ninyaku, Yakusou, Kyahan \\ \\ Ooishi Jinja ||

Item (nc): Mitamaishi (Unique, Temp)

Boss: Ishi no Kami

- Check one of the trees behind the shrine to find a hole.

[Boss]

- 210 Exp, Kongoujou (Unique, Temp)

 \\ \\ Nikkou ||

- An old woman here asks you to take her to Edo (south of the village).

Doing so should increase your Karma title for the first time (Iihito).

Item (nc): (200 G) \\\ Edo ||

NPCs: Kamonoseki, Densuke - 400 G, Kotarou - 200 G

Shop: Kagerou no Suzu - 4 G

- Get one Kagerou no Suzu.
- Densuke is in the northwest corner, and Kotarou is in the southeast house. You need to get Densuke first if you want both (if you get Kotarou first, Densuke will refuse to join).

Shop: Reishisou - 4 G \\\ Herai ||

- You'll need one of these too.
- This town is in north Honshuu.

- There's a tough, optional boss in Hachinohe (the guy in the corner). Don't bother trying to beat him yet.

NPC: Goemon - 300 G \\\ Yokohama ||

Shop: Kujaku no Hane - 30 G

Kamioroshi: Jizaiten

- South from Toyama. If you go to the mountain nearby, you will die.
- You can find Goemon in the inn.
- The Kujaku no Hane allows you to warp to any town you've previously visited. At Lv25, Juurouta learns a spell that has the same effect.
- Talk to the man hiding behind one of the lamps on the northern side of town, then check the lamp closest to the southwest entrance. Offer the following five items to it, and you'll obtain your first summon spell, Jizaiten.
 1. Yakusou
 2. Seisui
 3. Shunmin no Kona
 4. Kagerou no Suzu
 5. Reishisou

- Jizaiten (45 MP): Wind \ all. (550)
- Natsume is a great choice for the summon spells that aren't character-specific, as she doesn't learn any normal spells until late in the game.

Items: Kusarikyahan, Ninyaku \\\ Houjuyama ||

NPC: Akane

- This one's southwest of Herai.
- Try to enter the warehouse, then talk to the monk inside the shrine.
- Go through the hidden passage in the shrine to find Akane.

Items: Kakure Mino, Kitsuke, Seisui \\\ Hieizan ||

Item (nc): Seika (Unique, Temp)

NPC: Midori - Ninyaku

- East of Izumo.
- Using a Kakure Mino prevents random encounters for about 240 steps. The effect wears off if you move to another area.
- Talk to the monk to get the Seika.

\\\ Houjuyama ||

Items: (Kunai), (Kin no Kanzashi) (Unique), Seihousui, Ninyaku, Kujaku no Hane

Items (nc): Kura no Kagi (Unique, Temp), Oodenta (Unique)

- Take the Seika to the monk, and you'll temporarily gain access to the warehouse and the cave within (step on where the seal was to enter the cave). Opening the chests in the warehouse results in Karma loss.
- At the end, you'll receive the Oodenta, Juurouta's ultimate weapon.

The ultimate weapons are weapons that can be leveled up and very much require you to do so in order for them to live up to their name. Leveling them up also allows you to learn Kenjutsu. Having one of these weapons equipped halves the amount of Exp the character gains, although the weapon still gains the full amount.

- Kenjutsu consumes SP. You recover 1 SP per step. There are also items that recover SP, but you won't be able to buy them until late in the game.

- Return the key to the monk before leaving the mountain or you'll lose a fair bit of Karma. Returning it increases your Karma a little.

If you leave with the key, you can still go back to return it, and (probably) gain the same amount of Karma as when you return it without leaving, but you'll still end up with Karma lost.

\\\ Rökkou ||

NPCs: Ichi no Deshi, Ni no Deshi, San no Deshi

- Visit Juurouta's home for an event, then head for Rökkou Arechi (the little brown spot just south of town).

- Don't forget that you can press Y in the menu to customize the NPC setup.

Item (nc): Juzumaru (Unique)

\\\ Rökkou Arechi ||

- Go through the events to score your second ultimate weapon (Tenka Goken).

\\\ Nikkou ||

- Go talk to the elder and you'll be taken to the mountain.

Items: Kintan, Sashiko no Koromo

\\\ Futarayama ||

Item (nc): Aoi Houju (Unique, Temp)

Default (Touya): Zantetsuken, Kusarikatabira, Kusarikyahan

TPC: Touya Lv17

Boss: Sarugami

[Boss]

- 448 HP, 200 Exp, 350 G

- Afterwards, Touya joins the party. He will eventually be replaced by Squanto.

\\\ Izumo ||

- As you enter, Natsume asks if you could stop to rest. Doing so may trigger a flashback scene involving Natsume and her brothers. There are a few different ones, and you can even trigger the same one multiple times. These are all optional, however, and don't seem to have an impact on anything.

Items: Nageyari, Kunai, Kitsuke, Kakure Mino

\\\ Yatsukayama ||

Item (nc): Magatama (Unique, Temp)

- Once you're done at Yatsukayama, go to the little dock at the west end of Honshuu to catch a boat to Kyuushuu.

Kamioroshi: Caesar

\\\ Shrine ||

- This is the shrine west of the dock. Check one of the dog statues to receive Caesar.

- Caesar (30 MP): Increase Int of all characters by 10-15%.

NPC: Ittanmomen

\\\ Shrine ||

- This is the shrine south of the dock. Although Ittanmomen uses an NPC slot, he won't actually appear in battle. Instead, you can ride him on the world map by pressing Start. There will be no encounters while riding. You can't ride across the ocean or over mountains.

Kamioroshi: Inarishin

\\ Kagoshima ||

Shop: Kunai - 20 G

- Get some Kunais (150+ pod). They're pretty good against bosses.
- You can get Inarishin by talking to the guy near the fox. This will also increase your Karma.
- Inarishin (30 MP): Increase ATP of all characters by 10%.
- There's an old woman who asks for a Kintan in one of the houses.
- Karma title up (Ihito -> Zennin).

NPC: Okuni - 800 G

\\ Takachiho ||

Shop:

Kikuichimonji	620 G	Shishi no Suzukake	810 G
Asahi no Tsurugi	840 G	Ooyoroi	1050 G
Shichiseiken	1090 G	Genji no Yoroi	1320 G
Kongousha	550 G	Tsuru no Koromo	1020 G
Kamayari	410 G	Hoshikabuto	510 G
Neko no Tsume	290 G	Harikakekabuto	640 G
Jizai no Kakute	450 G	Hikyaku no Kutsu	460 G
Hamayumi	310 G	Nanakusakyahan	590 G
Kirisame	590 G	Ninyaku	20 G
		Seihousui	16 G

\\ Waterfall Cave ||

Items: Yumemi no Koromo (Unique), Genji no Yoroi, Ninyaku

Item (nc): Mikazuki (Unique)

NPC: Hebiyoukai

Bosses: Hebiyoukai, 2x Ihika

- This place is just north of Takachiho. You'll fight the first boss as soon as you enter.

[Boss]

- 1240 HP, 250 Exp, 200 G, W:F, I:W

- You'll be taken back to the world map. Return to town to heal and save. When you go back, you'll be taken into the dungeon and won't be able to leave until you're done there.
- Soon after passing through the underwater section, you'll obtain Natsume's ultimate weapon, the Mikazuki.

[Boss]

- 616 HP, 500 Exp, 400 G, I:M

- Use the pad you saw earlier to warp out. You won't be able to return here.

NPC: Kourai

\\ Shrine ||

- This one's west of Okayama.

Items: Kujaku no Hane, Seihousui

\\ Toowariyama ||

- North of Herai.
- The Yagyousans are very annoying, as they're immune to physicals and spam your entire party with a number of status ailments. I suggest using summons or Kemuridamas. You can't buy Kemuridamas (yet), but you should have gotten some from fighting Karakasas.
- Check the box twice.

\\ Herai ||

- Talk to the old woman in the northwest house.

Item: Doguu no Kakera

\\ Derarezu no Mori ||

Items (nc): 4x Fuwafuwasou (Artifact, Temp)

- Find the 4 flowers.
- The chest is mostly hidden from view.

\\ Niigata ||

Kamioroshi: Shakouki Doguu, Kushinadahime

Bosses: Hebiyoukai, Hebiyoukai

- Assuming you've found all 3 Doguu no Kakeras, take them to a guy here to get Doguu.
 - Shakouki Doguu (45 MP, Juurouta): Earth-elemental magic \ all.
- Next, talk to woman northwest and take care of the two Hebiyoukais (they're the same as the one you fought before) to obtain Kushinadahime.
 - Kushinadahime (45 MP, Yamatomaru): Water-elemental magic \ all.

\\ Herai ||

Items (nc): Furu Sekiban (Unique, Temp), Fuwafuwasake (Unique, Temp)

- Return to the old woman.

\\ Toowariyama ||

Items: Kazekiruzukin (Unique), Ninyaku, Uzu no Doku, Kintan, Seihousui, Kurenai no Tachi (Unique), Uzu no Doku, Renzoku no Kusuri, Kunai, Kakure Mino, Yakusou, Seisui, Hoshikabuto, Nanakusakyahan

Item (nc): Doujigiri (Unique)

- You will no longer be able to get inside the mountain once you complete the events here.
- This is the longest dungeon in the game and also the first dungeon where you'll find a save / recovery point (two of them, in fact).
- After using the elevator, there's a path that takes you back to the beginning.
- In the fiery area, you have to check one of the stalagmites. When you do, you'll obtain the Doujigiri. The xp is pretty good, so get some levels for it right away before you take care of the hole.

\\ Herai ||

- When you leave the house, some guy will show up. You need to talk to him to proceed. If you wander around instead, you may lose karma. I'm not sure, but better not risk it.

NPC: Kurama - Kurenai no Tachi

\\ Hachinohe ||

- If you're willing to let go of your Kurenai no Tachi, you can get Kurama to join as an NPC (he's inside one of the houses).

\\ Okayama ||

- Talk to the guy near the entrance and he'll agree to take you to Shikoku (the dock is just south of town).

\\ Beppu ||

- Talk to the man in the northwest corner and he'll turn out to be a friendly youkai named Tanukichi. Agree to help him build a village for other youkais like him (gain some Karma).
- The Youkai no Mura side quest involves inviting youkais into the village, which would be quite simple if it weren't for the fact that they have to be invited IN A SPECIFIC ORDER, otherwise some of them will disappear, preventing you from fully completing the quest. If you manage to pull it off correctly, you'll be rewarded with one of the strongest weapons in the game. Do *not* f*ck it up.
- One more time: YOU NEED TO GET THE YOUKAIS IN A SPECIFIC ORDER! Also, most of them require that you choose the correct dialog option. You gain karma from every new resident.

\\ Umibe no Mura ||

1. Bakebi: The guy in the southwest corner. Choose 'No' ('Iie').

\\ Hachinohe ||

2. Tsurubeotoshi: The guy behind one of the trees. Choose 'No.'

Items (nc): nx Onigiri

\\ Youkai no Mura ||

- You can get as many Onigiris as you want, but you can only have one of them at a time.

NPC: Katsura - Onigiri

\\ Umibe no Mura ||

NPC: Takeaki - Seki no Magoroku

\\ Okayama ||

\\ Rokkou ||

3. Kappa a: The kid in the southeast corner. Choose 'Yes' ('Hai').

- Karma title up (Zennin -> Oeraisan).

\\ Nikkou ||

4. Korobo: The kid behind one of the sheds.

\\ Herai ||

5. Pokkun: Behind one of the sheds. Choose 'No.'

\\ Iida ||

6. Ko'oni: In the warehouse. Choose 'Yes.'

- That's all for now. You need to be careful and not accidentally talk to one of the remaining ones (until you're supposed to). Oh, and when we get back to this, you need to be able buy a Ranjatai at Kyou (50 grand).

Item (nc): Rouya no Kagi (Unique)

\\ Yamashiro ||

Kamioroshi: Naraenten

Boss: Izou

Shop:

Seki no Magoroku	1350 G	Naginata	590 G
Nichirin no Tsue	970 G	Houraikyuu	990 G
Hinawajuu	6000 G	Tora no Tsume	800 G
		Shura no Kakute	800 G

- Check the tree on the east side to get Naraenten. You'll have to give up the Kongoujou in exchange, though.

- Naraenten (50 MP): Heal 2000/n HP and recover status for all.

- Talk to the woman in the house north of the item shop, then enter the northwest house from behind (you have to examine the right spot).

[Boss]

- 744 HP, 400 Exp, 225 G

- Once you've rescued Yuuma and taken him back home, go get the items from the five shrines located around the island.

Kamioroshi: Karuraou

\\ Minagamiyama ||

- Now that you have Naraenten, you can also get Karuraou.

- Karuraou: 45 MP, Natsume, Fire.

Item (nc): Hihou Yubiwa (Unique, Temp)

\\ Shrine ||

Item (nc): Hihou Hon (Unique, Temp)

\\ Shrine ||

Item (nc): Hihou Kagi (Unique, Temp)

\\ Shrine ||

Item (nc): Hihou Suishou (Unique, Temp) \\ Shrine ||
Item (nc): Hihou Tsubo (Unique, Temp) \\ Shrine ||

\\ Tsurugiyama ||

Items: Ninyaku, Seihousui, Shippuu no Tsurugi (Unique), Reishisou,
Kintan, Seinaru Tama

Item (nc): Kowareta Onimaru (Unique, Temp)

Boss: Izou 2 (& 2x Samurais)

- Place the items on the rocks like so:

	1:	Suishou
1	2:	Kagi
5 2	3:	Hon
4 3	4:	Yubiwa
	5:	Tsubo

- You'll fight Izou again after placing them correctly.

[Boss]

- 744 HP, 560 Exp, 405 G

- You can't get back inside once you complete the events here.

- Kiyohimes (found only inside the mountain) drop Megami no Namidas.
You'll need one for an NPC, but you'll find one in the next dungeon,
so you don't have to get it here.

- Choose 'Yes,' during the scene when you're sealing the reiketsu or
you'll lose Karma.

\\ Kyou ||

- Talk to the guys in the northwest room.

NPC: Gennobou - Megami no Namida \\ Shrine ||

- This is the second shrine southeast of Yamashiro.

\\ Asuka Ishibutai ||

Items: Kintan, Megami no Namida, Ninyaku, Seihousui, Shuriken,
Jinrei no Mamori (Unique), Inochi no Tama, Oni no Tama, Kujaku no Hane

Item (nc): Onimaru (Unique)

Boss: Izou 3 (& 2x Samurais)

- This place is south of Kyou.

- Check the rocks, then check the monkey statues to reveal the path
(checking the wrong ones will drop your HP to 1, but you can just
head back to town to heal up).

- This is a good place to get the money you need for the Ranjatai. You
can get 10k in about an hour. You have to get it right away, though,
since you, again, won't have access to the dungeon after finishing it.

- You can actually choose whether to fight Izou or not. I'm fairly sure
this doesn't affect your Karma.

[Boss]

- 744 HP, 560 Exp, 405 G

- After the events, the Tenshin forms become available. The Tenshin forms
have the following features:

- Stats are multiplied (as seen in the misc. section).
- Unable to use any waza.
- Consumes 30 SP per turn.
- Weapon elements are ignored.
- You can toggle the Tenshin form outside of battle as well, in the
Config menu.
- Your weapons have been de-equipped.

\\ Umibe no Mura ||

- Talk to the guy in the northeast corner, then head for the forest south.

Item (nc): Ikada (Unique, Temp)

\\ Ryuuga Mori ||

Boss: Kodama

- Check the lone tree to fight the boss.

[Boss]

- 1000 Exp, W:F, A:W, I:M

- Afterwards, choose 'No,' or you'll get a game over.

Item (nc): Horagai (Unique)

\\ Umibe no Mura ||

- Check back with the guy and you'll soon end up in Ezo (ie. Hokkaidou).

Shop:

\\ Hakodate ||

Nikkouken	1850 G	Kiseki no Yoroi	1590 G
Kotetsu	2250 G	Ushiwaka no Yoroi	1980 G
Kudayari	970 G	Hououzukin	730 G
Tsukikage no Yumi	1540 G	Kisshoukabuto	770 G
Oni no Kagizume	800 G	Kirin no Kutsu	850 G

- Buy a Kudayari.

- Enter the inn for a scene (choose 'Yes' when prompted).

- Karma title up (Oeraisan -> Odeekansama)

- Afterwards, talk to the girl at the inn twice.

Item (nc): Muramasa (Unique)

\\ Shrine ||

Kamioroshi: Kongouyasha

- Northeast of Hakodate.

- Save the game before trying this.

- Talk to the guy, then approach the shrine to make Kongouyasha appear.

He'll ask you two questions. In the ideal scenario, the correct responses are 'No' on both. In this case, you'll obtain both the summon and the sword.

- If you get it wrong, he'll zap you for lying, but you don't seem to lose any Karma. If you've already completed the Youkai no Mura side quest, you have to choose 'Yes' on the first one, in which case you'll get the summon but not the sword.

- Kongouyasha: 80 MP, non-elemental

\\ Hakodate ||

- You can now finish the Youkai no Mura side quest. Keep in mind, this requires you to buy a Ranjatai, but you don't actually lose it, so you can sell it afterwards to get all your money back. If you didn't get the money at Asuka, go with Ryuuga Mori or Shikoku.

7. Hashiri Jizou: Disguised as one of the save points. Choose 'Yes.'

\\ Izumo ||

8. Ayashibi a: Behind the inn. Choose 'Yes.'

\\ Takachiho ||

9. Tsurube: The kid north. Choose 'Yes.'

\\ Yamashiro ||

10. Kaparou: Behind the south fence. Choose 'No.'

\\ Toyama ||

11. Yukihiime: Behind the inn. Choose 'Yes.'

\\ Iida ||

12. Tanujou: By the well. Choose 'Yes.'

\\ Shrine (west of Okayama) ||

13. Kappa b: Check the well. Requires a Ranjatai. Choose 'Yes.'

- Karma title up (Odeekansama -> Senninsama)

\\ Okayama ||

14. Ayashibi b: Southeast corner. Choose 'No.'

\\ Nikkou ||

15. Tanumi: Northeast corner. Choose 'No.'

Kamioroshi: Gundariou

\\ Herai ||

- Talk to the guy behind the tree, then offer a Kudayari at the spring to obtain Gundariou (you have the option of offering other spears as well, but they won't do anything). While the spell is eventually transferred to Natsume, she can't get it directly in Touya's stead.

- Gundariou: 90 MP, Touya, heal 200 SP to all.

\\ Umibe no Mura ||

16. Korori: Northwest corner. Choose 'No.'

\\ Beppu ||

17. Ayashibi c: Behind a tree. Choose 'No.'

Item (nc): Fuurin Kazan (Unique)

\\ Youkai no Mura ||

NPCs: Ko'oni, Yukihiime

Shop:

Inochi no Tama	1000 G	(HP +20)	Kemuridama	20 G
Seinaru Tama	1000 G	(MP +10)	Kakure Mino	20 G
Oni no Tama	1000 G	(SP +10)		
Chikara no Tama	1000 G	(Str +5)		
Mamori no Tama	1000 G	(Con +5)		
Hayate no Tama	1000 G	(Agi +5)		
Kokoro no Tama	1000 G	(Int +5)		

- Assuming you got all 17 youkais, you will be rewarded with the Fuurin Kazan, a sword with a fairly respectable ATP of 250. I suggest you give it to Touya.

- Oh, and you can also buy stat-boost items.

NPC: Kouryuuzeki - Chikara no Tama

\\ Izumo ||

NPC: Chuuta - 1500 G

\\ Abashiri ||

Shop: Kouraiyaku - 10 G, Kintan - 50 G

- There's a guy who asks for a Ganyaku here (gain some Karma).

- Karma title up (Senninsama -> Kamisama Mitai)

- If you indeed reach max Karma here, you should load the game and save this for later in case you need it.

Bosses: George, Rish

\\ Onsen ||

- This place is just outside of Hakodate.

- Use the healing spring and you'll fight the bosses.

[Boss]

- 1064 HP, 250 Exp, 50 G

|

[Boss]

- 750 Exp, 250 G, W:L, I:D

- Enter the spring again.

\\ \\ Hakodate ||

- Talk to the guy near the well and give him 100 G (once is enough).
After that, you can enter the cave north.

\\ \\ Onsen Cave ||

Items: Shippuu no Hoko (Unique), Suimu no Omamori [sic*](Unique),
Megami no Namida, Kintan, Soyokaze no Koromo (Unique)

Boss: Gyuuki

- Talk to the guy inside the house. You'll gain some Karma afterwards
when you go inside the cave.
- You will no longer have access to this dungeon, you know the story.
- *: I think it's supposed to be Suima no Omamori.

[Boss]

- 750 Exp, Immune to all waza & elements
- Fuurin Kazan won't do any damage unless the wielder is in Tenshin form.

- Go down the hole where the boss was and examine the pond in front of
the reiketsu.
- Return to the cave entrance.

Kamioroshi: Shichifukujin

\\ \\ Iida ||

- If or when you manage to reach max Karma, go rest at home to obtain
Shichifukujin.
- Shichifukujin: 90 MP, Yamatomaru, greatly increase the odds of NPCs
appearing during a battle.

Item (nc): (10 000 G)

\\ \\ Yokohama ||

Shop:

Kyokadan 1	10 G	Shuuri Set 1	10 G
Kyokadan 2	30 G	Shuuri Set 2	20 G
Kirimomidan 1	10 G	Shuuri Set 3	100 G
Kirimomidan 2	20 G	Shuuri Set 4	200 G
Kirimomidan 3	30 G		
Sakuretsudan 1	30 G		
Sakuretsudan 2	50 G		

- There's a guy in the item shop who offers to give you 10 000 G but
taking it will result in Karma loss.
- Talk to the sailor at the docks, then go to the east dock and talk
to the old man. Give him the Ikada and 1000 G, and he'll build a ship
for you. Go rest somewhere and he'll be done. After that, you can buy
ship-related items at the other item shop.
- A new option will now appear in the Config menu. This will toggle
whether or not the game remembers your command choices during ship battles.
- Go to the west dock to set sail.

\\ \\ The Sea ||

- You can check your ship's status in the NPC menu. Press L or R while
there to use healing items. As you level up the ship, the old man will
be able to upgrade it (for a price, of course). Whenever you upgrade,
you need to rest somewhere before it's done. I'm not sure if leveling
up alone increases any of the ship's stats (certainly not HP). The fact
that you can still gain a bunch of levels even after the last upgrade
becomes available suggests that it's possible,

- Your destination is North America. While sailing, you'll run into normal battles, underwater battles, and ship battles. Early on in ship battles, it's possible for an enemy ship to get a lucky shot that will kill you in one hit. You should go back and save after every ship battle until you've reached Lv3 and upgraded your ship for the first time.
- If you just can't be bothered with leveling up your ship, using Kakure Mino will get you across with ease. Go east from Hokkaidou, then use another one once the game loads the eastern side of the Pacific.
- In underwater battles, you can't use waza or Tenshin and you have limited oxygen. You can refill your oxygen by using the command to go to the surface or by using certain items.
- You may not be able to handle Daiouikas and Obaakeikas.

Kamioroshi: Dryad \\\ Himitsu no Mori ||

- You can fairly easily find this island by going east along the southern border. It doesn't actually show a forest on the map, just sand.
- Dryad: 50 MP, non-elemental

Item (nc): Hikari no Omamori (Unique) \\\ Minato ||

NPC: Tony - 2000 G

Shop: Oranda no Hiyaku - 40 G, America no Hiyaku - 32 G

- You can't warp while in North America.

Shop: \\\ Sougen no Mura ||

Kiraikou	2270 G
Nioudou	2530 G
Tetsuboushi	1010 G
Mihotoke no Kabuto	1330 G
Ryuu no Kutsu	1020 G
Koumyou no Kutsu	1350 G

- Talk to Timba in one of the tipis.
- You can rest in one of the tipis.

Shop: \\\ Grande ||

Ono	380 G	Kemono no Kesakake	1280 G
Bipennis	520 G	Dotou no Koromo	2010 G
Suroo Axe	620 G	Kettle Hat	590 G
Tomahawk	840 G	Horned Helm	940 G
Daisenbu	1240 G		
Boomerang	730 G		
Bola	1500 G		
Ishiyumi	680 G		
Shuryou no Yumi	1500 G		

- Talk to guy working on the pelts (otherwise nothing will happen at the river).
- There's a girl here who asks for an America no Hiyaku.

NPC: Richard - Hozutsu \\\ Port Mura ||

Kamioroshi: Huey

Boss: Johnny

Shop:

Musket Juu	6750 G
Revolver	9250 G
Enfield	7500 G
Minié Juu	8250 G
Spencer Juu	9750 G
Shasupaa Juu	10 500 G

- The guy in the northeast corner is an optional boss.

[Boss]

- 5500 Exp
- Naraenten will come in handy.
- Afterwards, you'll obtain Huey.
- Huey: 5 MP, drain MP from all enemies

Item (nc): nx Air Flower (Artifact, Temp) \\ \\ Grande Kawa ||

Boss: Suima

- Go to the dock south of Port Mura and you'll end up at the bottom of the river.
- The Air Flower gives you 2 minutes worth of air (only counts down on the field). You can get a new one from the pot. If you run out of air, it's game over.
- You'll fight the boss once you reach the surface.

[Boss]

- 2360 HP, 100 Exp, 600 G, W:F, I:W

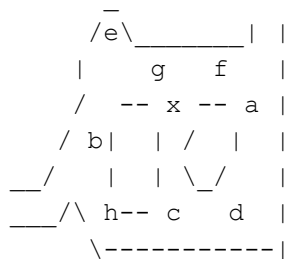
Lost & Found: Cross (Little Ende) \\ \\ Niji no Mori region ||

- (West of Port Mura)
- You'll need 10 of these.

\\ \\ Niji no Mori ||

Items (nc): Kagami, Sekiban, Suishou, Tsunobue, Yubiwa, Mizugame, Beeru, Nijihiro no Hane (all Unique, Temp)

- You need to complete a trading sequence here. First you need to talk to the trees in alphabetical order. You'll get the first item by giving 10 Crosses to h, then you just talk to the trees in reverse order.



- Once you're done, Siren can take you across the river.

Kamioroshi: Jinn \\ \\ Plains ||

- Head all the way east from Hill Mura to find Jinn. Your Karma title has to be at least Oeraisan in order to get him.
- Jinn: 80 MP, Wind.

\\ \\ Hill Mura ||

Items (nc): Toride no Kagi (Unique), Shukufuku no Kona (Unique)

NPC: Dadorova

Shop:

Futsu no Mitama	2810 G	Fusedake no Yumi	2890 G
Masamune	3140 G	Ryuu no Tsume	970 G
Fudoujou	1990 G	Ninuri no Kagizume	1230 G

- Talk to a guy in one of the tipis and choose 'Yes' to get the Toride no Kagi (gain some Karma).
- An old woman in one of the tipis asks for a Megami no Namida. Give one, and you'll receive the Shukufuku no Kona in return.
- Buy a Masamune.

NPC: Paptelot

\\ Grande ||

Kamioroshi: Ifrit

- You can get Paptelot if you have Jinn.
- Use the Shukufuku no Kona on the fire in the left-most tipi to get Ifrit.
- Ifrit: Natsume, 80 MP, Fire.

\\ Toride ||

Items: (Hiyaku, Chikara no Tama, Hayate no Tama, Mamori no Tama, Koubuyaku)

- You can't open any of these (without losing Karma).

\\ Hitokuiyama ||

Items: Daichi no Omamori (Unique), Hiyaku, Megami no Namida
Boss: Jabberwock

[Boss]

- 2500 HP, 3000 Exp, W:E, I:TM

\\ Iseki no Mura ||

Items: (Seinaru Omamori) (Unique), (Reika no Omamori) (Unique), (Gewehr Juu) (Unique)

Items (nc): Tiara (Unique, Temp), Piasu (Unique)

- That thing in front of the temple is a save point.
- Taking the chests will result in Karma loss, but you should still take the Seinaru Omamori. If you've screwed up, losing a little more Karma doesn't matter, and if you haven't screwed up, you'll get back to max with the next event.
- Place the Tiara on the altar in the lowest room (choose 'Yes' then 'No' or you'll lose Karma).
- After the events in the next dungeon, you won't be able to do business with almost any of the shops in Japan. Make sure you haven't missed anyone who requires an item that needs to be bought (Takeaki, Richard, Gundariou).

\\ Nageki no Tani ||

Items: Shikkoku no Yoroi (Unique), Myouyaku, Hiyaku, Pineapple, Renzoku no Mamori (Unique), Koubuyaku

Item (nc): Kikai (Unique)

Bosses: Spirit, Rish 2

[Boss]

- 2700 Exp, W:L, I:P, A:D

- You'll fight the second boss when you examine Squanto's body.

[Boss]

- 2700 Exp, W:L, I:D, R:M

- Check the reiketsu to get the Kikai key item. I don't know what purpose it has, though, if any.

Bosses: Rish 3, Rish 4, nx Phoenix

\\ Iseki no Mura ||

- Return to Tamiala, then go rest in the room above, then leave.

[Boss]

- 2700 Exp, W:L, I:D, R:M

|

[Boss]

- 3600 Exp, W:L, I:DP, R:M

- Ame no Tajikarao: 60 MP, Yamatomaru, single.

NPC: Hakushin

\\ Shrine ||

Boss: Tsukumogami

- This is the shrine north of Hachinohe.

[Boss]

- 6000 Exp, 4000 G, I:M, Utsushimi no Ken (Unique)

- You need to get a little lucky here, but you should be able to do it. If not, try again later. Hakushin will join you after beating him.

\\ Flashback Cave ||

Items: Yakusou, Ganyaku, Seisui, Byakudankou, Ninyaku, Mezame no Kona, Kemuridama, Seihousui, Kitsuke, Renzoku no Kusuri, Kokoro no Tama, Koubuyaku, Kujaku no Hane, Kintan, Kakure Mino, Reishisou, Inochi no Tama, Hiyaku, Oni no Tama, Megami no Namida, Onigiri, Mamori no Tama, Seishinsui, Senkintan, Meihousan, Seinaru Tama, Uzu no Doku, Kagerou no Suzu, Kouraishinyaku, Hayate no Tama, Megami no Shizuku, Myouyaku, Kiseki no Omamori (Unique), Chikara no Tama

Kamioroshi: Seimadouji

- This is the cave north of Kagoshima. You can't use Tenshin here for some reason.

- After seeing Minami at the end, return to the entrance and you'll obtain Seimadouji if you have all other summons. It doesn't matter if you don't have all of them when you trigger the scene at the bottom; you can still trigger the scene at the entrance if you come back later (triggers when you try to leave).

- You will no doubt be disappointed to learn that Seimadouji is the worst summon in the game, with a measly base power of 100. I suspect it was supposed to be 1000 unless there's something that causes it to change. I tried not stealing anything, but that's certainly not it.

Boss: Cyclops

\\ Onsen Cave ||

[Boss]

- 2720 HP, 5000 Exp, R:M

- This guy hits very hard. They all do at this point.

NPCs: Ihika a, Ihika b

\\ Some Cave ||

- Afterwards, you'll end up at the small cave south of Abashiri.

- The game says that Ihika b's healing is stronger than Sora's (and the visual effects would suggest that as well), but this isn't actually the case. It's possible this is another small error and it was supposed to be 10 000.

\\ Fujisan ||

Items: Soyokaze no Mamori (Unique), Kurenai no Koromo (Unique), Megami no Namida, Hannya no Men (Unique)

Boss: Okita Kaibutsu, Okita Soushi

- East of Yokohama.

[Boss]

- 2720 HP, 3750 Exp, R:M

- He can hit your entire party for 1500 pod.

|

[Boss]

- 1250 Exp, R:M, Yamato no Kami (Unique)

- Solo with Juurouta.

\\ Ihika Doukutsu ||

- Enter the ring-shaped lake northwest of Takachiho.

Shop:

\\ Ihika Mura ||

Mikazuki no Ken	3420 G	Nishiki no Koromo	1460 G
Totsuka no Tsurugi	3670 G	Tsukikage no Yoroi	3040 G
Fukuryuu no Hoko	2450 G	Kaengashira	1760 G
Bishamon no Yari	1990 G	Ushiwakakyahan	1770 G
Taishaku no Yumi	4270 G		
Happoukagizume	1480 G		
Hiyaku	80 G	Koubuyaku	20 G
Seishinsui	64 G	Kouraishiyaku	40 G

- Talk to the elder.

- Note the two different healing item shops.

NPC: Tasuke - Bishamon no Yari

\\ Edo ||

- Tasuke appears in one of the houses once you have both Densuke and Kotarou.

\\ Fujisan ||

Items: Raijin no Yari (Unique), Gouka no Omamori (Unique),
Gouka no Yoroi (Unique), Senkintan, Pineapple, Hiyaku, Seishinsui
- Climb down the crater to reach the entrance to the tower.

\\ Kakoutou ||

Items: Ashiki Kagizume (Unique), Megami no Shizuku,
Shinboku no Tsue (Unique), Houzouin (Unique)
Lost % Found: Youyaku (Jouki)

\\ Kuuchuu Roukaku ||

Items: Meihousan, Benten no Koromo (Unique), Seirei no Ono (Unique),
Pineapple, Kouraishiyaku, Kintan, Myouyaku, Megami no Namida,
Bosatsu no Kutsu (Unique), Seirei no Kutsu (Unique),
Miko no Kanmuri (Unique), Tenkokin (Unique), Ame no Makako Yumi (Unique)
Items (nc): Golem no Kagi (Unique, Temp), Hebi no Kubikazari (Unique, Temp)
Lost & Found: Kogitsunemaru (Tengitsune)

Bosses: Orc Leader, Gargoyle, Lamia, Leprechaun, Golem, Medusa,
4x Bougyo System

- Good place to level up. You can get 65k in about 20 minutes. I recommend Lv70.

- The Kogitsunemaru is a rare drop, so it can take quite a while to get one (I only got two of them on my first save file where I leveled up all the way to Lv99).

1F: Meihousan, Benten no Koromo

[Boss: Orc Leader] 1F

- 1968 HP, 3500 Exp, I:P, R:M

[Boss: Gargoyle] 2Fa

- 3500 Exp, W:T, I:EP, R:M

2Fa: Seirei no Ono, Pineapple, Kouraishiyaku, Kintan

3Fa: Myouyaku, Megami no Namida, Bosatsu no Kutsu,

- If you kill Leprechaun before Lamia, he will respawn. If you kill Golem before Leprechaun, Golem will respawn.

[Boss: Lamia] 3Fa
- 1968 HP, 3500 Exp, I:P, R:M

2Fb: Seirei no Kutsu

[Boss: Leprechaun] 2Fb
- 1968 HP, 3500 Exp, I:P, R:M

[Boss: Golem] 3Fb
- 3500 Exp, W:T, A:E, I:P, R:M

3Fb: Save point

4F: Miko no Kanmuri, Tenkokin, Ame no Makako Yumi

[Boss: Medusa] 4F
- 2456 HP, 5250 Exp, I:P, R:M

- White this isn't technically the point of no return, I don't save after the next boss.

[Boss: 4x Bougyo System]
- ~800 HP, 11 200 Exp, I:P, R:M
- As with the previous bosses, Tenshin forms can cut past their physical immunity.

- You'll be taken back to the mountain.

\\\ Fujisan ||

Bosses: Reimajuu, Alva, Tesla, Reich, Rish 5 (& Migiude, Hidariude)

[Boss: Reimajuu]
- 1640 HP, 3500 Exp, I:P, R:M

- WARNING! This is the point of no return! Choose 'No' or you will go inside the mountain and you won't be able to leave.
- Once inside, you'll lose all NPCs other than your pet.
- The best healing item, Myoureyiyaku, is likely dropped by one of the enemies here.

[Boss: Alva]
- 10 000 Exp, W:L, I:D, R:M

[Boss: Tesla]
- 10 000 Exp, W:L, I:D, R:M

- You'll find a save point. If you really need to save, use a different slot.

[Boss: Reich]
- 10 000 Exp, W:L, I:D, R:M

[Boss: Rish 5]
- Rish 5: I:PM
- Migiude: W:L, I:DM
- Hidariude: W:L, I:DP, R:M
- The head can only be damaged by Tenshin forms. They can't damage the arms, though.

Ultimate weapon ATP

Lv1		1
Lv10		25
Lv20		50
Lv25		61
Lv30		75
Lv50		125
Lv75		186
Lv95		236
Lv96		239
Lv97		242
Lv98		245
Lv99		255

Jutsu

Yamatomaru MP

Lv15		Kourinfuuga		30		240			
Lv20		Shinryou		30				Heal 1000 HP	
Lv25		Kiryuu		30				Heal 200 SP	
Lv30		Gekishinraikou		60		480		L	

Doujigiri SP ATP+ Ele

Lv3		Gienbattouka		10		10			
Lv7		Shuusokutou		20		20			
Lv12		Rekkaken		30		40		F	
Lv18		Hiensoutou		40		20		T	all
Lv25		Raitoushou		40		80		T	
Lv33		Inui		50		120		D	+ Doku
Lv42		Furaikasumigiri		60		160			
Lv52		Hiken Messatsu		90		120		L	all

Juurouta MP

-		Shinsen		10				Heal 100 HP	
-		Raijugeki		15		80		T	
Lv6		Suiren		15		80		W	
Lv8		Jusatsu		10				Chinmoku \	all
Lv10		Ryuu no Kagami		5				Reflect	
Lv13		Senju no Iyashi		5				Heal status	
Lv15		Shinryou		30				Heal 1000 HP	
Lv18		Hyoukaigeki		30		240		W	
Lv20		Senryou		30				Revive with 100 HP	
Lv25		Soufuuujutsu		10				Warp to a town	
Lv30		Toufuuureido		60		480		T	

Oodenta SP ATP+ Ele

Lv3		Gekishoukou		10		10			
Lv7		Soujintourai		20		20		T	
Lv12		Kouraiageki		30		40		F	
Lv18		Fuuraishouha		40		80		T	
Lv25		Souzanbaku		50		120			
Lv33		Gen'eizan		80		80			all
Lv42		Kisumi		60		160		L	

Lv52 | Raijinshouha | 70 | 200 | |

Natsume

- Natsume gains all of Touya's spells after he's gone. After that, she can also learn the following two spells.

Lv35 | Ganhashourai | 60 | 480 | E |

Lv40 | Inochi no Hikari | 50 | Use own HP to deal damage (dmg = cHP - 1)

	Mikazuki	SP	ATP+	Ele	
Lv2	Soutougeki	10	10		
Lv5	Ennetsutou	20	20	F	
Lv9	Gensouken	20	10		all
Lv14	Kitenbattou	30	40	L	
Lv20	Hishouhayabusa	40	20	F	all
Lv27	Houraiju	60	40	F	all
Lv35	Tsurugi no Mai	40	80		

	Touya	MP			
-	Kasaien	15	80	F	
-	Reihyouha	15	80	W	
-	Shinsen	10			Heal 100 HP
-	Shinryou	30			Heal 1000 HP
-	Senju no Iyashi	5			Heal status
-	Taishaku	5			Increase ATP
-	Kekkai	5			Increase DFP
-	Hikari no Kabe	5			Increase Int
Lv18	Jakyouha	10			Sleep \ all
Lv19	Jukyouran	10			Confuse \ all
Lv20	Shishin'enkon	10			Poison \ all
Lv21	Fuuraigekishin	30	240	T	
Lv22	Senryou	30			Revive with 100 HP
Lv25	Rikudoureppa	70	600	D	

	Juzumaru	SP	ATP+	Ele	
Lv4	Ittoujuuji	20	20		
Lv9	Tensouranbu	30	40		
Lv15	Ittensouha	50	120	L	
Lv22	Dotouraishou	80	80	W	all
Lv30	Ougi Ichimonji	90	120		all

	Squanto	MP			
-	Medirurikusaa	15			Heal status and 100 HP
-	Gurandosutoaa	15	80	E	
-	Slip Road	10			Escape from battle
-	Wall Water	30			Increase DFP
-	Flame Axe	30	240	F	
Lv36	Blast Wind	10			Inflict Paralysis
Lv37	Acid Shower	40	240		
Lv38	Warm Dream	50			Heal 5000 HP
Lv39	Chaos Needle	60	480	D	
Lv40	Weak Point	40			Attempt an instant kill

	Onimaru	SP	ATP+	Ele	
Lv3	Dorourekku	10	10		
Lv7	Cut Sting	20	20	T	
Lv12	Slash Edge	30	40		

Lv18		Fin Circle		40		80		F	
Lv25		Spark Shoot		60		40			all
Lv33		Cross Edge		50		120		L	
Lv42		Illusion		60		160			
Lv52		Death Creek		90		120		L	all

Summons

Caesar				30		-				Increase Int by 10%	\	all
Inarishin				30		-				Increase ATP by 10%	\	all
Seimadouji		Y		95		100		L				
Jizaiten				45		240		T				
Karuraou				45		240		F				
Shakouki Doguu		J		45		240		E				
Kushinadahime		Y		45		240		W				
Dryad				50		240				+ Confusion		
Ame no Tajikarao		Y		60		360				single		
Kongouyasha				80		480						
Jinn				80		480		T				
Ifrit		N		80		480		F				
Ayar Kachi		S		95		1000						
Naraenten				50		-				Restore 500 HP to all + heal status		
Gundariou		T		90		-				Restore 200 SP to all		
Huey				5		-				Drain MP from all enemies		
Shichifukujin		Y		90		-				Greatly increase NPC rate		

Tenshin multipliers

	ATP	DFP	Agi	Int
Yamatomaru	2,0	1,0	1,25	1,0
Juurouta	1,5	2,0	1,25	1,25
Natsume	1,5	1,5	1,5	1,0
Touya	2,0	2,0	1,0	1,0
Squanto	2,0	1,5	1,0	1,0

Stats

Lv25	HP	MP	SP	Str	Con	Agi	Int
Yamatomaru	1253	204	228	81	71	83	81
Juutarou	1263	277	198	79	80	80	70
Natsume	1229	275	228	70	61	80	64

Lv50	HP	MP	SP	Str	Con	Agi	Int
Yamatomaru	4319	406	451	158	133	164	154
Juutarou	4325	506	391	151	151	149	139
Natsume	4301	542	455	139	123	154	124
Squanto	4561	432	409	145	147	167	139

Lv70	HP	MP	SP	Str	Con	Agi	Int
Yamatomaru	8123	576	633	220	175	223	193
Juutarou	8112	703	555	215	203	201	207
Natsume	8087	758	645	193	157	213	189
Squanto	8368	595	588	198	189	234	183

Lv99	HP	MP	SP	Str	Con	Agi	Int
Yamatomaru	9999	814	902	255	250	255	255
Juutarou	9999	960	781	255	255	255	255
Natsume	9999	1068	913	255	218	255	255
Squanto	9999	827	864	255	255	255	251

NPCs

Yachiho	100 HP
Akane	100/n HP \ all (n = number of targets)
Midori	1000/n HP \ all
Sora	5000/n HP \ all
Ihika b	5000/n HP \ all
Neko	30 ATP + Nemuri
Shibainu	30 ATP + Doku
Naozane	45 ATP
San no Deshi	70 ATP
Ni no Deshi	85 ATP
Ichi no Deshi	100 ATP
Okuni	100 ATP + Konran \ all
Ko'oni	100 ATP + Chinmoku
Kanpei	120 ATP, F
Kamonoseki	120 ATP \ all
Kurama	150 ATP, F
Takeaki	150 ATP
Hebiyoukai	150 ATP, W
Katsura	150 ATP
Tony	150 ATP + ID
Richard	150 ATP + ID
Kouryuuzeki	150 ATP \ all
Yukihime	200 ATP, W
Dadorova	200 ATP
Paptelot	200 ATP
Tasuke	200 ATP, F \ all
Kaishuu	250 ATP
Nekomata	300 ATP + Nemuri
Ookami Otoko	300 ATP + Doku
Ihika a	500 ATP
Saizou	2000 ATP
Kotarou	120, M, W
Densuke	120/n, M, W \ all
Kourai	200, M, T
Gennobou	400/n, M, T \ all
Hakushin	800/n, M, L \ all
Goemon	Attempt to steal an item (same as the drop)
Chuuta	Attempt to steal money (50% of what they drop)
Hiyoko a	Recover 1 HP after battle
Hiyoko b	Recover 100 HP after battle
Ittanmomen	Press Start on the world map to fly

Karma Gain / Loss (outside of story events)

Gain

Toyama | Old man at the inn
 Nikkou | Old woman
 Kagoshima | Inarishin
 Kagoshima | Old woman in one of the houses
 Abashiri | Guy in south house
 Grande | Girl
 Various | Youkai no Mura

Lose

Iida | Drawer in warehouse
 Iida | Pot in east house
 Toyama | Pot in north house
 Kyou | Sword in Shinsengumi HQ (temp)
 Izumo | Pot in northwest house
 Edo | Pot in northwest house (temp)
 Toride | 5x
 Iseki no Mura | 3x

Exp - Characters

Lv1		0		
Lv2		30		30
Lv3		98		68 38
Lv4		229		131 63
Lv5		448		219 88
Lv6		780		332 113
Lv7		1250		470 138
Lv8		1883		633 163
Lv9		2704		821 188
Lv10		3738		1034 213
Lv11		5010		1272 238
Lv12		6545		1535 263
Lv13		8368		1823 288
Lv14		10 504		2136 313
Lv15		12 978		2474 338
Lv16		15 815		2837 363
Lv17		19 040		3225 388
Lv18		22 678		3638 413
Lv19		26 754		4076 438
Lv20		31 293		4539 463
Lv21		36 320		5027 488
Lv22		41 860		5540 513
Lv23		47 938		6078 538
Lv24		54 579		6641 563
Lv25		61 808		7229 588
Lv26		69 650		7842 613
Lv27		78 130		8480 638
Lv28		87 273		9143 663
Lv29		97 104		9831 688
Lv30		107 648		10 544 713
Lv31		118 930		11 282 738
Lv32		130 975		12 045 763
Lv33		143 808		12 833 788
Lv34		157 454		13 646 813
Lv35		171 938		14 484 838

Lv36		187	285		15	347		863
Lv37		203	520		16	235		888
Lv38		220	668		17	148		913
Lv39		238	754		18	086		938
Lv40		257	803		19	049		963
Lv41		277	840		20	037		988
Lv42		298	890		21	050		1013
Lv43		320	978		22	088		1038
Lv44		344	129		23	151		1063
Lv45		368	368		24	239		1088
Lv46		393	720		25	352		1113
Lv47		420	210		26	490		1138
Lv48		447	863		27	653		1163
Lv49		476	704		28	841		1188
Lv50		506	758		30	054		1213
Lv51		538	050		31	292		1238
Lv52		570	605		32	555		1263
Lv53		604	448		33	843		1288
Lv54		639	604		35	156		1313
Lv55		676	098		36	494		1338
Lv56		713	955		37	857		1363
Lv57		753	200		39	245		1388
Lv58		793	858		40	658		1413
Lv59		835	954		42	096		1438
Lv60		879	513		43	559		1463
Lv61		924	560		45	047		1488
Lv62		971	120		46	560		1513
Lv63		1	019 218		48	098		1538
Lv64		1	068 879		49	661		1563
Lv65		1	120 128		51	249		1588
Lv66		1	172 990		52	862		1613
Lv67		1	227 490		54	500		1638
Lv68		1	283 653		56	163		1663
Lv69		1	341 504		57	851		1688
Lv70		1	401 068		59	564		1713
Lv71		1	462 370		61	302		1738
Lv72		1	525 435		63	065		1763
Lv73		1	590 288		64	853		1788
Lv74		1	655 288		65	000		147
Lv75		1	720 288		65	000		-
Lv76		1	785 288		65	000		
Lv77		1	850 288		65	000		
Lv78		1	915 288					
Lv79		1	980 288					
Lv80		2	045 288					
Lv81		2	110 288					
Lv82		2	175 288					
Lv83		2	240 288					
Lv84		2	305 288					
Lv85		2	370 288					
Lv86		2	435 288					
Lv87		2	500 288					
Lv88		2	565 288					
Lv89		2	630 288					
Lv90		2	695 288					
Lv91		2	760 288					
Lv92		2	825 288					
Lv93		2	890 288					
Lv94		2	955 288					
Lv95		3	020 288					

Lv96 | 3 085 288
Lv97 | 3 150 288
Lv98 | 3 215 288
Lv99 | 3 280 288

Exp - Ultimate weapons

Lv1 | 0
Lv2 | 200 | 200
Lv3 | 500 | 300
Lv4 | 900 | 400
Lv5 | 1400 | 500
Lv6 | 2000 | 600
Lv7 | 2700 | 700
Lv8 | 3500 | 800
Lv9 | 4400 | 900
Lv10 | 5400 | 1000
Lv11 | 6500 | 1100
Lv12 | 7700 | 1200
Lv13 | 9000 | 1300
Lv14 | 10 400 | 1400
Lv15 | 11 900 | 1500
Lv16 | 13 500 | 1600
Lv17 | 15 200 | 1700
Lv18 | 17 000 | 1800
Lv19 | 18 900 | 1900
Lv20 | 20 900 | 2000
Lv21 | 23 000 | 2100
Lv22 | 25 200 | 2200
Lv23 | 27 500 | 2300
Lv24 | 29 900 | 2400
Lv25 | 32 400 | 2500
Lv26 | 35 000 | 2600
Lv27 | 27 700 | 2700
Lv28 | 30 500 | 2800
Lv29 | 33 400 | 2900
Lv30 | 36 400 | 3000
Lv31 | 39 500 | 3100
Lv32 | 42 700 | 3200
Lv33 | 46 000 | 3300
Lv34 | 49 400 | 3400
Lv35 | 52 900 | 3500
Lv36 | 56 500 | 3600
Lv37 | 60 200 | 3700
Lv38 | 64 000 | 3800
Lv39 | 67 900 | 3900
Lv40 | 71 900 | 4000
Lv41 | 76 000 | 4100
Lv42 | 80 200 | 4200
Lv43 | 84 500 | 4300
Lv44 | 88 900 | 4400
Lv45 | 93 400 | 4500
Lv46 | 98 000 | 4600
Lv47 | 102 700 | 4700
Lv48 | 107 500 | 4800
Lv49 | 112 400 | 4900
Lv50 | 117 400 | 5000
Lv51 | 122 500 | 5100

Lv52		127 700		5200
Lv53		133 000		5300
Lv54		138 400		5400
Lv55		143 900		5500
Lv56		149 500		5600
Lv57		155 200		5700
Lv58		161 000		5800
Lv59		166 900		5900
Lv60		172 900		6000
Lv61		179 000		6100
Lv62		185 200		6200
Lv63		191 500		6300
Lv64		197 900		6400
Lv65		204 400		6500
Lv66		211 000		6600
Lv67		217 700		6700
Lv68		224 500		6800
Lv69		231 400		6900
Lv70		238 400		7000
Lv71		245 500		7100
Lv72		252 700		7200
Lv73		260 000		7300
Lv74		267 400		7400
Lv75		274 900		7500
Lv76		282 500		7600
Lv77		290 200		7700
Lv78		298 000		7800
Lv79		305 900		7900
Lv80		313 900		8000
Lv81		322 000		8100
Lv82		330 200		8200
Lv83		338 500		8300
Lv84		346 900		8400
Lv85		355 400		8500
Lv86		364 000		8600
Lv87		372 700		8700
Lv88		381 500		8800
Lv89		390 400		8900
Lv90		399 400		9000
Lv91		408 500		9100
Lv92		417 700		9200
Lv93		427 000		9300
Lv94		436 400		9400
Lv95		445 900		9500
Lv96		455 500		9600
Lv97		465 200		9700
Lv98		475 000		9800
Lv99		484 900		9900

Exp - Ship

Lv1		0		1000 G		300 HP
Lv2		100		100		
Lv3		300		200		3000 G 700 HP
Lv4		600		300		
Lv5		1000		400		
Lv6		1500		500		
Lv7		2100		600		

Lv8		2800		700		5000 G		1200 HP
Lv9		3600		800				
Lv10		4500		900				
Lv11		5500		1000				
Lv12		6600		1100				
Lv13		7800		1200		7000 G		1800 HP
Lv14		9100		1300				
Lv15		10 500		1400				
Lv16		12 000		1500				
Lv17		13 600		1600				
Lv18		15 300		1700		10 000 G		2500 HP
Lv19		17 100		1800				
Lv20		19 000		1900				
Lv21		21 000		2000				
Lv22		23 100		2100				
Lv23		25 300		2200				
Lv24		27 600		2300				
Lv25		30 000		2400				

Equipment List

A02

Takemitsu		1	YJNTS	-		D:Y
Kodachi		8	N		120	Iida, D:N
Yumiya		14	J S	130		Kyou
Katana		14	YJ T		180	Iida, (Iida), D:J
Chakura		16	Y		150	Iida
Kakute		16	NT		160	Kyou
Guardian Ono		16	S	-		D:S
Nageyari		22	J		210	Kyou
Zangetsu		22	YJ T		320	Kyou
Hamayumi		22	J		310	Takachiho
Ono		22	S	380		Grande
Shakujou		24	Y		280	Kyou
Neko no Tsume		24	NT		290	Takachiho
Bipennis		24	S	520		Grande
Izumi no Kami		28	YJ T		-	(Kyou), Agi +30
Tora no Tsume		28	NT		800	Yamashiro
Shura no Kakute		28	NT		800	Yamashiro
Oni no Kagizume		28	NT		800	Hakedate
Ishiyumi		28	S	680		Grande
Bola		28	S	1500		Grande
Zantetsuken		30	YJ T		440	Kyou
Kamayari		32	J		410	Takachiho
Kirisame		32	J		590	Takachiho
Jizai no Kakute		32	NT		450	Takachiho
Shuryou no Yumi		32	S	1500		Grande
Boomerang		32	S	730		Grande, Agi +20
Suroo Axe		32	S	620		Grande, Agi -10
Tomahawk		32	S	840		Grande
Kikuichimonji		36	YJ T		640	Takachiho
Kurenai no Tachi F		36	YJNT		-	(Toowariyama)
Shippuu no TsurugiT		36	YJNT		-	(Tsurugiyama)
Kongousha		38	Y		550	Takachiho
Ryuu no Tsume		38	NT		970	Hill Mura

Kongoujou	E	40	Y		-		Ishi no Kami
Asahi no Tsurugi		40	YJ T		840		Takachiho
Hozutsu		40	Y		3000		Kyou
Houraikyuu		40	J		990		Yamashiro
Naginata		40	J		590		Yamashiro
Shippuu no Hoko	T	40	Y		-		(Onsen Cave)
Ninuri no Kagizume		44		NT		1230	Hill Mura, Agi -10
Daisenbu		44		S		1240	Grande, Agi -10
Shichiseiken		48	YJ T		1090		Takachiho, Agi -10
Seki no Magoroku		54	YJ T		1350		Yamashiro, Agi -10
Nichirin no Tsue		54	Y		970		Yamashiro
Kudayari		54	J		970		Hakodate
Tsukikage no Yumi		54	J		1540		Hakodate
Happoukagizume		54		N		1480	Ihika no Koku, Agi -10
Raijin no Yari	T	54	J		-		(Fujisan), Agi -10
Nikkouken		62	YJ T		1850		Hakodate, Agi -10
Kotetsu		70	YJ T		2250		Hakodate, Agi -20
Fudoujou		70	Y		1990		Hill Mura, Agi -20
Muramasa		70	YJ T		-		(Ezo Shrine)
Ashiki Kagizume		70		N		-	(Kakoutou), Agi -20
Kogitsunemaru		70		N		-	Tengitsune
Fusedake no Yumi		76	J		2890		Hill Mura
Futsu no Mitama		76	YJ T		2810		Hill Mura, Agi -20
Masamune		80	YJ T		3140		Hill Mura, Agi -20
Hinawajuu		80	Y		6000		Yamashiro
Fukuryuu no Hoko		80	Y		2450		Ihika no Koku, Agi -20
Bishamon no Yari		80	J		1990		Ihika no Koku, Agi -20
Mikazuki no Ken		86	YJ		3420		Ihika no Koku, Agi -20
Musket Juu		90	Y		6750		Port Mura
Totsuka no Tsurugi		92	YJ		3670		Ihika no Koku, Agi -20
Taishaku no Yumi		96	J		4270		Ihika no Koku
Enfield		100	Y		7500		Port Mura
Utsushimi no Ken		100	YJ		-		Tsukumogami
Shinboku no Tsue	L	100	Y		-		(Kakoutou)
Houzouin		100	J		-		(Kakoutou)
Minié Juu		110	Y		8250		Port Mura
Revolver		110	Y		9250		Port Mura, Agi +20
Seirei no Ono		110		S		-	(Kuuchuu Roukaku), Int +4
Yamato no Kami		120	J		-		Okita Soushi
Ame no Makako Yumi		120	J		-		(Kuuchuu Roukaku), Agi -20
Spencer Juu		130	Y		9750		Port Mura
Shasupaa Juu		140	Y		10500		Port Mura
Gewehr Juu		160	Y		-		(Iseki no Mura)
Fuurin Kazan	L	250	YJ T		-		(Youkai no Mura), Agi +50
Doujigiri		255	Y		-		(Toowariyama)
Oodenta		255	J		-		(Houjuyama)
Mikazuki		255		N		-	(Waterfall Cave)
Juzumaru		255		T		-	(Rokkou Arechi)
Onimaru		255		S		-	(Asuka Ishibutai)
Nuno Koromo		4	YJNT		-		D:Y
Kinu no Koromo		16	YJNT		140		Iida, D:JN
Sashiko no Koromo		24		N		180	Kyou
Kegawa no Fuku		24		S		-	D:S
Suzukake		28	YJ T		450		Kyou, (Iida)
Shiroshouzoku		32		N		-	(Yatsukayama)
Kusarikatabira		40	YJ T		680		Kyou, (Houjuyama)
Yumemi no Koromo		44		N		-	(Waterfall Cave), I:Sleep
Shishi no Suzukake		48	YJ T		810		Takachiho

Tsuru no Koromo		56		N		1020		Takachiho
Soyokaze no Koromo		56		N		-		(Onsen Cave), A:T, W:E
Kurenai no Koromo		56		N		-		(Fujisan), A:F, W:W
Ooyoroi		64		YJ T		1050		Takachiho
Kemono no Kesakake		64		S		1280		Grande
Genji no Yoroi		76		YJ T		1320		Takachiho
Nishiki no Koromo		76		N		1460		Ihika no Koku
Kiseki no Yoroi		88		YJ T		1590		Hakodate
Shikkoku no Yoroi		88		YJ T		-		(Nageki no Tani), A:D, W:L
Gouka no Yoroi		88		YJ		-		(Fujisan), A:F, W:W
Dotou no Koromo		88		S		2010		Grande
Ushiwaka no Yoroi		96		YJ T		1980		Hakodate
Benten no Koromo		96		N		-		(Kuuchuu Roukaku)
Kiraikou		108		YJ T		2270		Sougen no Mura
Nioudou		120		YJ T		2530		Sougen no Mura
Ame no Makako Yumi		120		J		-		(Kuuchuu Roukaku), Agi -20
Yamato no Kami		120		J		-		Okita Soushi
Tsukikage no Yoroi		136		YJ		3040		Ihika no Koku

Kanzashi		4		N		-		D:N
Hanekazari		4		S		-		D:S
Zukin		12		YJ T		100		Iida
Tokin		16		YJ T		210		Kyou
Kin no Kanzashi		16		N		-		(Houjuyama)
Kabuto		28		YJ T		420		Kyou
Kazekiruzukin		28		YJNT		-		(Toowariyama), Agi +30
Kettle Hat		28		S		590		Grande
Hoshikabuto		32		YJ T		510		Takachiho
Harikakekabuto		40		YJ T		640		Takachiho
Hououzukin		40		YJNT		730		Hakodate
Kisshoukabuto		44		YJ T		770		Hakodate
Horned Helm		44		S		940		Grande
Hannya no Men		44		YJN		-		(Fujisan), ATP +20
Tetsukabuto		56		YJ T		1010		Sougen no Mura
Mihotoke no Kabuto		64		YJ T		1330		Sougen no Mura
Miko no Kanmuri		70		N		-		(Kuuchuu Roukaku)
Kaengashira		80		YJ		1760		Ihika no Koku
Tenkokin		112		YJ		-		(Kuuchuu Roukaku)

Agi

Waraji		5		YJNT		-		D:J
Kyahan		15		YJNT		110		Iida, (Minagamiyama)
Kusarikyahan		30		YJNT		330		Kyou
Hikyaku no Kutsu		35		YJNT		460		Takachiho
Nanakusa Kyahan		40		YJNTS		590		Takachiho
Kirin no Kutsu		55		YJNTS		850		Hakodate
Ryuu no Kutsu		70		YJNTS		1020		Sougen no Mura
Koumyou no Kutsu		80		YJNT		1350		Sougen no Mura
Ushiwakakyahan		100		YJN		1770		Ihika no Koku
Bosatsu no Kutsu		125		YJN		-		(Kuuchuu Roukaku)
Seirei no Kutsu		125		S		-		(Kuuchuu Roukaku)

Suimu no Omamori		(Onsen Cave)		I:Sleep
Jinrei no Mamori		(Asuka Ishibutai)		I:Paralysis
Gouka no Omamori		(Fujisan)		I:F
Reika no Omamori		(Iseki no Mura)		I:W
Soyokaze no Omamori		(Fujisan)		I:T
Daichi no Omamori		(Hitokuiyama)		I:E

Hikari no Omamori	(Minato)	I:L
Renzoku no Mamori	(Nageki no Tani)	Increases critical hit rate
Kiseki no Omamori	(Flashback Cave)	Recover 1 HP per step
Seinaru Omamori	((Iseki no Mura))	Recover 1 MP per step

Enemy List

A03

- Most of the HP values are based on poison damage and as such may be up to 7 points lower than the actual figures.

	HP	Exp	G	PM	FWTELD	
Tsuchikorobi	12	3	-	R	WI	Iida region
Bakechouchin	9	4	-			
Hyoutankozou	18	4	8			
Yaken	13	4	-			
Onibi	20	5	-	R	IW	
Keukegen	30	5	-			Maruyama
Taisan	22	5	12	R		Minagamiyama
Ookamuro	29	5	6			
Tsuchinoko	32	5	-		WI	
Nupperabou	40	7	9			South Honshuu
Yamachichi	24	7	-		IW	
Funaitakoto	47	8	-			
Kamaitachi	48	10	-	R	IW	
Furuu Tsubo	35	10	-			
Karakasa	65	10	-	R		
Tankorori	128	24	18			
Shibagaki		11	-	I	WI	Yatsukayama
Sanshou'uo	72	14	-		WI	Edo region
Karasutengu	72	15	40	R	IW	
Hinnagami	20	14	30	I		
Mikoshinyuudou	144	42	30			
Sugaru	24	14	40	I		Ooishi Jinja
Obo	176	42	22			
Datsue Babaa	96	16	40	R		North Honshuu
Namahage	56	17	30		WI	
Hatahiro	52	16	-	R	IW	
Kappa	48	16	40	R	WI	
Gaki		16	-	I	WI	
Ichimokuren	120	80	30	I		
Azukiarai	56	16	22			Houjuyama
Shoujou	56	17	-	R		
Tsuchigumo	56	18	-		WI	
Oitsuki	48	18	-			Hieizan
Wanyuudou	54	19	-	I		

Shii	64	20	-			Rokkou Arechi
Jizoutsuki	56	20	46	R		
Mouryou		22	-	I	WI	
Isogashi	64	22	35			Futarayama
Hihi	64	24	-			Yatsukayama
Tenome	72	22	40	I		
Aburasumashi	120	25	53			Kyuushuu
Hitouban	80	25	40	R		
Obo no Yasu	152	25	-		WI	
Ittanmomen	125	25	-	R	IW	
Kitsunebi	88	25	-	R	IW	
Namiotome	88	25	40		WI	Waterfall Cave
Suiko	120	27	53	R	WI	
Sakanan	40	22	-		WI	
Enkou	152	25	26		WI	
Nekomata	80	25	30	R		
Orochi	152	25	-			
Baku	88	27	-	I		
Gankikozou	128	27	40	R	WI	Derarezu no Mori
Tengu	160	29	53	R	IW	Toowariyama
Michibata	64	27	53	I		
Yagyousan		29	40	I		
Hataonryou	128	30	22			
Jinki	128	30	45			
Yama'arashi	88	30	-			
Bakeneko	88	30	33	R		
Kazenbou	160	30	45		IW	
Nurikabe	530	240	-	R	WI	
Kawaotoko	104	35	45	R	WI	
Oboroguruma	180	38	-			
Oonyuudou	704	280	45			
Ijiko	48	38	45			Shikoku
Sunakake Babaa	176	35	60	R		
Kawaguma	176	38	-		WI	
Mamedanuki	144	38	-	R		
Kasabake	146	35	-	R		
Burabura	110	35	-			
Shoukera	144	40	45			Tsurugiyama
Inugami	112	40	-			
Izuna	96	40	-		IW	
Katasharin	185	44	-	R		
Kiyohime	184	44	45	R	WI	
Onitake	232	55	45			Asuka Ishibutai
Onibaba	192	50	60	R		
Dorotabou	195	50	45		WA	
Menreiki	72	55	45	I		
Kutabe	152	45	-			
Shiranui	156	60	-	R	AW	
Ogome	384	350	45	I		

Gotaimen	152	55	45		Ryuuga Mori
Takanyuudou	192	50	33	IW	
Kamikiri	160	45	-		Hokkaidou
Nure Onna	208	55	50	R WI	
Korobokkuru	64	50	37	I	
Kotofurunushi	215	45	-		
Oshiroi Babaa	320	50	66	R	
Oniguma	1064	400	-		
Appare	264	55	50		Onsen Cave
Akurei		55	-	I WI	
Kaizoku	272	70	80		Seas
Kaniraa	216	77	-	WI	
Maikubi		70	-	I WI	
Mogurikubi		77	-	I WI	
Tobiuocchi	888	280	-	WI	
Mizuchi	1104	700	-		
Ayakashi	1104	700	-		
Kraken	1664	1400	-	R WI	
Takonyudou	2216	1400	-	R WI	
Gyoppii	70	126	-	WI	Seas (Underwater)
Magurogonzui	160	140	-	WI	
Katsuotanki	160	140	-	WI	
Umioshou	219	280	-	WI	
Isonade	550	420	-	WI	
Kaniarai	1100	2100	-	WI	
Kanibouzu	1100	2100	-	WI	
Daiouika	1700	3500	-	WI	
Obakeika	2200	3500	-	WI	
Pokomaru	50	50	50		Seas (Ships)
Ushiomaru	100	75	80		
Vincent	100	75	100		
Akagimaru	200	75	80		
Wakashiomaru	200	200	120		
Gaikotsumaru	200	300	120		
Merryland	200	200	150		
Asamagou	400	200	150		
Kuroshiodou	400	250	200		
Blue Light	400	300	250		
Kaizokusen	400	400	250		
Tsukubamaru	600	300	250		
Hewitt	800	350	250		
Gunkan	800	600	250		
Ootakemaru	800	350	200		
McKinley	1200	350	250		
Haidon	1200	400	300		
Nipponmaru	1600	400	250		
Aigaa	1600	400	300		
Senkan	3200	2000	1000		
Alligator	224	100	-	WI	North America
Brownie	112	100	120	I	

Coyote		80		100		-					
Orc		224		200		80					
Buffalo		280		110		-					
Ungoliant		1136		600		120					
Hai'iroguma		1368		800		-					
Bandersnatch		912		1000		120		I		IW	
Houou		2250		5000		-		R		AW	
Hangyojin		152		121		160		R		WI	
Crocodile		288		110		-				WI	
Bakegani		232		110		-		R		WI	
Grande Kawa											
Little Ende		227		200		-		R		IW	
Niji no Mori region											
Fly		88		110		60				IW	
Niji no Mori											
Woodrod		1190		880		-		I		WI	
Mothman		120		150		75				IW	
Hitokuiyama											
Toriotome		312		150		100				IW	
Wendigo				180		-		I		WI	
Nageki no Tani											
Statue		770		900		-		I		WI	
Naga		632		900		150		R			
Stone		1300		1440		-		R		WI	
Shade				180		-		I		WI	
Enraenra				180		-		I		WI	
Yuurei				180		-		I		WI	
Bigfoot				180		-		I		WI	
Yako		336		250		-					
Fujisan											
Satori		336		375		-					
Kamanari		270		275		-		R		IW	
Hyakume		272		250		200		R			
Nuhhehofu		136		250		266					
Kyuuso		136		225		-					
Numagozen		272		275		200		R		WI	
Ihika Doukutsu											
Nukekubi		336		250		200					
Ouoni		408		250		200					
Narigama		230		300		-				IW	
Fujisan - Kakou											
Jiousenbi		312		300		150		R		IW	
Roujinbi		392		300		200				IW	
Kubireoni		392		320		100					
Kakoutou											
Yarikechou		392		320		200					
Umashika		312		320		200					
Kabukirikozou		152		320		266		I			
Jouki		952		1600		266		R			
Housoushi		328		350		200				WI	
Kuuchuu Roukaku											
Yato-no-Kami		408		350		-					
Ekiki				350		-		I		WI	
Bakekagami		500		385		-		I			
Tengitsune		488		525		-		R			
Hannya		488		525		266		R			
Kouryuu		816		1050		-		R		IW	
Tsurubeotoshi		1640		2800		266					
Kurotama		840		1500		-				WA	
Fujisan											

Maryuu		1008		2500		-			IW	
Taiki		1008		2500		-		R		
Yakushi		1344		3500		-				
Chikaraoni		1344		5000		-				
Nobusuma		1350		5000		-		R	WI	
Raijuu		1700		5000		-		R		

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