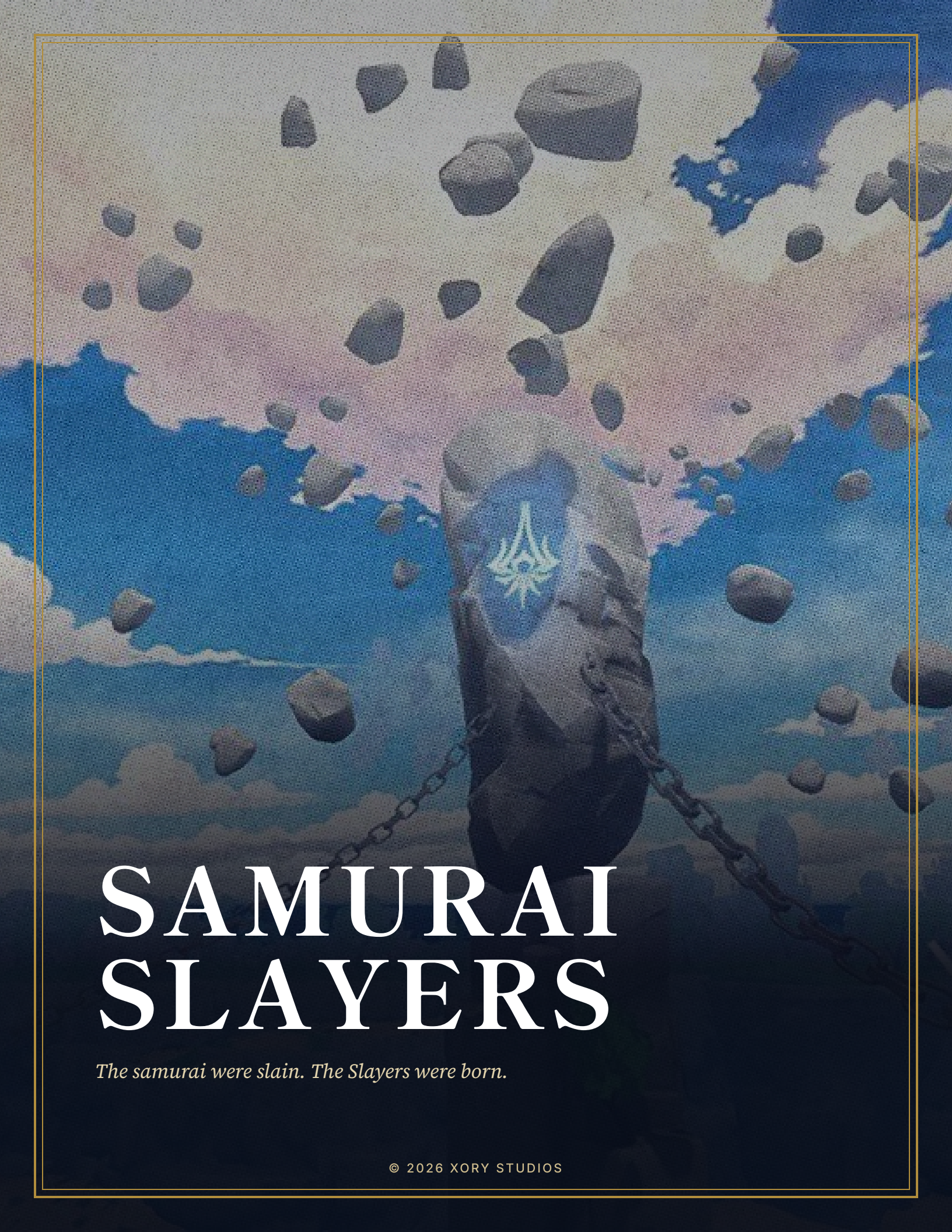




SAMURAI SLAYERS

The samurai were slain. The Slayers were born.

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Twenty years ago, on the Night of the Crimson Moon, the last Shogun broke a seal that had held for a thousand years. Things climbed out of the underworld and every samurai house in the land was wiped out before dawn. People still call that night the Samurai Slaying.

The land is **Amagiri**. It's one great country split into seven islands by narrow channels, packed so close you can see one shore from the next. Main Island sits in the south with Swamp Island and Maple Island beside it, Blossom Island to the northeast, Dusk Island and Snow Island to the north under the mountains, and little Spirit Island alone off the southern coast.

Amagiri has no ruler now. Magistrates keep order in the towns that are left. Outlaws own the roads and pirates own the sea. Clans raise their own flags and fight over land. Underneath all of it, the Seal Pillars that keep the underworld shut are cracked, and every year the moon looks a little redder.

You show up with nothing, a **Wanderer** washed onto a beach. Over a long climb you become a **Slayer**, one of the people who hunt the things that came up on the Crimson night and the people who let them in.

What you do in Amagiri

Explore seven islands on foot, horseback, tiger, dragon, glider and boat, and dive the sea between them.

Fight with fists, swords and bows, and bind spirits, train your Ki and learn Secret Arts.

Pick a side. Hunt outlaws for the Magistrate with rope and prison, or become the outlaw on the poster.

Raise a flag. Clans claim land all over the islands.

Relight the pillars. This is the main story, and every island has one.

Live through the eclipse. The red moon always comes back.

The Old Story

Before there were people, there was the sea, the moon and the dark under the sea. That dark is **Yomi**, and it's ruled by **Magatsu**, the Red-Moon King. He has one wish: swallow the moon and leave the world in a night that never ends.

The moon had a guardian spirit called **Tsukuyomi**. Tsukuyomi pulled Amagiri up out of the sea and set it down on top of Yomi like a lid. To hold the lid shut, the spirit raised **seven Seal Pillars**, one on every island, and ran a chain from each pillar up into the sky to hold the land to the moon. Then Tsukuyomi left a mirror behind for whoever would watch the seal next, and went back to the moon.

The spirits of Amagiri grew up around those pillars. Foxes, kappa, wind weasels, thunder drummers and stranger things. They still live at the shrines, and they'll still bind themselves to a person who earns it. That's what a Spirit Pact is.



The Hanging Isles, where the seven chains meet the sky

Timeline

WHEN	WHAT HAPPENED
The beginning	Tsukuyomi raises the islands, the seven pillars and the seven chains. Magatsu is sealed in Yomi.
A thousand years ago	The five bloodlines settle Amagiri. Humans take the coasts and farmland, Kitsune take Blossom Island, Oni take the mountain gates of Dusk Island, Tengu take the peaks of Snow Island and the Ryujin take the deep sea.
Three hundred years ago	The Kurogane family unites the islands and builds its capital on Dusk Island. Seven samurai houses each swear to guard one pillar. Two hundred years of peace follow.
Twenty years ago	Shogun Kurogane Tadamasa makes a deal with Magatsu and cracks the pillar under his own castle. The moon turns red, Yomi opens and the seven houses fall in one night.
The years after	The other pillars crack one by one. Only the pillar on Spirit Island holds, which is why the dead there rest and the dead everywhere else don't.
Now	The Age of Ash. Magistrates, outlaws, clans and a moon that keeps getting redder. The game starts here.

The Night of the Crimson Moon

Shogun **Kurogane Tadamasa** had one child, Princess **Sayo**, and she was dying of a fever nobody could cure. His court sorcerer, **Mikage**, told him there was a voice under the castle pillar that could cure anything if the seal were opened just a crack.

Tadamasa opened it. Magatsu kept his word, and Sayo lived. The price was the crack. Through it came the **Yōma**, the demons of Yomi. The moon turned crimson as Magatsu's shadow climbed the broken chain and bit into it. By sunrise every samurai of the seven houses was dead, and the dead didn't stay down. They got back up.

Tadamasa died that night too, and he didn't stay down either. A kitsune carried Sayo out through the smoke and she has been hiding ever since. Mikage vanished, and a few years later the **Order of the Red Moon** started showing up in villages, preaching that the eclipse is coming back and that it's a gift.

“They called the demons Samurai Slayers. Twenty years later, the ones who hunt the demons took the name for themselves.”

The Age of Ash

With no Shogun, Amagiri has broken into pieces. The towns are held by Magistrates like Kuroda on Main Island, whose law has one strict rule: outlaws are brought in alive. The roads belong to bandits, to bone hounds after dark and to travelers who need help. The sea belongs to the Black Tide pirates, the drowned ghost fleet and things far bigger than either. The land belongs to whoever can hold it, so clans raise flags and fight for it. On some nights the moon shows a red edge, and when it does, rifts tear open and Yōma pour out.

PART II

People & Powers

Five bloodlines, the spirits that bind to them and the arts they train.

The Five Bloodlines

Every roadside shrine can read your thread of destiny, and that thread decides your blood. Crimson Shards, the red crystals that grow where moonlight fell on the Crimson night, let you pull the thread again. Most people never do. A new thread replaces the old one for good.

BLOODLINE	HOW RARE	HOME	WHO THEY ARE	GIFT
Human	46%	Main Island, Maple Island	Farmers, fishers, merchants and the last of the samurai families. The most common people in Amagiri and the most stubborn.	Adaptable: an extra Ki point every ten levels.
Kitsune	22%	Blossom Island	Fox-blooded shrine keepers. They saved Princess Sayo on the Crimson night and have hidden her ever since.	Foxfire bond: dashing leaves a burning decoy.
Oni	20%	The mountain gates of Dusk Island	Horned and feared, but never demons. The Oni were the first jailers of Yomi. Humans mix them up with Yōma, and the Oni have never forgiven it.	Rage builds as you take hits. At full rage your blows break guards.
Tengu	9%	Snow Island	Crow-winged hermits of the high peaks who keep watch on the sky chains and invented the glider.	Wingborn: longer glides and a double jump.
Ryujin	3%	The Dragon Palace	Rare children of the sea's dragon court, born with scale marks and sea-colored eyes. Dragons trust them first.	Tidecaller: breathe longer underwater and bond with mounts faster.



Pulling your thread at a Destiny shrine

Spirit Pacts

A pact binds one of Amagiri's spirits to you. It gives you four or five moves and a passive, and in return it asks for a **taboo**, a rule you have to live by. Break the taboo and the spirit goes quiet for a while. You can only hold one pact at a time. Pacts are found at hidden shrines, won in spirit trials and taken from great foes. Nobody sells them, and anyone who says they're selling one is lying.



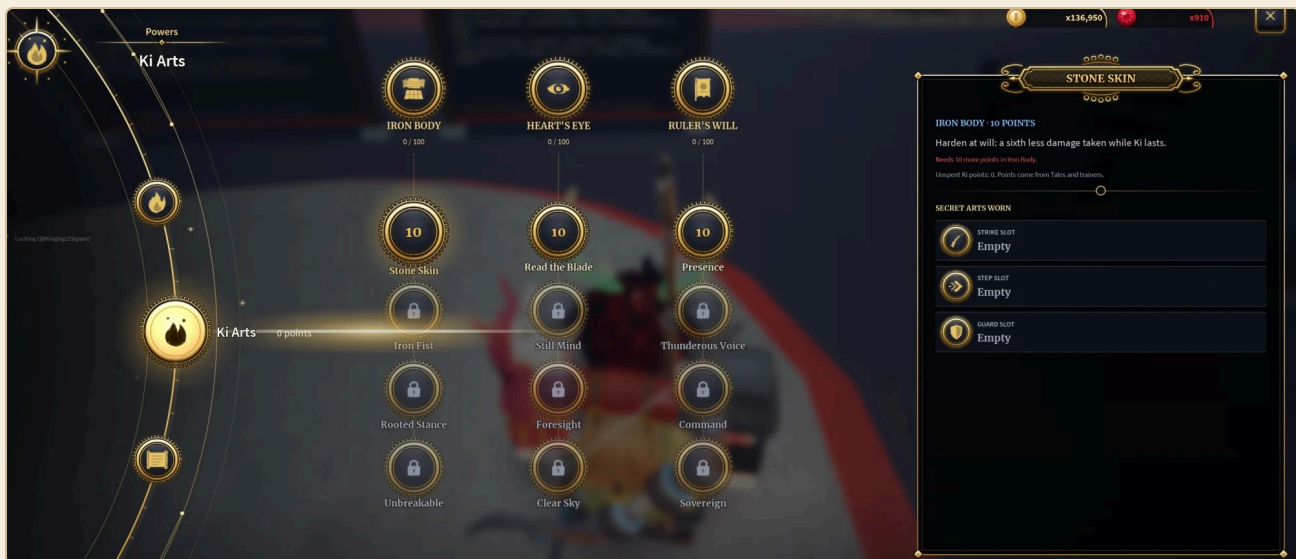
The Spirit Pacts screen

PACT	WHERE IT COMES FROM	TABOO
Foxfire Rare	A hidden fox shrine in the Main Island forest. The fox only shows itself at dusk.	Never strike an enemy who is running away.
Kappa's Bargain Uncommon	A hidden shrine at the edge of Swamp Island. The kappa wants a cucumber and a bow.	If a heavy hit spills the water on your head, the pact sleeps until you rest by water.
Sickle Wind Rare	The wind-weasel trial on Snow Island. Outrun three weasels up the cliff path.	Never stand still too long. The wind leaves people who stop.
Drum of Raijin Legendary	The thunder trial in the storm at the heart of Swamp Island. Survive Raijin's drumming to the last beat.	Never take shelter from a storm.

Silk of Jorogumo Epic	Taken from the Silk Mother, the great foe nesting on Blossom Island.	Never abandon a Tale halfway. Broken promises turn the silk against you.
Mirror of Tsukuyomi Mythic	The mirror the moon spirit left behind. Magatsu stole it on the Crimson night, and it has to be taken back from him.	Your power grows at night and fades in full daylight.

Ki Arts

Ki is the strength you build inside yourself. There are three schools and each one goes up to a hundred points. You earn those points by finishing Tales and training with masters, never by grinding monsters. Every school has four arts, and each art unlocks the next.



The Ki Arts screen with Stone Skin selected

SCHOOL	ARTS IN ORDER	WHO TEACHES IT
Iron Body	Stone Skin, Iron Fist, Rooted Stance, Unbreakable	Master Gantetsu at the harbor dojo in Shiroura. He says the body is a wall and you're the one who builds it. Stone Skin lets you harden at will and take a sixth less damage while your Ki lasts.
Heart's Eye	Read the Blade, Still Mind, Foresight, Clear Sky	Oyuki, a blind swordswoman who lives alone in a hut on Snow Island. She fights better than anyone who can see.
Ruler's Will	Presence, Thunderous Voice, Command, Sovereign	Lord Hoshida of Kaedemachi, the last daimyo who still has his land. He teaches you to make other people move.

Secret Arts

Secret Arts are techniques written on old scrolls. You wear three at once, one Strike, one Step and one Guard. There are nine scrolls in Amagiri. They come from dojo masters, factions, bosses and Mythic Tales, and like pacts, they're never sold.



The Secret Arts screen

SLOT	SCROLL	WHAT IT DOES	WHERE IT'S FOUND
Strike	Crescent Return	The chain's last cut comes back as a second, lighter cut.	Master Gantetsu, after you finish his Tale
Strike	Piercing Gale	A thrust that carries wind through the target.	The Tengu of Snow Island, at max Tengu standing
Strike	Moonlit Crescent	A rising arc that glows brighter at night.	The Lich Boss in Kurogane Keep
Step	Mist Step	Turn to mist for a moment and pass through an attack.	The Mythic Tale of the Fog Ferryman on Swamp Island
Step	Falling Leaf	A drifting sidestep that slows your fall.	The Crimson Lotus clan on Blossom Island
Step	Shadow Stride	Step out of your own shadow behind the enemy.	The Order of the Red Moon, if you join them
Guard	Iron Veil	A guard that throws back the first hit.	Magistrate Kuroda, at Yoriki rank
Guard	Willow Bend	Bend under a heavy blow instead of breaking.	The Swamp Giant
Guard	Still Water	A calm guard that turns a perfect block into a counter.	Princess Otohime in the Dragon Palace

Honour & Infamy

Everyone arrives as a Wanderer, and what you become depends on what you do. Helping travelers, bringing outlaws in alive and closing rifts earns Honour. Robbing people, killing townsfolk and breaking out of prison earns Infamy. Both ladders have their own rewards, and some Tales only open for one side.

RANK	HONOUR	INFAMY	WHAT CHANGES
0	Wanderer	Wanderer	Everyone starts here
1	Ronin	Ruffian	The bounty board opens, or the black market does
2	Yoriki	Bandit	Better rope, or your first hideout
3	Samurai	Outlaw	Guards salute you, or attack on sight
4	Hatamoto	Warlord	The Golden Ronin sword, or Kuroda's Hounds start hunting you
5	Shogun's Blade	Demon of the Road	Legendary titles, frames and backgrounds

PART III

The Land

Seven islands packed into one country, a sea full of secrets and a sky held down by chains.



The map of Amagiri

Amagiri looks like one land that cracked. The islands sit shoulder to shoulder, split by thin channels you can almost swim across. Bridges and ferries link most of them. The mountains in the north wall off Snow Island and Dusk Island, and the swamp and maple woods spread east of Main Island.

ISLAND

LEVELS

KNOWN FOR

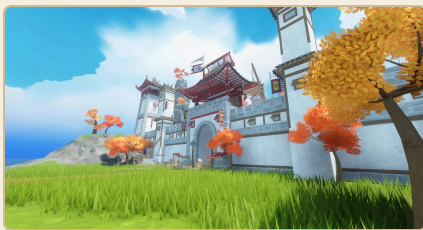
Spirit Island	1-5	Where you wake up
Main Island	5-30	Shiroura, Kuroda, the Cave Shrine, the fox forest
Blossom Island	30-40	Kitsune home, the Ring Lake
Maple Island	40-50	Kaedemachi, clans, the Lost Gorge
Swamp Island	50-60	Fog, rot and endless storms
The sea	60-75	Pirates, ghost ships, the Dragon Palace
Snow Island	75-85	Tengu and the sky chains
Dusk Island	85-100	The fallen capital and the gate

Spirit Island

A small island alone off the south coast, where the people of Amagiri bring their dead to be remembered. Its pillar is the only one that never cracked, so the dead here actually rest. Shipwrecks wash up on its beach more than anywhere else, and so do you. The island's Destiny shrine is the oldest in the land, and an old fisherman called Tetsu lives in a hut by the water. A ferry runs from the jetty to Main Island twice a day.

Main Island

The biggest island and the heart of what's left. On its south coast stands **Shiroura**, the White Harbor, with white walls, red pagodas, orange maples and a long busy port. It's the only big town that held on the Crimson night. **Magistrate Kuroda** rules from a hall above the market, with the Holding Cell underneath and the Labour Camp quarry outside the walls. The Cave Shrine is in the hills behind the quarry.



Shiroura's walls



The market street



The Magistrate's hall



Shiroura from the sea

Past the walls the island turns into deep forest, waterfalls and still lakes. The kitsune keep a fox statue shrine in the hills, and that's where they hid Princess Sayo for years. Main Island's pillar sank into the lake under the torii. The giant red tree nearby is the **Bleeding Maple**. It turned red on the Crimson night, and its roots have been drinking from the sunken pillar ever since, which is slowly driving the forest spirits mad.



The fox statue shrine



The Bleeding Maple



The torii in the lake



The forest road

Blossom Island

Sakura everywhere, wrapped around a round lake in the middle. This is the true home of the Kitsune, and outsiders can only cross the Ring Lake if a fox walks beside them. The Crimson Lotus clan farms the island's edges and protects it like family. Lately something has been spinning silk in the trees on the north shore, and foxes have been going missing.

Maple Island

Red and orange maples, giant stone pillars and turquoise rivers cut into canals. Its city, **Kaedemachi**, answers to no Magistrate, only to whichever clans hold the most land. Clans meet, trade and settle their arguments in duels here, and the Tatami Merchant sells furniture for homestead islands. Under the city, between the tallest pillars, there's a gorge nobody goes into. People call it the Lost Gorge, and they say time doesn't move down there.



The stone pillars



Kaedemachi from above



Kaedemachi docks

Swamp Island

Fog, rot, huts on stilts and a giant dead tree. When Swamp Island's pillar cracked, its chain sank into the bog and the sky over the island has stormed ever since. The huge stone statue in the water is Tsukuyomi, and it sinks a little more every year. Kappa, mud men and the Mushroom Court live here, and the Swamp Giant sleeps under the mud with the pillar stuck in his shoulder.



The dead tree



A stilt village



Tsukuyomi's statue

Snow Island

The cold peaks in the far north where the Tengu live. They keep watch on the sky chains from their eyrie, teach the glider and train the best archers in Amagiri. Their elder, Hayate, is a hard old crow who doesn't trust anyone from the south. On clear nights you can see the Hanging Isles from the summit, and sometimes something huge and made of bone flying toward them from the west.

Dusk Island

Under the snow mountains in the northwest there's an island where the trees turned purple and the sun never fully comes up. The old capital, **Kurogane Keep**, still stands here in the ash where the first pillar broke. Its streets are full of undead samurai, weeping ghosts and Red Moon cultists, and the Bone Shogun still sits on his throne. Deep under the mountains is the Gate of Yomi, guarded by Oni villages on the cliffs who have held the line alone for twenty years.

The Sea

The water between and around the islands rumbles at night, and sailors say it's the sea talking. On top you'll find the Black Tide pirates, a drowned ghost fleet and the great shark that sank your ship. Further down are the lantern-fish trench and the sunken **Dragon Palace** of the Ryujin, now held by a serpent who made himself king. Somewhere under all of it a giant catfish sleeps, and every earthquake in Amagiri is him rolling over.

The Sky & the Homestead Isles

The **Hanging Isles** are floating rocks held by the seven chains, high above Snow Island. You can only reach them by dragon or glider, and the last fight of the main story happens there. The **Homestead Isles** are tiny islands that were left empty after the Crimson night. The Magistracy gives one to any Wanderer who swears to look after it, and visiting someone else's is called paying your respects.



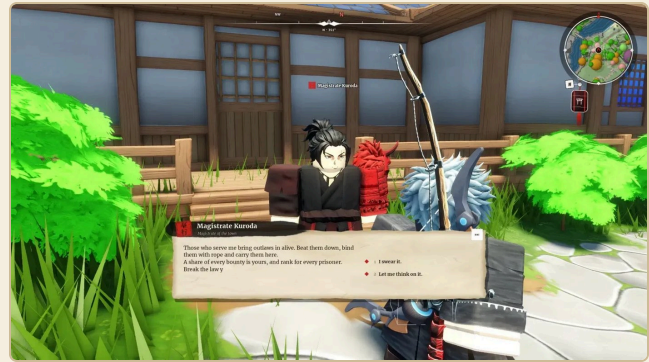
Magistrate Kuroda and the Law of the Living

Kuroda runs Shiroura, and every newcomer hears the same speech:

“Those who serve me bring outlaws in alive. Beat them down, bind them with rope and carry them here. A share of every bounty is yours, and rank for every prisoner...”

There's a reason for the alive part. Under a red moon, anyone who dies angry gets back up. Kill one outlaw in the street and you might have three undead by morning. So Kuroda's law says criminals are beaten, bound and judged, never killed.

Kuroda has his own secret. He was a guard captain in the Shogun's castle, and on the Crimson night he hid while his lord broke the seal. He's never told anyone. His strict law is how he pays for it.



Magistrate Kuroda

From wanted poster to labour camp

STEP	WHAT HAPPENS	WHY
Wanted	Your face goes up on a poster, wanted alive, with a bounty in gold	Posters go up in every town the moment your Infamy rises.
Bound	You're tied up and carried	Magistracy rope is braided with shrine paper, so even demon-touched outlaws struggle to snap it.
Holding Cell	You wait out your sentence	The cells under Kuroda's hall hold short sentences.

Labour Camp	You work to shorten your sentence	The quarry outside Shiroura. Prisoners dig moonstone, and their digging is what broke into the Cave Shrine.
Chain Broken	You escape	It's possible, but every escape adds Infamy and wakes up Kuroda's Hounds.



Wanted, alive



Bound



The Labour Camp

Hunters and wanderers

Kuroda's Hounds are masked bounty hunters who track players with high Infamy across every island. They always try to bind you, never kill you. **Travelers** walk the roads too: pilgrims, merchants, lost kids, retired samurai and the odd kitsune in disguise. Help them for Honour or rob them for Infamy. Some of them remember you and turn up again later. At sea, the **Black Tide** pirates under Captain Kujira are the outlaws of the water and the first ships you'll trade cannon fire with.

Clans and Flags

Raising a flag takes level 20 and 5,000 gold. You pick a cloth color, a pattern and a crest. With no Shogun there are no lords, so the Magistracy recognizes any flag that can hold ground. Four old banners already hold land, and they won't give it up easily:

BANNER	MOTTO AND STORY
Crimson Lotus	"Petals fall, roots hold." Farmers of Blossom Island who took up arms when the fox shrines started going dark.
Tide Wardens	"We keep the harbour lights." Shiroura's lighthouse keepers and fishing crews.
Ashen Pass	"Through smoke, never around." Guides and smugglers who know the roads into Dusk Island.
Night Heron	"Quiet wings, sharp beak." Scouts from the stilt villages of Swamp Island.



Raising a flag: "Steel bends, honour does not."

PART V

The Main Story

From Wanderer to Slayer: a prologue, eight acts and the night the moon bleeds again.

The main story follows the seven pillars, one per island. Each act takes you somewhere new and ends with the pillar there lit again. Running through all of it is the mystery of **Sayo**, the quiet shrine maiden who keeps showing up to help you. She turns out to be the Shogun's daughter, the girl whose life cost the world its seal.

PROLOGUE · LEVELS 1–5 · SPIRIT ISLAND

Washed Ashore

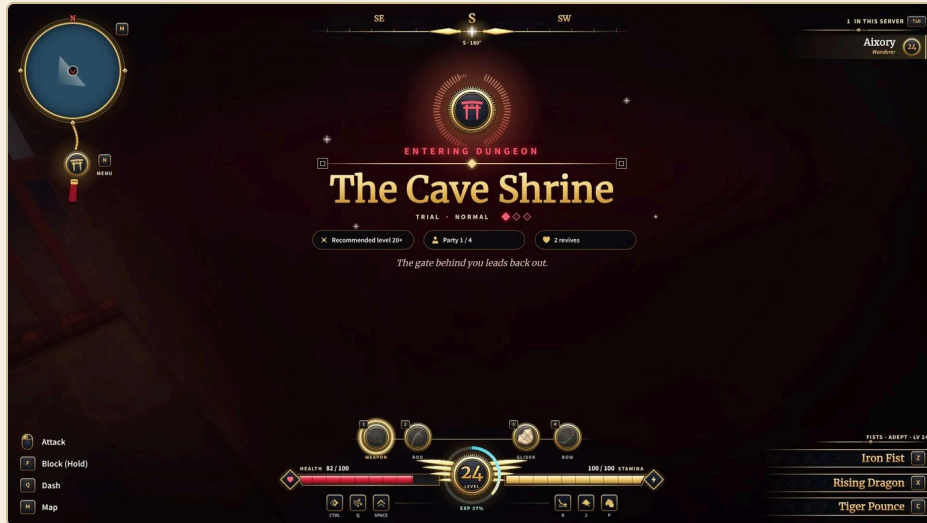
1. **Red Sky at Night.** Your ship is crossing to Main Island under a moon with a red edge when something huge hits the hull. You wake up on Spirit Island's beach with nothing.
2. **The Old Fisherman.** Tetsu drags you out of the surf, feeds you and hands you an old rod. You catch your first fish.
3. **Fists First.** Bandits come for Tetsu's catch. You learn Iron Fist, Rising Dragon and Tiger Pounce the hard way.
4. **Thread of Destiny.** Tetsu walks you to the old shrine, where your thread is read for the first time and your bloodline is revealed.
5. **The Unbroken Pillar.** Behind the shrine stands the only pillar that never cracked. A fox is sitting on top of it. It looks at you for a long time, then disappears.
6. **The Ferry.** Tetsu pays your fare to Main Island and tells you to find Magistrate Kuroda. You arrive at Shiroura's gate as a Wanderer.

ACT I · LEVELS 5–20 · MAIN ISLAND: SHIROURA AND THE CAVE SHRINE

The White Harbor

1. **Kuroda's Law.** Meet the Magistrate, hear the law of the living and get your first rope.
2. **Wanted Alive.** The bandit boss from the prologue has a poster in town. Find him, beat him down, tie him up and carry him to the Holding Cell.
3. **The Harbor Dojo.** Master Gantetsu starts your Ki training in Iron Body.
4. **A Boat of Your Own.** Help shipwright Funaki fix the harbor cranes and he builds you your first sloop.

5. **Night Watch.** Guard the Shiroura road on a red-edged night. Bone hounds follow travelers home, and a wall appears in the road that wasn't there yesterday.
6. **Trouble at the Quarry.** Labour Camp prisoners are disappearing into a crack in the quarry wall. Kuroda wants it quiet.
7. **The Cave Shrine.** Take up to three friends into the dungeon under the quarry and fight Ōiwa, the Cave Crasher Boss, who has been eating the moonstone around the pillar.
8. **Aftershock.** The ground shakes as something enormous rolls over under the sea. A kitsune messenger finds you: the fox shrine wants to see you.



Entering the Cave Shrine

ACT II · LEVELS 20–30 · MAIN ISLAND: THE FOX FOREST

Foxfire

1. **The Fox Statue.** Meet Sayo, a quiet shrine maiden raised by kitsune. She knows far too much about the pillars.
2. **The Bleeding Maple.** The great red tree is weeping sap and the forest spirits are attacking travelers on the road.
3. **Masks of the Wood.** Calm the masked Forest Spirits for Honour, or cut them down.
4. **The Hidden Shrine.** Follow the fox from Spirit Island to a shrine behind the waterfall and earn the Foxfire pact.
5. **The Torii in the Lake.** Dive under the torii and find Main Island's sunken pillar.
6. **Moss Colossus.** The Forest Golem Ōkodama guards the pillar from everyone. Talk him down or beat him.
7. **Roots of Blood.** Go into the Rootbound Grove under the tree and fight the Tree Spirit, Jubokko. The pillar rises out of the lake.
8. **A Raised Flag.** Now that you're level 20, Kuroda points you toward raising your own flag.

ACT III · LEVELS 30–40 · BLOSSOM ISLAND

The Silk in the Sakura

1. **Across the Ring Lake.** Sayo walks you across, since no outsider gets over without a fox beside them.
2. **The Lotus Farmers.** The Crimson Lotus clan is losing people and foxes on the north shore. Track the silk.
3. **Cocooned.** Cut a missing farmer out of a web and hear what's nesting in the trees.
4. **The Fox Elders.** The kitsune elders finally tell you who Sayo is. She runs before you can ask her.
5. **The Silk Mother.** Fight the great foe of the north shore and take the Silk of Jorogumo pact.
6. **Petals Fall.** Blossom Island's pillar lights up, and Sayo comes back. She asks you not to tell anyone yet.

ACT IV · LEVELS 40–50 · MAPLE ISLAND

Flags in This Land

1. **Kaedemachi.** Reach the free city. Every clan in Amagiri has a house here.
2. **The Daimyo's Tea.** Lord Hoshida offers to teach you Ruler's Will if you settle a land fight between two clans without bloodshed.
3. **The Clan War.** Choose a side, or broker peace. Either way, Maple Island's land map changes.
4. **The Lost Gorge.** Kaedemachi's pillar fell into the gorge under the city and froze time down there. Climb down.
5. **Old Beasts.** Survive the ancient beasts of the gorge and tame a dinosaur mount.
6. **King of the Gorge.** The Dinosaur Brute Götetsu has made the fallen pillar his nest. Beat him and raise it.

ACT V · LEVELS 50–60 · SWAMP ISLAND

The Rotting Mire

1. **Lanterns in the Fog.** Buy a lantern and a backpack. You'll need both, because Swamp Island is pitch black.
2. **The Kappa's Toll.** The kappa want cucumbers to let you cross. Pay them and they'll show you a hidden shrine with a pact.
3. **Give Back My Field.** Save a stilt village from the mud man rising out of the flooded paddies.
4. **The Mushroom Court.** Win the trust of the mushroom folk, or burn their court down.
5. **The Drummer in the Storm.** Survive Raijin's trial for the Drum of Raijin.
6. **Daidara Wakes.** Climb onto the Swamp Giant's back and pull the pillar chain out of his shoulder.
7. **A Shade in the Rain.** A purple shadow of Magatsu shows up for the first time. “Keep lighting them, little Slayer. Every light you make throws my shadow longer.”

The Drowned Court

1. **Sails and Cannons.** Upgrade your boat and beat the Black Tide pirates at sea.
2. **The Ghost Fleet.** Sink the escorts and board the flagship of Admiral Funado, the Deep Sea Warrior.
3. **The Hook-Tail.** Beat Isonade, the Deep Sea Hunter. Spare him and he shows you the hidden way into the palace.
4. **Lanterns in the Deep.** Dive the lantern-fish trench.
5. **The Dragon Palace.** Break into the palace and free Princess Otohime of the Ryujin.
6. **Usurper.** Fight Mizuchi, the Naga who made himself king. The sea goes calm for the first time in twenty years.
7. **Red-Moon Hunting.** Kuroshio the Shark Boss and Ōnamazu the giant Catfish start showing up as world bosses.

The Crow and the Chain

1. **Hayate's Doubt.** The Tengu elder won't talk to southerners. Earn your way in through the glider trials.
2. **The Blind Swordswoman.** Oyuki teaches you Heart's Eye and tells you how she lost her sight on the Crimson night.
3. **Sickle Wind.** Outrun the wind weasels up the cliff path for their pact.
4. **The Chain Watch.** From the eyrie you see the chains for what they really are: a ladder.
5. **Bone Wings.** The Skeletal Dragon Shirakotsu attacks the eyrie. Fight it on dragonback over the peaks.
6. **Snow on the Pillar.** Snow Island's pillar is lit. Six of seven. Sayo goes quiet.

The Ashen Capital

1. **Kuroda's Confession.** The Magistrate finally tells you what he saw that night.
2. **The Oni Gates.** Earn the trust of the Oni villages on the cliffs, who have held the line alone.
3. **The Ember Deep.** Go down to the gate itself, past the Hellguard twins, and calm the Magma Serpent that holds the gate's heat.
4. **Streets of the Dead.** Fight through undead samurai, bone soldiers and hounds into Kurogane Keep.
5. **The Weeping Court.** Five Banshees, led by a queen in a crown. She's Sayo's mother.
6. **The Crimson Courtier.** The Vampire chamberlain still sets a place at the table for the princess.

7. **The Mound.** The Undead Abomination, a thousand dead samurai in one body.
8. **Mikage's Rite.** The Dark Ritualist tries to finish what he started. He escapes.
9. **The Bone Shogun.** Kurogane Tadamasa, the Lich Boss, recognizes his daughter. The last pillar is lit.

FINALE • THE HANGING ISLES • RAID

The Moon Gate

With all seven pillars lit, the chains pull tight, and that's exactly what Magatsu was waiting for. Tight chains make a ladder. He climbs them toward the moon to finally swallow it. Slayers chase him across the Hanging Isles by dragon and glider for the raid against the Demon Boss. At the top, Sayo uses the Mirror of Tsukuyomi to throw him back down the chains. She takes the moon spirit's place as the new keeper of the seal, and she stays up there.

What's Left Hanging

Beating the Moon Gate doesn't end Amagiri's story. Magatsu was thrown back, not killed, and the eclipse still comes back once a month. On those nights rifts open, Kuroshio surfaces and the Crimson Moon blade shows up on spins. A few threads stay open on purpose for whatever comes next:

Mikage escaped and the Order of the Red Moon still has followers on every island.
Sayo is up in the sky alone, and the kitsune want her back.
Ōnamazu is still stirring, and the earthquakes are getting worse.
The Gate of Yomi is closed, but something knocked from the other side as it shut.
Captain Kujira of the Black Tide has been sailing past the edge of the map and coming back with things nobody recognizes.



Tales are side quests. Most give Ki points, some give Secret Art scrolls and pacts, and the biggest ones are Mythic Tales that run across several islands. Here's who gives them.

Spirit Island and Main Island

NPC	WHO THEY ARE	THEIR TALE
Tetsu	Old fisherman on Spirit Island. He pulled you out of the sea.	Three Catches. A fishing Tale that runs all game: land the Lantern King, the Red-Rim Koi and finally hook Ōnamazu.
Magistrate Kuroda	Rules Shiroura.	The Ledger. Bring in ten outlaws alive for the Iron Veil scroll.
Master Gantetsu	Iron Body teacher at the harbor dojo.	The Hundred Stones. Carry quarry stones for the new dojo wall. It's a test, and he gives you Crescent Return at the end.
Funaki	Shiroura's shipwright.	Better Hulls. Bring him driftwood and shark teeth to upgrade your boat in stages.
Granny Ume	Runs the tea stall by the gate. Knows every rumor.	Tea for Gossip. Every cup unlocks a rumor that marks a hidden shrine on your map.
Kenji the runaway	A kid hiding in the market.	Where's My Brother. His brother went to the Labour Camp. Pay the fine, break him out, or take his place.

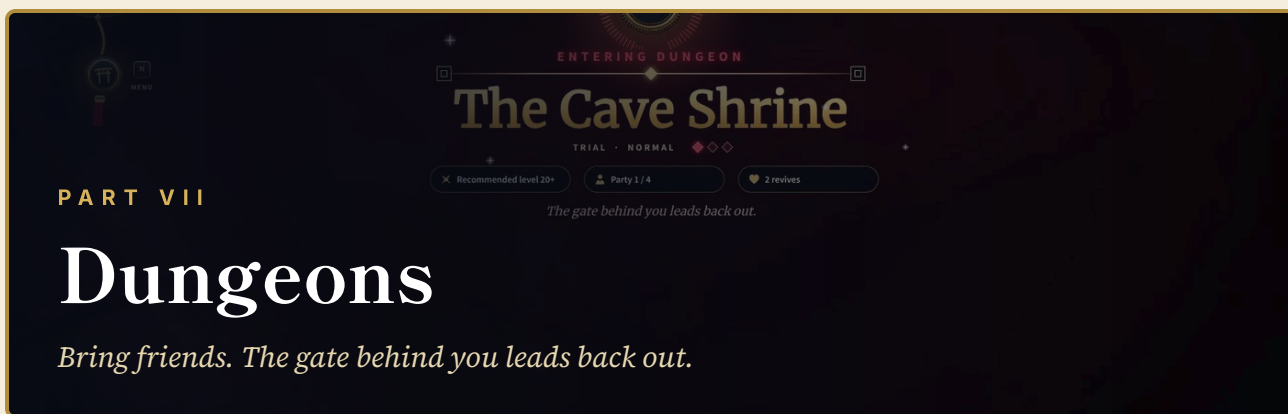
Blossom Island and Maple Island

NPC	WHO THEY ARE	THEIR TALE
Sayo	The shrine maiden. Secretly the Shogun's daughter.	The Princess's Letters. Find seven letters she wrote to her father and never sent, one on each island.
Elder Kohaku	Oldest of the kitsune.	Lost Foxes. Find foxes lost all over the islands. Every one you bring home raises your standing with the Kitsune.
Ren of the Crimson Lotus	Clan head and farmer.	Harvest Guard. Defend the fields during a red-moon night for the Falling Leaf scroll.
Lord Hoshida	The last landed daimyo, in Kaedemachi.	The Quiet Duel. Win a duel without drawing your sword, using only Ruler's Will.
The Tatami Merchant	Sells furniture and gossip.	A Proper Home. Decorate your homestead island and get furniture he can't sell to anyone else.
Mother Sakaki	Runs a fight pit under a Kaedemachi bridge.	Pit Champion. Climb the ladder of underground duels for Infamy and coin.

Swamp Island, the sea, Snow Island and Dusk Island

NPC	WHO THEY ARE	THEIR TALE
The Fog Ferryman	A ferryman nobody remembers hiring.	Mythic Tale: The Last Fare. Row him across Swamp Island to five graves and learn who he was. Rewards the Mist Step scroll.
Kappa Chief Gobu	Runs the kappa toll bridge.	Cucumber Debts. Collect what the kappa are owed. Every debt is weirder than the last.
Captain Kujira	Leader of the Black Tide pirates.	Dead Men's Maps. Hunt three buried treasures together, or betray him to Kuroda.

Princess Otohime	Rightful ruler of the Dragon Palace.	The Drowned Ladies. Free her handmaidens from the ghost fleet for the Still Water scroll.
Oyuki	Blind swordswoman of Snow Island.	Eyes Closed. Fight blindfolded through the snowfield trials.
Elder Hayate	Tengu elder.	Feathers Home. Return the feathers of fallen Tengu found all over Amagiri for the Piercing Gale scroll.
Smith Akabane	Oni smith at the mountain gates.	Ember and Steel. Bring boss materials to forge Relic weapons.
Brother Hiko	A Red Moon preacher who seems nice.	The Other Side. Join the Order of the Red Moon in secret for the Shadow Stride scroll. Kuroda will find out.



DUNGEON	WHERE	LEVEL	PARTY	WHAT'S INSIDE	LAST BOSS
The Cave Shrine	Main Island, under the quarry	20+	1-4	A shrine built around the pillar, overrun by cave creatures and crystal golems that grew from moonstone.	Cave Crasher Boss
The Rootbound Grove	Main Island, under the Bleeding Maple	30+	1-4	A maze of roots and red sap full of forest spirits, root mages and blood flowers.	Tree Spirit
The Silk Nest	Blossom Island, north shore	40+	1-4	Webbed sakura groves with cocooned foxes to cut free on the way.	The Silk Mother
The Lost Gorge	Maple Island, under Kaedemachi	50+	1-4	A canyon where time stopped. Ancient beasts, pterodactyl nests and the fallen pillar.	Dinosaur Brute
The Mushroom Court	Swamp Island	55+	1-4	Spore halls, mushroom archers and a court that never stops arguing.	Mushroom Guardian
The Dragon Palace	Under the sea	70+	1-4	Flooded halls, diving fights and serpent guards.	Naga
The Ember Deep	Dusk Island, under the mountains	85+	1-4	Lava caves leading down to the gate, full of fire imps and demon warriors.	Magma Serpent

Kurogane Keep	Dusk Island	95+	1-8	The fallen capital. Undead samurai, the Weeping Court and the throne room.	Lich Boss
The Moon Gate	The Hanging Isles	100	raid	A chase across floating islands and up the chains.	Demon Boss

Every dungeon has a normal and a hard version. Hard drops Crimson Shards and has a small chance at a Secret Art scroll. On eclipse nights every dungeon gets a red version with tougher bosses and better rewards.



Cave Creatures

The moonstone under Main Island is made of shards the moon shed on the Crimson night. Cave creatures eat it, and the more they eat, the more crystal grows out of their backs. Those crystals are the Crimson Shards everyone trades in.

CREATURE	WHERE	WHAT IT IS
Cave Monster	Quarry tunnels	Blind crawlers that swarm in the dark.
Cave Crasher	The Cave Shrine	Rock smashers. The red ones charge.
Cave Golem	The Cave Shrine	Old shrine guardians made of carved stone, gone wild.
Crystal Golem	The Cave Shrine, mini-boss	A golem that grew from a moon shard. It reflects light back at you.

Cave Crasher Boss

Ōiwa, the Shrine-Eater

ACT I • DUNGEON BOSS

Where The Cave Shrine **Level** 20

Monks built a shrine around Main Island's pillar long ago, deep under the hills. When the pillar cracked, a cave beast crawled into the shrine and started eating the moonstone around it. Twenty years later it's the size of a house. Then Kuroda's prisoners dug straight into its dinner.

Fight: It starts with slams and thrown rocks. Halfway through it eats a shard and crystal shoulders burst out of its back. At the end it grows a second head and the cave starts coming down.

Drops: Iron Warhammer and Crimson Shards.

Forest & Swamp Creatures

Amagiri's nature spirits were never evil. The cracked pillars poisoned them. A lot of them can be calmed for Honour instead of killed.

CREATURE	WHERE	WHAT IT IS
Wood Minion	Main Island forest	Little tree spirits, harmless until the Maple calls them.
Forest Spirit	Main Island forest	Masked forest priests. Every mask is a different rank. They can be calmed.
Root Mage	The Rootbound Grove	Root sorcerers who drag you into the ground.
Bloom Monster	The Rootbound Grove	Blood-red flowers that sprout where the Maple's sap drips.
Plant Monster	Both islands	Man-eating plants that pretend to be bushes.
Mandragora	Both islands	Screaming root kids that stun you when pulled.
Nature Monster	Main Island lakes	The old master of a small lake. A tough field elite.
Bear Minion	Forest edges	A bear tribe. Neutral until angered, and they can be hired. The ones with staffs are shamans.
Gecko	Everywhere	Just wildlife. Lucky to catch.
Insect Monster	Blossom Island, Swamp Island	Armored giant bugs in three castes. The biggest serve the Silk Mother.
Mushroom Minion	Swamp Island	Masked mushroom archers who ambush from the fog.
Mushroom Guardian	The Mushroom Court	Spore-shield guards, and the court's boss.
Mushroom Ghoul	Swamp Island	What a person becomes after sleeping too long in the spores.

Swamp Imp	Swamp Island	Kappa. They charge tolls and love cucumbers.
Bog Walker	Swamp Island	Mud monks that rise out of the bog.
Swamp Viper	Swamp Island	Poison snakes in the reeds.
Slug	Swamp Island caves	A giant slug with swords and bones stuck in its back.
Swamp Serpent	Flooded paddies	A snake big enough to swallow a horse.

Tree Spirit

Jubokko, the Bleeding Maple

ACT II · DUNGEON BOSS

Where The Rootbound Grove **Level** 30

The great maple on Main Island was a holy tree. On the Crimson night it soaked up the blood of the samurai who died under it and turned red. When the pillar sank into the lake nearby, its roots found it and started drinking that too. Now it pulls in travelers and turns the forest spirits into its puppets.

Fight: Roots burst out of the floor and blood flowers spawn around the room. At half health it tears itself out of the ground and walks. In the last phase Sayo sings a shrine song that weakens it. It's the first hint of what she can do.

Drops: Void Blossom and the Crimson Lilies background.

Forest Golem

Ōkodama, the Moss Colossus

ACT II · MINI-BOSS

Where The lake shore by the torii **Level** 25

The oldest tree spirit on the island, grown into a giant of moss and stone. He isn't evil. He's guarding the sunken pillar from everybody, you included. Players with enough Honour can talk him down instead of fighting, and he'll come help once against the Tree Spirit.

Swamp Giant

Daidara, the Giant Who Dug the Lakes

ACT V · STORY BOSS

Where Under the Swamp Island bog **Level** 60

Daidara helped Tsukuyomi raise the islands and then lay down under the swamp to sleep. His footprints are the lakes. When Swamp Island's pillar fell on him, he woke up in pain with lightning crawling through him, and he's been thrashing in the bog ever since. That's why the storm never stops.

Fight: Mud waves and lightning stomps. In phase two lightning hits wherever he points, so you stay on the stilt platforms. In the last phase you climb his back and pull the chain out of his shoulder.

Drops: Heaven Splitter, the Willow Bend scroll and the Storm Spirit background.

Swamp Serpent

Uwabami

Level 55

The stilt villagers leave sake out to keep it asleep. Somebody stopped leaving sake. Finding out who is a Tale of its own, and the Red Moon is behind it.

Slug

Ōnamekuji, the Swallower of Blades

Level 55

It eats whatever's left after a battle, and twenty years of swords and bones stick out of its back. Killing it drops a random weapon it swallowed, so people farm it.

The Silk Mother

The spider spirit's chosen

ACT III · GREAT FOE

Where The Silk Nest, Blossom Island **Level** 40

Jorogumo is a spider spirit who takes the shape of a beautiful woman to lure people in. When Blossom Island's pillar cracked, she grew bold and bound herself to the biggest Insect Monster on the island, turning it into the Silk Mother. It nests in the sakura of the north shore and cocoons foxes to feed its brood.

Fight: Webs cover the arena and slow you down. Cut cocooned foxes free mid-fight and they fight with you.

Drops: the Silk of Jorogumo pact.

Wild Enemies

Odd creatures from every corner of the islands.

CREATURE	WHERE	WHAT IT IS
Demon Warrior	Rifts, the Ember Deep	Yōma shock troops, always first through a rift.
Hellguard	The Ember Deep	The old jailers of Yomi, who switched sides.
Imp	The Ember Deep	Fire imps that throw sparks.
Forest Demon	Main Island forest	Forest goblins turned bad by the Maple.
Mushroom	Everywhere	Little hopping mushrooms.
Rock Golem	The Shiroura road	The wall that wasn't there yesterday.
Slime	Swamp Island	Blobs of swamp muck.
Slimeman	Swamp Island paddies	The mud man.
Deep Sea Lizard	The sea	Sea crocodiles the palace guards ride.
Skeleton Warrior	Dusk Island	Bone foot soldiers of the old capital.
Skeleton Archer	Kurogane Keep walls	Bone archers.
Skeleton Wizard	Kurogane Keep	Dead court sorcerers.
Lich	Dusk Island, night roads	A caster that raises fallen enemies.
Zombie	Everywhere at night	The risen dead. The armored ones were samurai.
Zombie Hound	Night roads	Rotting dogs that follow travelers home.
Vampire	Kurogane Keep	The Crimson Courtier.

The Hellguard Twins

Gozu and Mezu, Jailers of the Gate

ACT VIII · DUO BOSS

Where The Ember Deep **Level** 88

Ox-Head and Horse-Face, the two oldest jailers of Yomi. For a thousand years they stood at the gate next to the Oni wardens. When the seal broke, Magatsu offered them freedom and they took it. The Oni call them the worst traitors who ever lived.

Fight: If one dies, the other goes berserk, so you have to bring them down together. Oni players get their own lines in this fight.

Drops: Oni's Grief.

Vampire

The Crimson Courtier

ACT VIII • STORY BOSS

Where Kurogane Keep, the banquet hall **Level** 96

He was the Shogun's chamberlain and kept every secret at court. On the Crimson night he drank from a wounded demon and never died. He still runs the dead court like it's alive, throws banquets of ash and keeps a seat for the princess who never came home. When he sees Sayo, he begs her to stay.

Fight: Blood dashes, bat swarms and a hall that fills with red mist.

Drops: Blood Moon and the Moonlit Duel background.

Rock Golem

The Wall on the Road

Level 15

At night, travelers on the Shiroura road find a wall where there wasn't one before. You can't go around it, only through it. It's the first mini-boss most players meet.

Slimeman

"Give back my field!"

Level 52

An old farmer whose son sold the family paddies. He rose out of the mud screaming for his land. Win the deed back from a crooked clan and he rests in peace.

Sea Creatures

The Dragon Palace had serpent soldiers and armored fish guards until Mizuchi took the throne. Now they serve him, alongside the wild things of the deep and a fleet of drowned samurai.

CREATURE	WHERE	WHAT IT IS
Naga	The Dragon Palace	Serpent soldiers with swords and axes. The red ones are Mizuchi's chosen.
Deep Sea Hunter	Reefs	Armored fish hunters who drag fishermen under.
Deep Sea Warrior	The ghost fleet	Samurai who drowned on the Crimson night and came back as sea folk.
Anglerfish	The deep trench	Its lure looks just like a lost traveler's lantern.
Viperfish	The deep trench	Fang fish that lunge out of the dark.
Piranha	River mouths, swamp canals	Biting swarms.
Catfish	Everywhere	Normal ones are good eating. The giant one is a world boss.

Naga

Mizuchi, Usurper of the Dragon Palace

ACT VI · DUNGEON BOSS

Where The Dragon Palace throne hall **Level** 75

He was Princess Otohime's champion. On the Crimson night the sea's light flickered and Mizuchi drank from the crack. He grew huge and greedy, chained Otohime in the deepest hall and named himself Dragon King. He believes the sea should own the land, and he's been sending the ghost fleet against Shiroura for years.

Fight: It starts as a blade duel on the dry throne floor. Then the hall floods and you fight underwater. At the end he calls in sea lizards and a whirlpool that drags you toward his axe.

Drops: Night's Edge.

Deep Sea Hunter

Isonade, the Hook-Tail General

ACT VI · STORY BOSS

Where The reef outside Shiroura **Level** 68

General of the palace guard. He leads the raids on Shiroura's fishing boats and hooks sailors with his tail. But he's still loyal to Otohime in secret. Beat him and spare him, and he shows you a hidden way into the palace and fights next to you against Mizuchi. Kill him and you'll have to break the palace gate the hard way.

Drops: Azure Reaver.

Deep Sea Warrior

Admiral Funado of the Drowned Fleet

ACT VI · BOAT BOSS

Where Open sea, in the fog banks **Level** 65

He was the admiral of the Shogun's navy and went down with forty ships on the Crimson night. His crews became ghosts who sink boats. Sink his escorts with cannon fire, board the flagship and duel him on his own deck.

Shark Boss

Kuroshio, the Black-Current Maw

World boss · Level 70

The shark that sank your ship in the prologue. It only surfaces when the moon has a red edge, and it hunts boats, not swimmers. Crews have to team up, with cannons while it circles and divers when it drags a ship down. Its tooth becomes a figurehead.

Catfish

Ōnamazu, the Earthshaker

World boss · Level 80

A catfish bigger than a town, pinned under Amagiri by the pillars. With them cracked he rolls over, and that's every earthquake. Beating him only puts him back to sleep. Old Tetsu has spent his life trying to hook him.

Dinosaurs

When Maple Island's pillar fell into the gorge under Kaedemachi, time stopped down there. The beasts that lived in the gorge a thousand years ago are still alive, still hungry and still the same age.

CREATURE	WHERE	WHAT IT IS
Two-Tailed Dinosaur	The Lost Gorge	Fast hunters that work in groups.
Dinosaur Rhino	The Lost Gorge	Armored horn beasts that charge through shields.
Pterodactyl	The gorge and the pillars above	They nest on the stone pillars and snatch people off gliders.
Dinosaur Mount	The Lost Gorge	Can be tamed, and very loyal to Ryujin riders.

Dinosaur Brute

Gôtetsu, King of the Lost Gorge

ACT IV · DUNGEON BOSS

Where The bottom of the Lost Gorge **Level** 50

When the pillar crashed into the gorge, the strongest beast down there took it as a nest. Gôtetsu has been sleeping on it for nineteen years, and its power has made him bigger than anything else in the gorge. Kaedemachi's first expedition to raise the pillar never came back. Their banners are still on the walls of his nest.

Fight: Charges and tail sweeps, and a roar that knocks you flat. At half health the pterodactyls come down from the pillars to help him.

Drops: a mount saddle and the lost expedition's banners. Return those to Kaedemachi for Honour.

Fire & Demons

The Yōma aren't Oni. They're hunger with a body, and they come through rifts whenever the moon goes red.

CREATURE	WHERE	WHAT IT IS
Demon Minion	Every rift	Small demons that pour out in swarms.
Demon Grunt	Every rift	Brutes. The red ones lead rift events as mini-bosses.

Magma Serpent

Akagane-Orochi, the Heat of the Gate

ACT VIII · DUNGEON BOSS

Where The Ember Deep **Level** 90

For a thousand years this serpent coiled in the lava under Dusk Island's mountains and kept the Gate of Yomi shut with its heat. It's the only reason the gate didn't open all the way on the Crimson night. But it's heard Magatsu whispering through the rock for twenty years, and now it thrashes, and every time it does the caves crack wider. Smith Akabane says it can't be killed, only calmed.

Fight: It dives through the lava and bursts out of it, rains molten rock and the lava rises every phase. Once it's beaten, Akabane forges a seal from its shed scales and it goes back to sleep around the gate.

Drops: Ember Veil, Cinder Talon and the Burning Fortress background.

Demon Boss

Magatsu, the Red-Moon King

FINAL RAID

Where The Moon Gate, the Hanging Isles **Level** 100

The demon king of Yomi, sealed under Amagiri since the beginning. He doesn't want to rule the land. He wants to eat the moon, and the land is just in the way. He gave a dying princess her life because he knew the price would be the seal. Every pillar you light pulls the chains tighter and gives him a better ladder.

His shades: Different colored shadows of him show up all through the story. There's a purple one in the swamp, a blue one at sea on red nights and a brown one at the gate. Each is a short fight he walks away from.

Raid: First you fight his shadow hands across the floating islands. Then he climbs the chains and the raid chases him by dragon and glider. At the top, in front of the red moon, you keep him off Sayo while she raises the mirror.

Drops: Eclipse Sovereign, the Mirror of Tsukuyomi, the Crimson Eclipse background and the Slayer title.

The Undead

Everyone who died in the capital on the Crimson night is still there, still at their posts, serving a Shogun made of bone.

CREATURE	WHERE	WHAT IT IS
Cursed Knight	Kurogane Keep	Cursed samurai of the seven fallen houses.
Lich Warrior	Kurogane Keep	The Shogun's honor guard.
Lich Caster	Kurogane Keep	Sorcerers who keep the castle's curses up.
Ghoul	Dusk Island	Hungry ghosts that never stop eating.
Grave Brute	Dusk Island graveyards	Grave breakers. They hit very hard.
Skeletal Hound	Night roads everywhere	They follow you at night. Trip and they pounce.
Skeleton Cultist	Everywhere	Foot soldiers of the Order of the Red Moon.
Dark Ritualist	Red Moon shrines	The Order's priests. Mikage leads them.
Banshees	Kurogane Keep	The Weeping Court.

Lich Boss

Kurogane Tadamasa, the Bone Shogun

ACT VIII · DUNGEON BOSS

Where Kurogane Keep throne room **Level** 100

The last Shogun. He broke the world to save his daughter and has had twenty years of being dead to think about it. Part of him still thinks he was right. Part of him has been waiting for someone to stop him. Nobody has walked into his throne room since that night, until you walk in with Sayo.

Fight: It opens as a samurai duel. Then he calls his honor guard and throws moon magic. In the last phase Sayo steps forward, and he lowers his sword for one moment. That's your opening.

Drops: Shogun's Resolve, the Moonlit Crescent scroll and the Gold Screen background.

Skeletal Dragon

Shirakotsu, the Shogun's Dragon

ACT VII · STORY BOSS

Where The skies over Snow Island **Level** 85

The Shogun's war dragon, a gift from the Ryujin in better days. It died defending the castle and rose again, still loyal. It hunts the Tengu because they watch the chains its master wants left alone. This is an aerial fight on your own dragon, ending on the roof of the Tengu eyrie.

Drops: Dragon's Wake.

The Banshees

The Weeping Court

ACT VIII · ENCOUNTER

Where Kurogane Keep, the inner halls **Level** 94

The Shogun's wife and four women of her court died searching the halls for Sayo. The **Banshee Queen** still wears her crown. The **Banshee Inquisitor** questions everyone who walks in, the **Banshee Jailer** locks the doors behind you, the **Banshee Witch** curses, and the **Skeletal Banshee** is what's left of the one who died first. Silence all five within ten seconds of each other or they bring each other back. If Sayo is with you, the Queen recognizes her daughter and the fight ends early.

Undead Abomination

The Thousand-Man Mound

Level 97

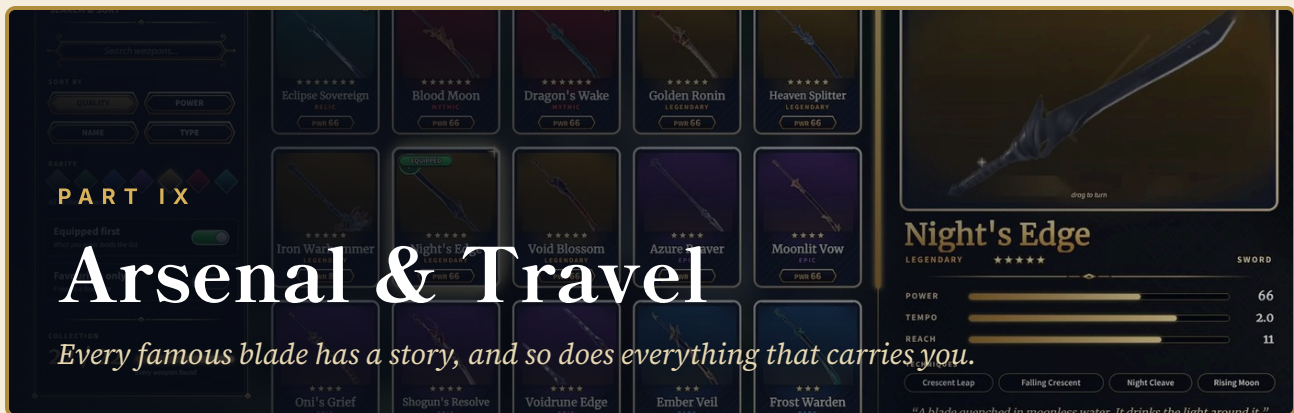
A thousand dead samurai thrown into one pit, risen as one body. Every chunk you knock off crawls away as an undead samurai.

Dark Ritualist

Mikage, Voice of the Red Moon

Level 98

The sorcerer who first heard Magatsu's voice and talked the Shogun into opening the seal. He's behind half the trouble in Amagiri, and he gets away. Drops Voidrune Edge.



Weapons

Most famous blades in Amagiri were taken off something that didn't want to give them up.

WEAPON	RARITY	STORY	COMES FROM
Eclipse Sovereign	Relic	Cut from the shard that broke off the moon on the Crimson night.	Demon Boss
Blood Moon	Mythic	A courtier's blade. It still remembers the taste.	Vampire

Dragon's Wake	Mythic	Carved from a rib of the Shogun's dragon.	Skeletal Dragon
Golden Ronin	Legendary	The Magistracy's reward for a hundred outlaws brought in alive.	Hatamoto rank
Heaven Splitter	Legendary	Struck by lightning the day the giant woke, and it kept the spark.	Swamp Giant
Iron Warhammer	Legendary	The Shrine-Eater's own crushing stone on an oak handle.	Cave Crasher Boss
Night's Edge	Legendary	A blade quenched in moonless water. It drinks the light around it. Its techniques are Crescent Leap, Falling Crescent, Night Cleave and Rising Moon.	Naga
Void Blossom	Legendary	It grew petal by petal inside the Bleeding Maple.	Tree Spirit
Azure Reaver	Epic	Isonade's hook, straightened and sharpened.	Deep Sea Hunter
Moonlit Vow	Epic	The fox shrine gives it to anyone who swears to light the pillars.	Act II
Oni's Grief	Epic	Forged for the Oni who fell at the gate.	Hellguard Twins
Shogun's Resolve	Epic	The last Shogun's sword.	Lich Boss
Voidrune Edge	Epic	Etched with the Red Moon's runes.	Dark Ritualist
Ember Veil	Rare	Smoke-dark steel from the Oni forges.	Magma Serpent
Frost Warden	Rare	Carried by the Tengu who watch the cold peaks.	Snow Island
Crimson Moon	5 star	It only answers on an eclipse night.	Eclipse-night spins
Cinder Talon	Spin	Twin blades said to be the Magma Serpent's shed claws.	Spins, Magma Serpent



The Crimson Moon



Showcase backgrounds you earn through the story

Mounts, Boats & Fishing

RIDE	STORY
Horse	Bred on the Main Island plains. Every Wanderer's first mount.
Tiger	The striped tigers of Blossom Island. The kitsune say a tiger only carries an honest rider.
Dragon	Green fire dragons raised by the Ryujin. Before the Crimson night only the Shogun's riders had them.
Dinosaur	Tamed in the Lost Gorge.
Glider	A Tengu invention made of paper and bamboo.
Boats	Sloops and bigger, with cannons. Funaki in Shiroura builds them, and every upgrade lets you sail further.



Horse



Dragon



Dragon fire

Every fisher in Amagiri has heard old Tetsu's story about the three catches. There's the Lantern King, a giant anglerfish in the deep trench. There's the Red-Rim Koi, which only bites on red-moon nights. And there's the one Tetsu has chased his whole life, the giant catfish under everything.

SAMURAI SLAYERS