

# **Reimu II:** **Lord of Maidens**

by

Pesco

# Table of Contents

Introduction.....	3
Prologue.....	3
Playable classes.....	4
Human Miko.....	4
Miko skills and spellcards.....	5
Kasha Warlock.....	11
Warlock skills and spellcards.....	12
Phantom Kensei.....	18
Kensei skills and spellcards.....	19
Voile Fairy.....	25
Fairy skills and spellcards.....	26
Oni Brawler.....	32
Brawler skills and spellcards.....	33
Spirit Hermit.....	39
Hermit skills and spellcards.....	40
Youkai Hunter.....	45
Hunter skills and spellcards.....	46
Items.....	52
Weapons and Armour.....	52
Unique Items.....	53
Sets.....	53
Socketables.....	54
Runes and runewords.....	54
Class socketables.....	59
Cube recipes.....	60
Cube reagents.....	60
General cube recipes.....	62
Contact information.....	63
Credits, acknowledgements and copyright.....	63

## Introduction

Reimu II: Lord of Maidens is an unofficial modification of Diablo II: Lord of Destruction. It modifies the game by changing character skills, items, monsters and adding some sidequests. All the changes are themed on the world of Gensokyo from Touhou Project.

## Prologue

Two months ago, a number of sinkholes appeared at the outskirts of the human village. From these sinkholes, a number of strange fairies emerged. These fairies wore terrified expressions and attacked anyone in sight with weak danmaku, lighting up the night sky at every odd chirp and snapped twig. Though more of a nuisance than a direct risk to life and limb, a few farsighted villagers noted the commotion and property damage and decided to hire some of the local youkai hunters to take care of the business.

The first round of hunters began by attempting to drive away the fairies. Nothing of note happened until a group of three ventured into the underground.

The air was rent with disturbingly childish screams; the three scrambled out of the hole with great haste. Gouts of blood stained their clothes and a trio of arrows protruded from the shield of their leader. Those witnessing the scene opened their mouths, as if to ask a question, but none could recall the whisper of curiosity that was silenced by a cry of surprise mingled with fear and disgust.

Impaled upon the spears of the other two hunters were the corpses of fairies. This in itself was already unusual: most fairies "popped" when "killed" to regenerate later. Blood and offal spilled from a number of wounds. However, the small bodies continued to move, twitching. The more-intact one screamed silently, its mouth working desperately to give form to a column of air that its broken lungs would never supply.

"We tried," spoke the one with the grim smile, the hunter preparing a simple exorcism, "to put them out of their misery".

Such an event had no precedent. The villagers pooled their funds and contacted Gensokyo's "Incident resolvers": the Shrine Maidens of Hakurei and Moriya, as well as the protean "Ordinary magician". The three ventured into the claustrophobic passageways and catacombs, seeking the cause of this troubling "incident" like no other.

All three returned shaken. The maiden of Moriya seemed wrapped in her own world, mumbling strange words of power as she limped (not flew) home to her shrine on the Youkai Mountain. The Hakurei miko returned in the arms of Marisa in a fitful slumber. The witch in question smiled and joked, but only in a farce that she acknowledged with every troubled glance at her friend, the sky, and the ground, as if they would break at any moment. When asked about the nature of the incident, she would simply nod and say, "later"

A feast was later ordained at the Hakurei shrine. The miko of Hakurei and Moriya brooded quietly while the witch celebrated wildly with an air of futility. The sage of Yakumo appeared only to limp away minutes later, a pained expression on her face.

Meanwhile, Eientei was evacuated, the caravan snaking out of the bamboo forest and through the village, heading towards the netherworld. When asked why by the various humans and youkai the group passed, Eirin Yagokoro offered but one reply:

"Because some fools wish to preserve a lie."

Marisa handed most of the recovered scrolls to Patchouli, while giving Rinnosuke a number of locked chests with highly convoluted lock mechanisms. The fact that the chests were undamaged by Marisa's usual lock-picking approach suggested that they were highly reinforced against magic, a hypothesis supported by their later survival of the village's destruction.

In the month after the incident, the three became more and more reclusive. Sanae hardly left her shrine; Reimu paced through the village at odd hours of the night; Marisa scrambled around in a semblance of concern that hinted at the seeds of madness. Time seemed charged, slow and heavy, as if some great turn of fate was looming over the horizon.

The time of the event was no surprise; the actual actions were. Reimu rampaged through the human village at the head of a phantasmal horde of youkai, their humanoid forms not cast off but instead warped into bizarre parodies by agony and magic. As suddenly as she appeared, she disappeared like some strange dream, her only trace being the swathes of destruction left behind. Sanae, bearing the heads of her two deities on a pike, descended into the now-abandoned Eientei and claimed the place as her dominion. At the moment of that declaration, the spirits of those who died in the forest began to return to their bodies, re-anchored by a novel yet nostalgic wave of hatred; portals opened to forgotten netherworlds and issued demons quite different from those of Shinki's Makai, demons more force than mind, a tide of malice instead of an actual army.

Marisa attempted to stop Reimu's rampage, cutting a bloody swath through the youkai. However, when she neared Reimu, she exploded.... into some sinewy abomination that glowed with arcane power, a monstrosity of monstrosities that left a burning trail as it slithered out of the village. From its wake rose similar horrors; gibbering creatures that sprayed acid with each breath, whirlwinds of magic given form and malice, and lumbering composites, assembled from corpses both fresh and ancient, stitched together haphazardly like macabre patchwork quilts.

In the darkest of times, small blessings shine brightly. The village was evacuated quickly; the majority of the adults (and all of the children) had managed to escape. The Scarlet Devil Mansion and the Tengu aided in the evacuation before being forced to defend their own homelands. Moreover, most of the stronger monsters left with either Reimu or Marisa, leaving only a relatively weak picket. It had been decided by the village protector, Keine, that the transplanted town requires protection. Funds were pooled to hire some hunters. So the story begins....

# Playable Classes

## Human Miko

Unlike popular opinion, the arts of the shrine maiden were not exclusive to the Hakurei and Kochiya. Many smaller shrines and families existed in order to support the day to day religious work required of Shinto, for the Kochiya's were only a recent occurrence and the Hakurei were not exactly known for their orthodox habits. However, many of these smaller sects of the religion were not nearly as blessed as the Kochiya or Hakurei in their godly power, and thus they grew to use other arts as well. Six legends in particular stand out in the legacy of Miko combat arts, used both to exterminate unruly youkai and to defend the maidens from those who would harm them.

Shintoism, and by extension Buddhism, are unique religions in that they are perfectly compatible with each other. It's not uncommon to be married by a Shinto priest and to be buried by a Buddhist ritual, for example. Thus, it was only logical that legends of the 'heretic' Hijiri Byakuren reached the religious men and women of Shinto very quickly. And though the techniques Hijiri Byakuren used were indeed anathema to what they stood for, these religious people were not so blind as to not consider the concept of self improvement with otherworldly power, for as mere humans they were particularly frail.

Self improvement is all well and good, of course, but power without skill is meaningless. Funnily enough, it was those mikos without power that introduced the arts of archery, and the unorthodox things that could be done with arrows, to the Miko combat arts. From arrows of flame to those of ice, piercing arrows to infinite volleys, their skill was derived from the peerless archery displayed by the Lunarians and were studied in honor of one of the Lunarian's most accomplished archers.

But bows were not the only weapons Miko used if they did not favor the gohei. Spears were also a popular weapon, both for their simplicity and for their deadliness. Again, many of their techniques were derived from Buddhism, especially those disciples of Bishamonten and thus legendary hunters in their own right. Of course, the spear can be used in many ways, and it was from a truly unusual and particularly...bloodthirsty source that opened the Mikos' eyes to this fact.

And of course one cannot forget the Kochiya and Hakurei, for they contributed much to what Mikos are. Be it the miracles and healing of Kochiya, or the border arts of the Hakurei, the central form of Miko warfare was never weak amongst the rest of their many abilities.

So now, with the two strongest members of their kind rampaging across the countryside, these young women and men of both Shinto and Buddhism alike draw their goheis, ready their spears, notch their bows, and strengthen their faith in order to face this menace...

## **Reimu**

Unique stat: Border

The duty of the Hakurei Miko is in maintaining the law and barrier that holds Gensokyo together. The stronger her mastery over borders, the stronger the powers of the miko. Her study in this art is a lifelong one and it forms the core of all her abilities.

### Dream Battle "Illusionary Moon"

It is often joked that the Hakurei power manifested in Reimu is to not get fat when eating sweets. Her slim figure, from a mix of perpetual poverty and incident resolution, is a unique combat advantage. Where other girls graze spellcards, Reimu dodges the attacks effortlessly.

### Dream Sign "Persuasion Needle"

A rapid flurry of needles is a staple attack of Reimu's. These hardened shards of energy are not to be underestimated. They can bring down even an elder youkai like Yukari in record time.

### Prayer "Exorcism"

The odd exorcism job is normal for any miko. Reimu has been doing it for years and can be considered a specialist. Her experience grants an advantage in knowing the weaknesses of many youkai.

### Dream Sign "Evil-Sealing Circle"

Applying the border arts results in those inside to be kept inside, and those outside to be kept outside. This signature barrier violently repels enemies that approach. Reimu is known to indiscriminately summon the barrier at the hint of unwelcome guests, particularly a crow-tengu reporter.

### Spirit Sign "Fantasy Seal -Spread-"

The Fantasy Seal lines of spellcards are Reimu's signature attacks. Fantasy Seal -Spread- sends out a barrage of ofuda and orbs that quickly overwhelm the enemy if they can't graze the first wave.

## **Byakuren**

Unique stat: Dharma

A once-sealed monk of untold power, Byakuren teaches the art of converting magical power into raw force. Mikos who train under her are often capable of superhuman acts, verging on the outright impossible – and sometimes stepping beyond it.

### Good Omen "Cloudy Way in Purple"

The teachings on Byakuren's scroll are simple and eye-opening. Enemies who are struck by such knowledge are dazzled by their world being filled by the light of Dharma. Even bystanders can share in the glory.

### Superhuman "Byakuren Hijiri"

The mark of Byakuren's transcendence is her fortitude. Only with a body bolstered by Nirvana to withstanding racial ostracism, can she walk proud and fearless among humans and youkai alike.

### Magic "Omen in Purple Mist"

Humans are frail, weak things, and magic can act as defense as well as offense. Byakuren's intense training affords her protection by the strength of her spirit, serving to knock away blows that would otherwise rip her to shreds. However, the barrier is only as strong as the user's magic, so a weak will is unacceptable.

### Magic "Magic Butterfly"

Byakuren's butterflies carry both power and magic within them. Flying through the target's ear, they travel straight through into the brain, passing suggestive messages to the weak-minded. If successful, the target may even be convinced to fight for the miko's cause.

### Light Magic "Star Maelstrom"

Even in the darkest hour, there is always a ray of light. Byakuren's spent energies do not weaken her, but empower her to strike harder at foes who stubbornly refuse to hear of salvation.

## **Shou**

Unique stat: Treasure

The gift of Bishamonten's power is known as Treasure. Training and devotion grant the miko greater favour from the god of warriors. Treasure enriches the warrior to fight as the god's chosen.

### Light Sign "Aura of Justice"

The belief that one's path is just is a flame that ignites the heart. Shou's believers are utterly convinced of their own righteousness, and this belief expands outwards to become strength. Their mastery of the spear grows stronger alongside their faith, as if Bishamonten Himself was guiding them in battle.

### Tiger Sign "Hungry Tiger"

When the tiger hunts for food, it is relentless. It does not stop at one strike – a second and third strike to completely dominate a prey. Thus the tiger's devotees learn to emulate this ferocity.

### Jeweled Pagoda "Radiant Treasure Gun"

Though the pagoda of Bishamonten is an artifact treasured only by Shou herself, mikos who train under her can unlock a fragment of its power. This card summons the divine light held within, spreading it into the fray of battle.

### Buddhist Art "Most Valuable Vajra"

Shou's faithful favour the spear in combat, and are trained to use it as an extension of their own arm. They strike forwards with lightning speed, striking down several opponents faster than most humans can blink.

### Light Sign "Demon of Purification"

The spearhead is a focal point for channelling the powers of purification. Once delivered, the light of cleansing does not stop in one's heart. It seeks out evil and marks any darkened soul with its purge.

## **Remilia**

Unique stat: Blood

Remilia draws her power from blood as one would expect from a vampire. A human miko does not benefit from blood in exactly the same way as Remilia does. But blood is a life force and its power is surely manifest as a miko has more blood flowing in her veins.

### Critical "Heart Break"

The spill of blood awakens an inner thirst. A lunge for the throat that spills warm blood from the victim. Remilia delivers the friction heat of such a charge attack in her point of impact.

### Divine Spear "Spear the Gungnir"

Remilia's signature attack forms a spear of pure blood magic. A novice miko may attempt something similar by empowering a javelin with explosive magic.

### God Art "Vampire Illusion"

Vampires are well known for their vanity. Remilia is no exception in demanding perfection. A missed strike is a blow to her vampire pride. This skill manipulates the fate of an attack to strike with greater accuracy.

### Scarlet Sign "Bloody Magic Square"

Remilia revels in the blood of slain enemies. Their lost life becomes hers. Such things are fated after all.

### Scarlet Sign "Red the Nightless Castle"

Charisma overflows like a brilliant aura. Common and lesser creatures can do nothing but be burned by Remilia's presence.

## **Sanae**

Unique stat: Faith

The Moriya Shrine's resource is faith. This is a particular necessity to support the two gods of the shrine. Without faith, a god will die. But Kanako and Suwako are generous to their miko. Sanae's power to create miracles is granted by the faith that sustains her gods.

### Esoterica "Forgotten Ritual"

The rituals of times long gone are still powerful. Ancient gods await their call to grant support to those with the faith and worthiness to perform such rites. Under Kanako and Suwako's tutelage, the blessings of the past are renewed.

### Frog Sign "Wily Toad"

Sanae's lineage can be traced back to Suwako. As a god, Suwako is very fond of her last descendent. If Sanae would head out to solve an incident, Suwako is more than happy to tag along for fun.

### Sea Opening "The Day the Sea Split"

Miracles have a grandeur in being big and flashy. Sanae calls down a thunderbolt that strikes the earth hard enough to part the sea. All in the vicinity of such a miracle are stunned by the blast or the display of power.

### Great Miracle "Yasaka's Divine Wind"

Sanae utilises the gift of Kanako's miracle to turn the tide of battle. Enemies caught in the divine wind struggle to move faster than a crawl. The air batters them into frozen submission. Those who would still resist have their bodies shattered like their ilk's spirit.

### Snake Sign "Orochi of Ancient Times"

Kanako manifests herself as a valkyrie alongside the miko to fight. A god does not answer just any call. Only a miko who has gathered the faith of an entire mountain can request Kanako's presence on the battlefield.

## **Eirin**

Unique stat: Intelligence

The Brain of the Moon is an exceptional genius. What sets her apart from prodigy is the drive to know even more. Eirin favours the strength of knowledge over raw brawn. When a miko amasses an unmatched intellect, none can stand in her way.

Medicine Sign "Butterfly Dream Pill"

Name any effect and Eirin has a drug for it. The Butterfly Dream Pill grants the user a trancelike state of heightened reflexes. Side effects of addiction or anything else of the sort have not been disclosed.

Spacesphere "Earth in a Pot"

If the Earth can be sealed in just a pot, then it follows that mass can be compressed and expanded at will. It is all within Eirin's power to make a single arrow carry the mass and power of many that split when released.

Revival "Game of Life"

There are no secrets of medicine that Eirin has not uncovered. She combines her knowledge of biologics with her skill of archery to fire an arrow that harms enemies and heals herself at the same time. Her control of this effect is so precise that it affects all within a small area.

Curse of the Heavens "Apollo 13"

The Apollo 13 mission failed because it was never meant to succeed. The shuttle broke apart from Eirin's swift attack on its critical points. No one can challenge her claim to this when they know of her archery skills.

Elixir "Mercury Sea"

Eirin is no stranger to tipping her arrows with drugs for its variety of uses. This skill fires mercury tipped arrows that evaporate into a freezing mist on contact.

## **Kasha Warlock**

The magic traditions of the Kasha were well-developed long before their formalization. The nigh-universal fear of corpses by nearly all species (Even some young Kasha begin using their powers with trepidation) added an element of terror to their already respectable magic, which, besides the standard exploding corpses and bone manipulation, included a number of curses (mainly dealing with bad luck and pain).

However, the true power of the Kasha lies in an ancient covenant; at the founding of Gensokyo's hells, the Yama forged a pact with the Kasha: Provided that a Kasha carried the bodies of sinners to the hells, the Yama would allow the use of the spirits of the sinners for two decades by the carrier; this would serve as part of the spirit's punishment. A number of Kasha clergy soon developed ways to harness the spirits: first through direct use in attacks and then through binding them to shells, producing the first Golems.

A few enterprising magi took this further. Noting that there was no provision for when or in what condition the bodies had to be delivered, some Kasha developed methods that instead raised the spirits within their original bodies, teleporting the corpses into the hell of the blazing fires just before destruction by other means. The drive for efficiency resulted in simply raising skeletons for inexpensive casting. Further refinement allowed for the imbuing of magical ability into these skeletons, producing skeleton mages.

The next Yama frowned upon these measures, but allowed them under the condition that one corpse out of every hundred be carried personally by casters. This largely symbolic measure familiarized most of the Kasha community with the hells; when the pent-up animosity of the surface population was finally vented through mass deportation to the underground, the Kasha were ready.

The Tsuchigumo were similarly feared and sometimes hated, not without reason. Being relatively reclusive as a society, the Tsuchigumo put little effort into building relations with others. The few individuals who did venture out were not ambassadors but either bandits or mercenaries, two professions greatly aided by the control over diseases (both enfeebling and deadly) practiced through the clans, naturally earning enmity that would later come to be vaguely directed against the Tsuchigumo people as a whole.

If it had not been for the sealing of the two groups in the Hell of the Blazing fires, perhaps they would have never met. Perhaps these two traditions of death by degrees and afterlife by degrees would have never been synthesized. Even the wisest of historians can only speculate. However, the fact remains that they met. First, the magi of the two clans fought, then sparred, and finally settled into arguing, uniting their research and making their magic accessible to each other. The Kurodani clan was among the first adopters, sending many of its young on a pilgrimage to the fires of the hells, bearing corpses dug up during clandestine visits to the surface. There, they were ordained honorary Kasha by arcane and convoluted subsections within the original contract. At the same time, Kasha apprentices would spend years or decades among the poison-masters, learning even more curses as

well as how to conjure plagues and other ailments. In 50 years (a blink of the eye to many Youkai), the schools had merged.

Meanwhile, the Kasha clergy collaborated with the priests and priestesses of the Tsuchigumo in creating a new theology. Far from the hardline Shinto expected of servants of the Yama, the orthodox Kasha world view boiled down to a duality of life and death: all other concepts, including good and evil, sprang from some aspects of a balance or imbalance of the two. Tsuchigumo metaphysics, on the other hand, revolved around a oneness: all things (life, politics, morality) were diseases in a sense: they spread from host to host, changing them overtly or subtly. Like diseases, some things are benign, some are dangerous, and some are genuinely beneficial. Over time, the two lines of thought were fitfully joined; the Kasha accepted life as disease while the Tsuchigumo accepted that what was absolute and unchanging could be better envisioned as death. Some Chinese nekomata sealed along with the Kasha for heresy popularized Taoism. The religion's emphasis on balance was well received and quickly incorporated into political rhetoric (as an aid in reducing conflict) and eventually came to rest as an important part of the new religion.

And so the warlocks were born: mages that drew teachings from many races and dedicated to a balance between life and death and its attendants, order and chaos. Seeing the balance disturbed by recent events, a number ventured to the surface...

## **Hina**

Unique stat: Misfortune

A measure of misfortune gathered; Curse Gods like Hina derive their powers from the amount of misfortune gathered within themselves, to be released as they see fit at any point later. Improving this quality allows more efficient absorption of residual misfortune in the area, and thus more efficient ability usage.

Wound Sign "Pain Flow"

Hina rapidly raises the level of bad luck in an area to deadly levels; while it has no effect by itself, the misfortune causes the afflicted to fumble attempts to block or parry, makes blows reach the weak spots in their armour all the easier, and other such horrid effects. Even those normally immune to physical assault are rendered vulnerable with such high levels of bad luck. A simple curse god ability that remains useful for a very long time.

Wound Sign "Exiled Doll"

Though misfortune can be manipulated in less obvious ways, this is one of the more ingenious ways of doing so in plain view. Hina raises the perceived 'misfortune' of a single target...but does nothing else. No actual bad effects come to be, beyond the entirety of the target's entourage to realize this person is 'bad luck'. Used on humanoid targets, this would merely cause the target to be exiled, but against the demons and monsters of the current age, more...drastic measures are taken.

### Bad Luck Sign "Bad Fortune"

The most powerful of all curse god afflictions. Hina drastically lowers the level of luck in an area and saturates it with her own internal misfortune, with the direct intended effect of lowering elemental resistances. With such a curse upon them, the cold bites harder, fire burns longer, and lightning strikes deeper. Even those immune to those very elements may still be injured grievously while under the effects of the curse.

### Bad Luck Sign "Biorhythm of the Misfortune God"

An advance usage of misfortune distribution only available to more advance curse gods. Hina creates an active misfortune link between the afflicted and friends; any of her allies who attack the afflicted transfer their 'misfortune', in the form of their wounds, to their victims. It's not a perfectly efficient way of healing her friends, but it allows Hina's allies to continue combat for far longer than what would be the norm.

### Flawed Sign "Broken Amulet"

Another more obvious usage of the curse god's abilities. Hina internally infuses all living beings in an area with her energies, which causes the innards and bones of the targets to suddenly...fail. Bones creak, organs are suddenly malfunctioning, and muscles ache and do not respond. While it has no fatal effects itself, the curse drastically weakens the physical abilities of the afflicted, be it motor, offensive, or defensive.

## Yuyuko

Unique stat: Spirit

Yuyuko has been appointed by the Yama to manage the souls of the dead, using her ability to control spirits. Because of the large amount of spirits that reside in the Netherworld, Yuyuko needs to constantly train her skills and her mind, so as not to allow any spirits to escape from her influence. As such, this ability forms the core of her skills, allowing her to command the souls of the dead to fight for her in various ways.

### "Resurrection Butterfly -20% Reflowering-"

Through centuries of training Yuyuko has learned to reverse her ability to inflict death. Sending out a single butterfly made from a dead soul, she can grant life to a dead body and control it to fight in her name. The final gift of the ghost princess, bestowed only upon those who are deemed worthy of another chance in life.

### Butterfly Sign "Death Lance"

For this attack Yuyuko fires a single large spear of energy at her enemies to pierce them and take their lives. Usually she sends out some butterflies along with the lance, so the raw power of the attack is accompanied by the beauty of the butterflies. Yuyuko prefers her attacks to have some grace, after all.

### Subtle Melody "Repository of Hirokawa -Divine Soul-"

When Yuyuko sings, spirits from all around are drawn towards her voice. Used on a battlefield, this spell allows her to call upon the souls of the dead around her, so that they may restore her life-force and spiritual powers.

### Flowery Soul "Butterfly Delusion"

This spell uses Yuyuko's butterfly-shaped danmaku as a deadly weapon. Her enemies will not even notice how dangerous the butterfly homing in on them is, as they stand mesmerized by its beauty. They will only realize the danger when it's already too late and the butterfly has reached them.

### Deadly Dance "Law of Mortality -Demon World-"

Performing a ritual dance, Yuyuko can use her ability to inflict death upon any living being to cover a whole area. Once the spell takes effect, it steadily drains the life from her enemies. Their life is the only fitting price in exchange for the honor of witnessing Yuyuko's dance amongst the cherry blossoms and butterflies.

## **Alice**

Unique stat: Dolls

What is a puppeteer without dolls? Alice takes pride in her skill in manipulating a large number of dolls at once. The quantity of dolls she can control serves as a sign of her power.

### Curse Sign "Shanghai Doll"

The most commonly seen doll in Alice's entourage. They form the staple of her combat units. Shanghai dolls are typically armed with swords and razors. They are also much tougher than they look.

### Lance Sign "Cute Phalanx"

Each and every doll is precious to Alice. She extends an aura of magic powered defense to cover all allies within the area.

### Curse Sign "Hourai Doll"

Hourai dolls are sisters to Shanghai. It is generally accepted that Hourai is more powerful than Shanghai for her ability to use magic. Hourai dolls might not appear to be Alice's favourite but they are never neglected if Alice finds a need for them.

### War Sign "Little Legion"

Usually, Alice controls her dolls without much thought but when she puts her mind and a bit more magic into their control, they get much more powerful and skilled. She can even work some of that magic to help her allies that are not dolls.

### Doll "Semi-automaton"

An autonomous doll is the pinnacle of mastery for Alice. Alice's research thus far has improved the quality of her dolls such that they can resist the elements. Further testing in this topic allows the dolls to absorb information from their surroundings and develop themselves.

## **Rin**

Unique stat: Corpses

Rin calls corpses fuel for the fires of Old Hell. They are a source of energy for her and are component to her spellcards as well. You can never have too many corpses to power Kasha magic.

Cat Sign "Cat's Walk"

A glowing pawprint behind a Kasha is never a good sign. Compacted hellfire waits to explode in the face of a curious onlooker. But there is no escape when Rin leaps onto you and marks your body for conflagration.

Cursed Sprite "Zombie Fairy"

Rin channels the energies of the long dead in order to cast a prison of bones around an enemy. Natural decomposition may take away the flesh, but the bones remain forever and wait to be discovered or used. The targets are helpless until they can muster the strength to tear down the wall, or until the wall loses coherence.

Youkai "Blazing Wheel"

By concentrating the essence of Hell's fire, then infusing it with a spirit, Rin creates a marionette of flame that somehow sustains its own combustion process indefinitely. The volatile nature of the summoned creature causes it to release bursts of flame on contact.

Death Sign "Ghost Town"

Study of youkai combustion-zombification and the art to their creation allows Rin greater finesse in their creation. Flaming zombies thus grow more resilient, faster, and more accurate in combat.

Corpse Spirit "Vengeful Cannibal Spirit"

One of the more violent Kasha abilities, and certainly one of the most famous. Rin causes a violent reaction in fresh corpses. Depending on the vitality of the once living, the cadaver explodes in a wave of heat and viscera, battering and burning any who are near.

## **Komachi**

Unique stat: Souls

The energy of the soul is the energy by which Soul Reapers act. Through drawing the excess energy from them, then sending the drained soul to the afterlife, the Reaper gains power. This is the strength of the Shinigami, empowering themselves through the death of their enemies.

Death Sign "Scythe that Chooses the Dead"

A farmer's tool in origin, the shinigami have adapted it in these times of war. The ability to use the scythe is to accept one's nature as a harvester, a gatherer, and not a killer, per say. Investing in this skill improves the physical combat ability of Komachi.

## Death "Higan Retour"

Fear of death is universal. Everything in existence has flaws. Everything in existence ends. This technique is merely Komachi's way of reminding her foes of this one fact, and with that truth pounded into their ears and very souls, they can't help but run. Even if death is inevitable, even if it's ultimately pointless, the desire to stay alive is too strong to ignore. Such is the nature of a shinigami: to herd the lambs toward an unwanted fate.

## Poor Fate "Short Life Expectancy"

The nature of soul power and how it relates to Shinigami can be used more actively with this technique. By channeling strength into the scythe, the very soul of the target can be drawn out with each strike before even killing it, healing and refreshing Komachi. This effort sacrifices the physical damage of the actual strike for greater absorption efficiency.

## Death Sign "Scythe of Final Judgement"

Through expending her own energy, Komachi extends the reach of her scythe to truly ridiculous levels. Everything in a wide swath is struck by her scythe, whether she actually touches it or not. Many a foe has been simultaneously slain with this technique.

## Spirit Sign "Abundant Floating Spirits"

Before sending a soul to the next world, Komachi draws the latent life energy within it. This energy diffuses into the soul's surroundings and is absorbed by both herself and allies, allowing her to keep allies in combat. Souls of the long and newly dead are drawn from the area around Komachi to keep this healing mass afloat.

## Yamame

Unique stat: Disease

A measure of virility, of your ability to infect and ravage from within your enemies. Understanding of the very nature of infection allows further studies, further strains, further power.

## Poison Sign "Japanese Foliage Spider"

Rumour says Yamame carries spider sacs under her poofy dress. The way that these spiders appear to come from nowhere would support that gossip. Whatever the case may be, Yamame's swarm is ever present as the broodmother's personal guard.

## Small Thread "Kandata's Rope"

The web silk of spiders are thought to be harmless. But that could not be farther from the truth. Yamame's silk is woven with a poison that releases when brought in contact with anything remotely solid. This silk can be freely shared to allies and minions to coat their own weapons for added effect.

### Spider "Cave Spider's Nest"

Disturb a spider's nest and it will erupt into activity. A small nest of venomous spiders hidden in the tip of a thrown weapon will explode into clouds of deadly fumes and spider bites.

### Miasma "Unexplained Fever"

The cruellest disease is one that keeps its victim alive long enough to go home and infect others. A perfectly controlled disease can do just that and select its victims for maximum spread efficiency.

### Miasma Sign "Filled Miasma"

A deadly, living venom is compressed into a compact ball, then launched forward with only an unstable film to keep it together. So unstable, in fact, that bolts of the violent stuff burst out of it as it travels, drenching the area in a toxic bath.

## **Phantom Kensei**

The sword. A versatile weapon, one used for many years. Straight, curved. Stabbing or slashing. Infantry or cavalry. It's a symbol of heroism that is paradoxically wielded by the most heinous of villains. It's a deadly weapon paradoxically used to save lives. The order of ascetics dedicated to the mastery have transcended their own humanity, their own existances, to become one with their weapons. Be it the teachings of the fairy, lunarians, vampires, tengu, half-ghosts, or celestials, none go unnoticed or untaught under their tutelage.

Granted to them by the fairies was the manifestation of cold fury. Through channeling their tranquil rage through their blade and themselves, they obtained the strength of winter itself to protect them from harm and strike down their foes, blasting them with frigid ice or piercing them through with their cold steel.

Granted to them by the lunarians was the manifestation of endurance. Through inhuman levels of focus, their blades became more than just swords and their bodies transcended their functional limits. Neither the elements nor poison nor curse could harm them as they struck with their enchanted blades.

Granted to them by the vampires was the manifestation of their own inner chaos. Through embracing their inner desire to kill, to maim, and destroy, they became near-beasts that rend the flesh from the bone with startling ease. The legendary wand of Loki, Laeventein, found scions in the Kensei's blades and wreathed them in its chaotic flame. The vampire's very essence, their parasitical existence, bled into the Kenseis to drain the blood of their foes.

Granted to them by the wolf tengu was the manifestation of their desire to hunt. Through their own feral impulses, the ability to turn into something monstrous arised. The disease of a rabid wolf or the cold, methodical rending of flesh by claw fused into the Kensei's art, becoming more than just sword techniques. And with an echoing howl, the spirits of the wild answered the hunt as well.

Granted to them by the half ghosts was the manifestation of their own duality. Through their dual blades, one in each hand, they compartmentalized their own essence. By meditating on that seperation, they turn their spiritual essence into physical to heal otherwise fatal wounds. And with their vengeance, channeled into a single stroke, they struck at speeds unknown to humans, crossing leagues within a single stroke.

And granted to them by the celestials was the manifestation of their strength. Through their own prodigious power they struck at the earth itself, tearing it asunder and bringing forth Gaea's hot blood to burn away those who faced them. With each step they took, the earth itself trembled and bowed. And with each strike of their sword, they cleansed away the imperfections that stood before them.

They have evolved beyond human or youkai. Becoming more spiritual existences than true people, they are the Kensei. And should these great evils stand in their way of perfection, then so be it. They too shall fall.

## **Yorihime**

Unique stat: Purity

The moon is a pure realm where there is no sickness or death, but the Earth wallows in the filth of its own corruption. As the vanguard of the Lunarian defense, Watatsuki no Yorihime has been tasked with protecting the lunar capital from the impurities of Earth. Calling on the divine gods who imbue her with power, she purges all tainted beings from her sight.

Izunome

A truly versatile warrior cannot always rely on the gods in combat. Yorihime hones her swordsmanship by training with the miko goddess Izunome, whose cleansing purity reminds Yorihime of her higher purpose and allows her to reach higher levels of sword mastery.

Amaterasu Oomikamki

The pure and destructive power embodied by the sun goddess, Amaterasu Oomikami, is unparalleled by no other. When possessed by this divine being, her magic empowers the wielder's weapon.

Lord Atago

The divine flame of Lord Atago is hotter than any on earth. Submitting to the gods, Yorihime allows the holy fire of Atago to envelop her and her allies, enabling her to overwhelm any heat.

Ame no Uzume no Mikoto

Many a warrior has fought valiantly on the battlefield only to succumb to the encroaching darkness of the winter cold. Yorihime summons the dancing god Ame no Uzume no Mikoto to ward off the chilling darkness before it can consume her.

Lord Honoikazuchi

The seven-pillared dragon of lightning, Lord Honoikazuchi, controls furious storms capable of engulfing entire armies with ease. Yorihime channels Honoikazuchi defensively, surrounding herself in a protective aura that repels lightning.

## Youmu

Unique stat: Sakura

Youmu has been entrusted the task to gather sakura, cherry blossoms, to revive the youkai-tree Saigyō Ayakashi. Whilst a single cherry petal only holds miniscule amounts of magical power, when they are gathered in large numbers one can use them as a source for large amounts of energy. Through strict training Youmu is capable of increasing the amount of energy the sakura grant her, which she in turn can use to empower her swords and spells.

### Obsessor "Slash of the Eternity"

It is said that Youmu's blade Roukanken can kill ten ghosts in one strike. In her endless training she has learned to use this skill on other beings and creatures as well. By infusing her strikes with magical energy, she can cut through numerous enemies around her with a single strike.

### Life Ending Sword "Meditation"

Mastery of the sword does not only involve movement, but also the art of clearing one's mind through meditation. Youmu has refined this art to the point where it allows her to use her own spiritual powers to heal the wounds on her body.

### Hell Realm Sword "200 Yojana in 1 Slash"

As a blade-user, Youmu is trained in the art of quickly closing the distance between herself and an enemy, so she can get close enough to use her swords. With this skill she accelerates to a speed that no human body could withstand, vanishing from her opponent's view only to reappear right in front of them instantly and attack them at once. It is said that to actually cover the distance of 200 yojana, she would need to move at nearly a quarter of the speed of light.

### Deva God Sword "Components of Konpaku"

In this skill, Youmu abandons all restraint and infuses her swords with elemental powers drawn from the cherry blossoms. Fire, ice and lightning will strike down her enemy when her sword connects. A deadly dance of blades amongst the falling cherry blossoms.

### Voidness Sword "Slash Clearing the Six Senses"

With a single slash of her blade, Youmu can clear her mind of all distractions and increase her focus tremendously. In this state, she will be able to deal even more devastating attacks with her blade. As her sense of pain is also reduced when she uses this skill, Youmu will be able to deliver her attacks without interruption even when she gets counter-attacked.

## **Cirno**

Unique Stat: Strength

To be the wielder of Ice is to be the strongest. Committing on this path is to be stronger than all others. Nothing can put down Cirno's confidence in her strength.

### Ice Sign "Icicle Machine Gun"

Cirno's relentlessness in danmaku form. She fires a quick stream of ice shards that are weak individually. Each piece of ice carries her power of cold and will slow a beast to a crawl that they suffer the consecutive shots.

### Frost Sign "Frost Columns"

A typical game for fairies when snow is abundant is to stack them up and send them crashing into each other for a shower of ice. Cirno builds up her stack of ice with each hit and can release its full force through a normal attack.

### Ice Sign "Sword Freezer"

Cirno doesn't usually pay attention to the cold she releases around herself. But with a little care and control, her aura of cold becomes a formidable armour. Even ranged attackers will find themselves ducking out of the way of retaliatory ice bolts.

### Freeze Sign "Cold Divinity"

The cold only makes Cirno stronger. Fighting in the cold brings out her best. Her natural affinities for the element are proof to the ice fairy herself that she is the strongest.

### Freeze Sign "Perfect Freeze"

Perfect Freeze is Cirno's answer to everything. If it's frozen, it loses and Cirno wins. Her success rate in freezing things is only one out of every three. But she's practising and getting better at it.

## **Momiji**

Unique stat: Feral

A measure of strength in the form of sheer ferocity, but also control. With greater degrees of feral strength, it becomes harder and harder to control perfectly. Swordplay is nothing if not controlled, but strength can come from anywhere. Anything can be controlled and honed to a fine point.

### Whistle Scout "Youkai Mountains Patroller"

With the advent of The Main Characters and their sudden invasion of the world, the Tengu, white wolves especially, realised they could not maintain their humanoid form and hope to stay alive. By releasing the inner beast, they toe the line and move closer to their animal heritage, becoming violent weapons of war wielding naught but claw and fang. The true miracle is their complete control over this transformation, turning them into truly deadly adversaries.

## Mountain Nomad "Expellee's Canaan"

The transformation of Whistle Scout is a taxing ordeal and wreaks havoc on the constitution of the user, resulting in a limited period of transformation. Extended periods of usage result in horrible disfiguration; after training, the user can become more attuned with the inner beast, resulting in more efficient usage and transformation. The improvement of this skill results in improved constitution and duration, as less effort is required to maintain the morph.

## Tengu "Maple Vanguard"

Perhaps what may be called the signature ability of the White Wolf Tengu, one never finds their kind alone for long. With naught but a simple gesture, a platoon of lesser wolf Tengu join the user in combat. With the scarcity of forces brought about by the recent war and chaos in Gensokyo, the Tengu can only afford to send vestiges of themselves to aid their brethren, resulting in wolves rather than the true warriors. Regardless of this, it is a powerful skill that allows the Tengu to make usage of their powerful squad tactics regardless of situation.

## Dog Sign "Rabies Bite"

Though usually loathe to do so, the Tengu do have several less savory abilities amongst their arsenal. Chief among them is the extremely volatile and infectious rabies virus, transmittable with only a slash or a bite. The virus rapidly transfers from enemy to enemy, avoiding allies out of specific engineering by the Tengu. It is a sign of desperation that the noble Tengu are turning even this facet of their nature to weaponised usage, but the events of the current day are making everyone willing to do anything to survive.

## Dog Sign "Feral Wolf"

The rage of combat is something easy to lose yourself to. But the Wolf Tengu are nothing if not resourceful, and even this risk to combat has been methodically dissected and exploited. With each stroke of the sword or claw, the warrior grows deeper and deeper into a battle trance. One good blow leads to another, one splash of spilled blood makes way for the next. This technique is the expression of battle trance made into a deadly weapon, as the Wolf Tengu have made everything. They will not be stopped, not be oppressed. Not by anything.

## **Flandre**

Unique stat: Chaos

Rend asunder. Rip apart. Ravage to pieces. Chaos is what Flandre thrives in. The essence of it pulls her forward to destroy more and more; with more chaos comes more destruction, greater destruction, vaster destruction. Until nothing stands before her.

## Taboo "Cranberry Trap"

A simple technique, but simple is often best. Flandre simply pounces at an unfortunate foe, weapon blazing, and smites him there. The flames left behind by this technique linger, however, and fuel themselves; if used repeatedly, the fire left behind may very well be stoked into a massive conflagration of annihilation.

### Taboo "Lavatein"

Once the sword of Volundr, legendary blacksmith, and the wand of Loki, god of tricksters. The sword or wand carried an immense flame within it, and it is in emulation of that attribute that this spell works. All of Flandre's allies and Flandre herself can benefit from this enchantment of weapon.

### Q.E.D. "Ripples of 495 Years"

Destroying something is simple. Making something destroy others is another thing entirely, but Flandre savours the challenge. Flan infuses her target with so much energy that, upon striking it, a mass of flaming projectiles is released that scatter foes around her target. Flandre takes great delight in sundering her foes like this.

### Taboo "Forbidden Games"

All her life, Flandre has been given her food. For a good reason too. If she were to ever tap into her power to drain the energies of the victim, she would take much more than imaginable. But such an attack goes against the nature of Flandre's personality as the raw damage of the skill is sacrificed for the highly augmented draining power.

### Taboo "Forbidden Fruit"

In everything is a core. When beheld in the eye of Flandre's power and crushed, the object is destroyed. If applied to a corpse, the violent splatter of gore is surprisingly fiery and damaging.

## **Tenshi**

Unique stat: Enlightenment

Even ordinary humans can become celestials by attaining enough enlightenment to enter Nirvana. By transcending earthly desires, one achieves freedom from suffering, desire, and ignorance, allowing a carefree existence in heaven. Those who have been fully enlightened remove all limitations from the mind to accompany a state characterized by infinite wisdom and skill. A celestial in touch with her spiritual nature can even control the temperaments, allowing superiority over humans and youkai.

### Non-perception "Sword of Rapture"

Wielding the power of the Sword of Hisou, Tenshi can exploit the weakness of any opponent. A simple swing of her sword sends out waves of spiritual energy that burn through her enemies, leaving them suffocating under the weight of their own mortality.

### Earth Sign "Sword of Unletting Soil"

Bringing her sword down with a battle cry, Tenshi sends her power deep into the earth, manipulating the spirit of the earth itself. Giant pillars of stone burst out of the ground, battering those unfortunate enough to be in the vicinity.

### Keystone "World Creation Press"

The power over keystones allows Tenshi to create earthquakes whenever she wishes. Summoning a keystone down from the heavens, Tenshi slams it down with such force that the earth is shaken by heavy tremors.

#### Heaven & Earth "Violent Motherland"

The land of Gensokyo cries out with the pain of thousands of years of conflict. Tenshi exposes the violent nature of the Earth, releasing the anger of the land in the form of a volcanic eruption.

#### Weather "Scarlet Weather Rhapsody"

Hatred. Jealousy. Resentment. Gathering first the volatile temperaments of the unenlightened into her sword, Tenshi then unleashes pure, unbridled destruction all around her, with no heed to friend or foe. Only a celestial could command such raw, devastating energy.

## Voile Fairy

To the short and hectic lives of humans, nature seems to be an unchanging ambiance, the standard of stability against which all other things are to be compared. Even some of the Youkai make the mistake of assuming nature as it is now is a stalwart, immutable aspect of reality. Recent developments have shown otherwise. Just as the outside world must face the fragility of the current condition of nature in the face of accumulated decades of activity, so Gensokyo must acknowledge the subtle shifts in the "natural world" wrought by both generations of change and the recent calamity.

The Voile fairies are a living testament to nature's simultaneous ability to adapt and endure, to continue to exist heedless of those who insist that nature is something that should be, not something that is. Over the years in the service of the Scarlet Devil Mansion, the librarian fairies have gradually adapted to their environment. The fairies in the western magic sections were among the fastest-developing; exposed to foreign spells with based on completely different conceptions of nature (Three elements: Fire, Ice, and Thunder, as opposed to Gensokyo's five: Fire, Earth, Water, Wood, Metal), they died from a number of causes: attempting spells, accidentally knocking over books, opening books out of curiosity, rattling certain shelves too hard, accidentally placing books of different elements into elemental circles, accidentally making magic triangles with three books of the same element, or standing within one hundred meters of any other fairies unfortunate enough to do any of the above. In the first few months of the adoption of fairy bookkeepers, it was not unheard of for one librarian to go through 300-400 "deaths" a day.

At first, the fairies continued dying as normal. As spirits of nature (closely aligned with water and wood), the fairies were as vulnerable to fire as they were to ice (which was usually only within the domain of the Yuki-Onna) and lightning (A divine school of magic in theory allowed only to the Celestials). However, at around the third month, the unexpected happened.

A few fairies would survive explosions, charred but alive (regeneration was always faster from death). Some fairies would open less dangerous books without tripping the various security measures, a skill that most novice magicians needed years to develop. A number began developing affinities for these elements. Within another two months, the manse was populated by fire, ice, and lightning fairies. Just as nature can be changed, so it changes itself. The subtle variation of each regeneration was directed into development by environmental extremes; ever so slowly, the fairies evolved. Within a year, an even more miraculous event occurred.

Patchouli had asked Koakuma to find a number of books. A few moments later, a number of fairies returned with every last one and a smattering of related tomes. Later questioning revealed that Koakuma had no hand in this; the only possibility was that the fairies had somehow learned how to read. Day by day, the number of explosions decreased. Within a century, the Voile fairies were a bookkeeping force that stood head and shoulders above the rest of the fairy staff in both combat ability and intelligence.

When Reimu wrecked the Scarlet Devil Mansion, the attendant magical energies changed the inhabitant fairies further. The fairies, out of survival instinct, channeled this strange prana, this breath of energy forgotten by Gensokyo. The act changed their very essence; the earth itself rejected its children. No longer bound to the rest of "nature", the Voile fairies lost their immortality. However, just as terror takes, so it gives. A new spark burned in these not-fairies, a spark of vengeance for what is now their only home. With fear as their shields and knowledge as their weapons, the Voile Librarians set out to reclaim the peace.

## **Patchouli**

Unique stat: Elementals

The characteristic of elemental magic is to create great effects from a small amount of power, just the right thing for an asthmatic magician like Patchouli. Her magic skills cover all the elements, allowing for great versatility in battle. As such it is vital for her to master basic elemental control to enhance her overall abilities.

### Sun Moon Sign "Royal Diamond Ring"

Through decades of studying, Patchouli has expanded her magic beyond the five basic elements. Now, even the powers of the sun and the moon are at her disposal. By combining the light of the sun and its reflection from the moon, Patchouli can create a light strong enough to instantly blind a group of enemies, reducing their vision to a minimum. Once her foes are blinded, she can then proceed to devastate them with her attack-magic.

### "Deluge Forty Days"

As a magician it is vital for Patchouli to defend her body from harm while she is preparing her magic for an attack. With this spell, she can draw in water from her surroundings and freeze it into an armor that will protect her by turning anyone that touches it to ice. There are rumors that she can maintain this spell for forty days with a single bucket of water, thus giving it its name.

### Moon Sign "Silent Selene"

For this spell Patchouli summons the light of the moon itself to help her in battle. While she is guarded by the moon's powers, bolts of moonlight will hit every foe that comes near her. That she is capable of using even the reflected light of the moon as a powerful weapon is proof of Patchouli's abilities as a magician.

### Sun Sign "Royal Flare"

While she rarely ventures out into the sunlight when she can avoid it, Patchouli has still mastered the sun's powers for her magic. She can create a ball of fire that carries the same heat as the sun itself, and send it towards her enemies. Once it reaches its target, the ball will explode, setting the area on fire for some time. Whoever gets caught in those flames of the sun is guaranteed to die.

## Fire Water Wood Metal Earth Sign "Philosopher's Stone"

In her ultimate elemental magic, Patchouli creates a stone that carries the crystallized essence of the five elements. Once it hits a foe, the stone will change its active element and continue its attack. Because of the mixture of elements, it is Patchouli's most colorful magic, but one should not underestimate its destructive power either. It is unknown if the stone is indeed the rumoured Philosopher's Stone that can turn non-metals into metals and cure everyone's health, or if Patchouli just chose the name because she liked it.

## Iku

Unique stat: Fever

Feel the music on the dancefloor and swim in time with the flow. Iku's swaying shawl moves like a perfect dancer. Let the mirror ball reflect the electric sparkle at her fingertip as she points to the heavens with a cry of 'Saturday Night Fever!'.

## Electric Sign "Thunder Drum Shot"

Iku gathers weak electric charges from the air and releases them as a small burst in random trajectories in front of her. The attack is empowered when wielding a weapon as a support conductor.

## Star Light "Light Dragon's Sigh"

Swings of a weapon will draw the latent electric charges from the air. But when the weapon lands a blow, there is friction and a further static charge is built up. Iku can control the stored static charge and let it out on weapon contact for a boosted shock.

## Thorn Sign "Thundercloud Stickleback"

The very thunderclouds themselves have their ways to fight. For a short radius around Iku, all creatures are suddenly applied with like charges. If melee contact is made with Iku, the charges repel the enemies away with a bolt of lightning.

## Lightning Fish "Swimming Thunder Shot"

Constant exposure to electric effects, magical or natural will cause a buildup. This is no problem for Iku as she can release it in a nova burst that leaves enemies shocked and herself grounded.

## Fish Sign "Dragonfish Drill"

There are drills that pierce the heavens and there are drills that pierce other things. Iku's spellcard bypasses enemy resistances and directly takes a chunk out of their life. The range is fixed, but there is plenty of room for improved potency as the Fever grows.

## **Mokou**

Unique stat: Rage

Anger is a fire that will leave you nothing but ashes. For Mokou, the burning rage is what keeps her alive and warm. She could not forgive Kaguya for humiliating her father. Now, she cannot forgive Kaguya for just disappearing from the advent of the incident.

Everlasting "Phoenix's Tail"

Among the first of the reasons as to why Mokou is an immortal, is that she has a strong will to live. Her purpose is for revenge and it is a desire so strong that no amount of damage will wear her down. Even on the brink of defeat, as long as she wills herself to live, she will be back to full health in no time.

Deathless "Xu Fu's Dimension"

Mokou shows you her world of rage with the help of a flaming fist. Each blow builds up her adrenaline and loosens her inhibitions on letting fire overflow. The final strike shows the true meaning of scorched earth.

Hollow Giant "Woo"

The powers of earth and fire are combined in one for this spellcard. Mokou sends a flaming boulder that tumbles along towards her enemies and sets its path ablaze. Get out of the way or be crushed.

Immortal "Fire Bird -Flying Phoenix-"

Mokou seldom flies, but when she does call upon the wings of the Phoenix, it is a fearsome sight. The momentum of her flight carries her to crash and immolate the landing ground in a splash of flames.

"Possessed by Phoenix"

With the spirit of the Phoenix in her body, its every rebirth is a burst of fire. Mokou borrows that destructive wave and shares the experience of it with her enemies. When they are near her, they too will feel the fire of reincarnation.

## **Marisa**

Unique stat: Danmaku

Danmaku is an art of fighting through bullet-patterns made with bullets shaped from magical energy. Where many infuse their danmaku with elemental traits, Marisa Kirisame relies on the pure and raw power of her magical energy alone. Honing her skills in danmaku will allow Marisa to shape more and stronger bullets that will mercilessly rain down on her enemies.

### Magic Sign "Stardust Reverie"

A high-powered and flashy attack that creates several magic missiles. Once they hit their target, they will explode into sparks like fireworks. Danmaku is not only about power after all, it has to look nice as well.

### Ritual Sign "Orreries Sun"

For this spell Marisa creates a number of small orbs that circle around her, creating a space in which she is protected from all attacks. Since maintaining the orbs requires a lot more concentration than her usual flashy attacks, her spiritual powers will be drained while she is safe from physical harm.

### Light Blast "Shoot the Moon"

Similar to a magic grenade, Marisa throws danmaku to the ground that will then explode into beams of light that pierce her enemy. She claims that she could actually hit the moon with those beams if she used them at full power, but it is believed she is just exaggerating.

### Unsealed Magic "Open Universe"

A spell of the kind that Marisa prefers the most: She creates a myriad of small bullets that fly towards the enemy with incredible velocity. Due to their sheer numbers and speed these bullets can pierce any kind of resistance, be it physical or magical.

### Love Sign "Master Spark"

Marisa's most powerful signature attack, a massive laser that destroys everything in its path. It's usage is fairly simple: Concentrate your mind, mutter the spell to the mini-Hakkerō tenderly, aim it at someone you don't like, and then unleash your annihilation of love!

## **Letty**

Unique stat: Snow

Every snowflake and every chilly wind in winter is a little bit of Letty's power. But as a force of nature, she is ever present no matter the season. The essence of winter can be harnessed into cold spells any time of the year.

### White Sign "Undulation Ray"

A beam of cold spirals outwards from Letty's body. The gentle swirling morion belies its cruel power and all enemies touched by the white ray become suddenly frozen.

### Cold Sign "Lingering Cold"

The cold is a state of existence. Letty uses her power to bring out that possibility in her surroundings. Even a molten volcano can be frozen if the conditions are right.

### Mystic Sign "Table-Turning"

Watching water freeze over is an eerily beautiful sight. The frost tendrils slowly spreading out from the core of ice is emulated by the danmaku of this spellcard.

### Winter Sign "Northern Winner"

A snowstorm is a herald of the yuki-onna. Letty's wrath of winter in concentrated form whips up a raging blizzard that sends all before her into doomed hiding.

### Cold Sign "Cold Snap"

No matter how well you insulate yourself, the cold will always find a way in. It slips under the door and through the cracks in the wall. A single touch of Letty's chill simply spreads from one to another as they try and huddle together for warmth.

## **Medicine**

Unique stat: Suzuran

A lifetime among poisonous flowers has made Medicine become poison itself. The flowers have formed a bond to her for their common features. Medicine's suzuran does not hold back when fighting and will bring anyone down to their knees.

### Confusion "Into Delirium"

Poisons can kill, but its subtle uses are just as effective. Medicine induces a delirium in the enemy that clouds their senses. Friends look like foes as they blindly fight among themselves in a state of confusion.

### Fog Sign "Gassing Garden"

Medicine places a doll that releases clouds of debilitating gasses. Motor functions are numbed and reaction speeds slow to a crawl. Enemies weakened like this become easy picking for a killing blow.

### Poison Sign "Melancholy Poison"

A bolt of poison is enchanted with Medicine's very will for independence. It is powered by her venomous hatred of all living things and seeks out enemies on its own.

### Poison Sign "Poison Breath"

It is common knowledge that there is nowhere near Medicine's vicinity that is safe. Her every exhalation will leave the air poisoned. If that's how deadly it is when she's not even trying, then a concentrated release of her powers will leave you with no time to draw a second breath.

## Poison Sign "Nerve Poison"

Just touching Medicine will inflame your skin. But if she is the one touching you, there is no hope left. A weapon imbued with Medicine's touch is doubly effective as any wound will be exploited as an inlet for her multitude of poisons.

## Oni Brawler

Ah! Welcome, welcome...come, sit down. The refreshments and food are all fresh, all good. Help yourself my friend. The second thing to know about us oni is that we never turn down a friend some drink. You don't want to know the first thing.

...Info, huh? Well, we Oni are a tough lot. You won't find a stronger sort of youkai anywhere in the sky, ground, sea, or underground. We're the very damn best at what we do, and I'll be the first to admit that we do is a hell lot of fun.

First of all would be the bears. We're pretty similar to bears, you know. We're strong, sturdy, and deadly as a typhoon. We're forces of nature. We're less youkai than sheer destruction given form, ya know. And that link to them bears makes us stronger, lets us toe the line between animal and youkai, and let's us pummel our enemies into the dust.

Second would be thanks to an old oni legend. See, one of our leaders decided to pay this vampire's place a visit, have a bit of the booze there, right? Turns out the maid didn't take well to that. They say with but a flick of her wrist she threw a thousand knives, or that she threw a knife that never stopped seeking out its target, or that no matter how hard our alcohol-hunting oni legend fought, she couldn't catch the maid cause she was always just teleportin' away. That's when we learned that it doesn't matter if they're up close or far away, a fight's still a fight and a win's still a win. Just make sure you enjoy yourself all the way.

Heh, that reminds me...what riles you up? Music? A cheer? What if I said it was a tad more literal? Cause we're youkai and all, well...doesn't have to be just a scream. It can be a battle cry meant to rally allies together, or a primal roar that sends the baddies running for the hills. Could be a shout of pain or a god's judgement itself, words carry a lot of strength. And, hell, we're drunk 90% of the time anyway. If we can get our hands on it, we make it a weapon, and damn. We've gotten our hands on words themselves, boy.

You know, onis don't like the ocean much? Some say it's cause we weren't born there. Personally, I think it's cause one of the seas inhabitants managed to fight one of our best oni to a standstill, and damn near won anyway. Should've seen it...damn ghost gal was throwing that anchor around like no one else's business. She was making whirlpools in open ground and made a ship outta no where! Girly was flying around the place like she owned it.

Well...ya know the four devas, right? We emulate them a lot. As the strongest examples of our race, we do our damndest to make them proud. And if we do a bit of copying, well...them's the breaks. We're honest about it, tho. And when we're turning to mist to dodge some punch, or striking out at twice our size, or slamming down a poor sap in three steps, or just straight making 'em stay and fight, then that's when we feel at home. That's when you feel like a real oni.

See...them three girls are trying to take that away from us. Take away our laughs and booze and fun. But we won't have that. We're the strongest there is, the Oni Fighters, and

we won't take this sitting down. So it doesn't matter at all if they've gotten some super special evil powers. We'll just chug down our sake and slam them back down where they belong. 's how we Oni roll.

## **Mystia**

Unique stat: Resonance

In more peaceful times, Mystia would perform her singing at the shrine feasts. Her stage may be gone, but the love for singing still remains. Once the incident is resolved, she would happily show everyone her birdsong again.

### Vocal Sign "Hooting in the Night"

Every sound in the night carries a message. Clear hooting that cuts through the stillness warns of creatures or dangers in the area. Forewarning grants better prepared defenses for travellers in the dark.

### Toxin Sign "Poisonous Moth's Scales"

It is a simple thing to let a song be heard by all in the vicinity. But with a touch of magic the song can carry the moth's dust to affect those who hear the song. It moderately reduces the combat ability of enemies for an edge in combat.

### Bird Sign "Mysterious Song"

Mystia's repertoire of songs are not all offense orientated. This song brings out one's inner vitality to boost the energy to keep fighting for longer.

### Night-Blindness "Song of the Night Sparrow"

The basic ability of a night sparrow is to cause night-blindness with their song. For danmaku play, it is an amusing twist to the spellcard. But in this day without the Hakurei miko keeping order, the night sparrow song is more lethal than just dimming your vision.

### Night Sparrow "Midnight Chorus Master"

The greatest power of Mystia's song is to inspire those who hear it to greater potential. Her voice leads a symphony that brings out ability beyond what you thought you had.

## **Ichirin**

Unique stat: Piety

A measure of spiritual devotion, of faith. As the degree of piety rises, Ichirin's strength and bond to her source of power intensifies, granting her more and more power.

### Barrage 'King Kraken Strike'

In the vast seas, there is a beast only known as a kraken. With its nigh infinite number of tendrils, it is impossible to fight it in a conventional way. Legend has it that whilst on a naval trip with a dear friend, Ichirin pioneered this technique in the midst of a skirmish with the beast so as to properly combat it; by focusing immensely on self-control, a huge barrage of focused attacks is possible in only a split second.

### Hand Strike "Fist Smash"

A common technique amongst those of martial bent, the Fist Smash focuses one's own energy into a shaped projectile that is subsequently launched with great force. Upon collision, it explodes, shocking any foes unfortunate enough to be near the initial target.

### Fist Sign "Heavenly Net Sandbag"

To fight in close combat is a dangerous thing, exposing yourself to all enemies just so that you can damage them. But faith is a fickle thing, and because of that it can be manipulated. Through complete trust in your own self, enemies become vulnerable to their own blows. Ichirin's very faith in herself means enemies strike themselves as hard as they strike her, if not harder, for her faith becomes a shield that punishes any that seek to hurt her.

### Iron Fist "Nyuudo Noki"

Ichirin's most memorable feature was not her fist, nor her faith, but her companion. Through focusing one's faith into a solid form, a copy of Unzan may be created to assist the Brawler in combat, felling foe with fist and strike alike.

### Fist "Falling Sky Hammer"

A more complex technique that makes the strike undodgeable, literally falling from the sky to bring judgement. The resulting shockwave both scatters foes and bolsters the morale of allies, letting them continue the fight. A technique made in order to combat those with powerful dodging abilities.

## **Suika**

Unique stat: Mist

Through the manipulation of density, Suika can turn everything into a fine mist, even her own body. Conversely she can also use those powers to increase the density of things to make them harder. This skill forms the core of all of her abilities, and training it is the way for her to increase her already incredible strength, though she often abuses her powers to gather people for her numerous parties.

### Gathering Oni "Throwing Atlas"

This technique was developed by Suika when she saw a drawing of the titan Atlas, carrying the world on his shoulders, while she was completely drunk. Trying to imitate the impossible feat, Suika grabbed a large rock and lifted it up, then threw it away when she got bored. When used in battle the sudden impact of the rock leaves all enemies stunned that are not immediately smashed by it.

### "Night Parade of One Million Demons"

Using her powers on her own body, Suika can reduce her density and create an army of mini-Suikas. Those then help their bigger self in battle and latch onto foes to bring them down or beat their feet with their tiny fists. They are also incredibly useful for doing housework or everyday tasks, which is how Suika mostly uses them.

### Oni Sign "Massacre on Mt. Ooe"

A technique that relies solely on the brute strength of a drunken oni. Suika grabs her opponent and smashes them into the ground repeatedly, culminating in an explosion. Even if they survive the attack, enemies will be so dizzy that they won't be able to move at normal speed for a while.

### Qi of Oni "Deep Fog Labyrinth"

While an oni's body can naturally withstand a lot of damage already, sometimes it's still better to avoid getting hit completely. For those times Suika can reduce her body density so much she turns into mist and can float around freely. Not only does it allow her to escape from a beating, it also confuses her foes so she can sneak up on them once she becomes solid again.

### Great Oni "Missing Purple Power"

Many underestimate Suika because of her small body, so she came up with this technique. For a limited time she can use her power to greatly increase her body size, thus multiplying her damage and speed, as well as being nearly invulnerable to attacks. Unfortunately she also tends to unleash this skill when she's drunk, resulting in lots of her parties ending with someone's home being stomped on.

## **Minamitsu**

Unique stat: Water

Water is generally important for life and for Minamitsu it is important to a drowned ghost too. You can't drown someone unless you have enough water. The availability of water is crucial to the power of her sinker magic.

### Capsize "Dragging Anchor"

An anchor is a heavy tool to keep a ship from drifting. As it is such an unconventional weapon, it is not so simple to wield one. Minamitsu has had a lifetime and an unlife to master fighting with one.

### Ghost "Sinker Ghost"

Ghosts of the drowned only wish to pull the living into the cold depths with them. Minamitsu's anchor strikes with a magical chill that shares the terror of being sunk with the enemy.

### Harbor Sign "Phantom Ship Harbor"

Her name is Captain Murasa to you landlubbers. She may have died at sea, but she will sail her ship wherever she pleases. With the convenience of her ship available, Minamitsu can travel much faster and even take passengers.

### Flood "Venus of the Bilge"

A flood starts small. With each moment, the water level rises. And much like a flood, Minamitsu gathers the waters to her anchor. The first blow is a shallow spill, the second a deepening pool and the third a full submersion.

### Drowning Sign "Deep Vortex"

The feeling of sinking is something creatures of the land have almost never experienced. When Minamitsu invokes her power, the fear and confusion makes enemies easy pickings as they are overwhelmed by an illusionary whirlpool on solid land.

## Yuugi

Unique stat: Sake

A good fight and some good sake is all it takes to make Yuugi a happy oni. There's plenty of fighting to be had in the tumble of things along Reimu's path. Sake will have to be whatever you bring yourself since these strange demons don't seem to appreciate a good drink.

### Feat of Strength "Storm on Mt. Ooe"

The storm on Mount Ooe is a test of strength for the oni. But to defeat a natural force, you need a supernatural power. Yuugi's core power over supernatural strength makes this place a prime training area.

### Oni's Voice "Annihilating Roar"

A siren's voice calls men to their doom. An sparrow's voice calls men to blindness. Yuugi's voice just calls whoever is nearby into fighting and drinking with her.

### Light Oni "Adamant Helix"

Yuugi's fighting techniques have a grace to them that one cannot easily see or appreciate. What looks like a brawl is an art of throwing calculated and precise punches. Each and every blow that Yuugi lands is sure to be significant and only the recipient can realise it.

### Shackles Sign "Shackles a Criminal Can't Take Off"

The manacles and chains on an oni are not mere decorations. They serve as symbolic shackles of their proud tradition. In Hell where criminals are sent, the oni's chains of punishment will hold you to your place while you face the torment you are due.

### Four Devas Arcanum "Knock Out In Three Steps"

An attack that offers manoeuvrability and power in one. Yuugi stands firmly for a moment before launching herself onto the target and delivering a blow that explodes on contact. It's not about making a flashy attack but remembering the basics to fighting effectively.

## **Sakuya**

Unique stat: Time

The cleaning of the entire Scarlet Devil Mansion, the whims of the mistress, the trips to the Human Village, they all require time. Sakuya has all the time in the world for these tasks. She has a little more time, of another kind: the time for herself. Her own time is as mysterious as her past and it never hurts to have more of it.

### Illusion Ghost "Jack the Ludo Bile"

Time is an oddity, especially for those that can manipulate it. At a cost, time can be moved in such a way that a copy of a past or future event may be brought to the present. The simplest usage of this is a favoured one of the Scarlet Devil Mansion's head maid, who commonly brings copies of future knives into the present so as to multiply the number of projectiles she can throw at once. At this level, the projectiles are not simultaneous so as to make this a low cost technique.

### Buriillusion "Phantasmic Killer"

An improvement of the previous, Buriillusion truly defies time and space to create multiple, entirely simultaneous projectiles. However, so as to prevent a paradox, the knives are launched along several different trajectories; the cost of changing these trajectories along with the increased number of projectiles in general ups the cost of the technique greatly, but it remains useful.

### Speed Sign "Luminous Rocket"

Refraction of time allows for some...interesting effects. Another favoured technique of Sakuya's, Luminous Rocket throws a single projectile that has time distorted around it in such a way that it seeks out a target; velocities of one side of the knife are slowed in comparison to the other, allowing it to turn, to put it simply. A very useful technique that is immensely useful versus illusive targets.

### Strange Art "Misdirection"

Stop time. Move. Resume time. In effect teleportation, the sheer strain of stopping time prevents the user from doing much else until time is resumed. However, this usage of time manipulation is still an amazingly powerful one that allows perfect positioning and set up for any sort of attack.

### Illusion World "The World"

The ultimate expression of time manipulation. Through speeding up one's relative time, or perhaps slowing down the relative time of all enemies within range, Sakuya gives herself an immense speed advantage for a short amount of time, to the point nearby foes are effectively rendered still. Though the energy cost is absurdly high, the results of the technique are nearly always worth the mana.

## **Spirit Hermit**

Nature calls. The chimes of the bells as the harvest is brought in. The whispers of the garden as the flowers turn to face the sun. The gentle falling of leaves as autumn ends. The churning of the sea, powerful and mysterious. The whistling winds, traveling across the valley. And the blazing sun, granting life to those who live under its watchful eye.

From the harvest, a bounty. The gift of rejuvenation and healing, of life and celebration. With the very fruits of summer itself as their catalyst, their lives remain fulfilled and bountiful. Their hides tough and unrelenting. Their spirits covered in brambles, guarding them from harm. And their hands guided by the monotony of the harvest, striking swift and true with every blow.

From the garden, love. Love for the plants which they grow, and love returned from those same plants. The cycle of life embodied within those leaves. The strength of nature itself, embodied within their souls. Lose yourself amongst the endless love of a mother, a gardener, and die knowing you will be helpful to the rest.

From autumn, decay. Falling leaves burning with envy, with the wilting desires that linger after summer. Everything dies and rots. None can stop the encroaching death, the end. Know the pain of necrosis, the slow death of a thousand leaves...know pain. Know what it means to be alive. And know that it ends.

From the rivers and those who dwell within it, wisdom. Wisdom which guides their strikes, which makes them smoulder with the ocean storm's very essence, which shatters and stuns those who stand in its way. Drown under the ebbing flow, and return to what you emerged from.

From the wind, power. Wind as an ally, wind as a weapon, wind as its purest form, and wind within oneself. Those who stand in their way will be broken, eroded away, and shattered. And those who stand by the wind's side take care, for nothing is truly safe from its wrath.

And then from the sun itself, life. The power to take it, to create it, to manipulate it, to burn it away. To let all under its gaze sear away or be seared, as the blinding sun descends to judge us all.

Amongst those who call upon their own power, there are the black sheep. Those who call upon the power of the land, the sky, the sea. Dwelling amongst the one place safe to civilization, they are the Spirit Hermits.

## **Minoriko**

Unique stat: Harvest

Minoriko symbolizes plentifulness as the harvest goddess of autumn. A big harvest is to be shared and enjoyed by all. Minoriko has plenty of everything to go around.

Honesty Sign "Apple"

An apple a day keeps the hungry youkai away. Minoriko selects the juiciest apples to give as blessings of healing and the rotten ones to lob at bad people.

Bumper Crop "Promise of the Wheat God"

The promise of a good harvest inspires all to work harder to bring it all in. Minoriko cheers the farmers on and grants them boosted strength for the task.

Plenty Sign "Owotoshi Harvester"

There are, no doubt, thorns hiding in the unsorted harvest. The unprotected hand may hurt itself on the crops' last defiance.

Baked Sweet Potato "Sweet Potato Room"

Minoriko's plentiful harvests of sweet potatoes are shared in good company among friends. Their tastiness restores health and fragrance restores spirit.

Autumn Sign "The Autumn Sky and a Maiden's Heart"

Minoriko watches over the harvests for all seasons and through the elements. The hardiness of the crop becomes her own as she communes with the land.

## **Yuuka**

Unique stat: Flowers

The ability to manipulate flowers has been said to consist of making flowers bloom, shifting the face of sunflowers towards the sun, and making withered flowers bloom again. The Flower Master of the Four Seasons has spent multiple human lifetimes shaping this innocent power into something more, blossoming deadly creations of nature in her garden.

Flower Sign "Wilting of Juniper"

The flowers of autumn, witch-hazel, iris and junipers, are hardy flowers that bloom in wide ranges of reds and purples. The colours are comparable to the leaves of trees as they change for the season and fall in preparation for winter. Yuuka enjoys these flowers for their tenacity. Their nature manifests as a thorny vine that inflicts wilting to anything it pierces, a poison that shrivels the target until it returns to the dirt it came from.

### Flower Field "Garden of the Sun"

The signature flower of Yuka is also the representation of summer, the sunflower. The Garden of the Sun is filled with these proud flowers as they absorb the heady rays of the hottest season. The flowers also bear Yuuka's signature wrathful retaliation to being challenged. Beautiful flowers hide their thorns and these flowers have many thorns in the ready.

### Flower Sign "Valley of the Snowdrop"

The rare flowers of winter, snowdrops and poinsettias, are praised for their beauty in the harsh season. Delicate carpets of white and red herald their appearance. Their nature manifests as three deadly vines that strike against the foolish creatures daring to stand against the cold.

### Flower Sign "The Reflowering of Gensokyo"

One of Yuka's signature spellcards is the celebration of spring as life returns to the warming landscape. Bringing the fields to life are the flowers of spring, lilies, bluebells and sakura blossoms. Their nature manifests as a carpet of flowers that saps the life out of creatures in the area, then rejuvenates their summoner with their healing rays.

### Phantasm "The Beauty of Nature"

Yuuka has lived so long in her garden that she's become a manifestation of nature. The power of the four seasons fills their user with strength and knowledge, giving them the extremely high youkai power and physical abilities of a truly youkai-like youkai.

## **Shizuha**

Unique stat: Leaves

For a goddess of leaves, the number of leaves is the greatest measure of power. More materials to work with mean more building blocks for greater and greater techniques.

### Wilted Path "Lost Windrow"

Shizuha launches a simple projectile that trails a deadly wilting toxin behind it. Anyone unlucky enough to be hit by it is also afflicted with the same poison. A simple technique of a goddess of wilting which allows her to control space between her and foes.

### Autumn Sign "The Autumn Sky and a Maiden's Sleep"

A violent expulsion of rotting energy that lingers afterwards, this is one of Shizuha's more brutal techniques. Enemies caught in the initial burst are flayed by the forces, and those who survive or linger are caught up and further damage in the storm of energy. A godly, violent technique of self defence.

### Leaf Sign "Falling Leaves of Madness"

The shower of leaves as autumn passes, but weaponized. Each leaf is infused with godly essence, turning them into deadly weapons that slice and tear open flesh with ease. Any foes who don't escape the barrage are soon to be cut down.

### God Sign "Eight Million of the Red Leaf God"

To be weak is to know weakness. For a god of falling leaves, of the decay of autumn itself, this is all the more so. Minor discrepancies in a defence, the smallest of openings, kinks in armour; all are obvious to Shizuha, who can exploit these weaknesses with utmost accuracy and efficiency. The smallest of wounds can be critical, and even the greatest of armour will do no good.

### Autumn Sign "Falling Blast"

A simplified version of a normal, godly ability: the splitting of self. Shizuha creates a small effigy of her own power, which autonomously attacks all hostiles within range with razor sharp leaves.

## **Nitori**

Unique stat: Tech

As a kappa-engineer, Nitori relies on technology more than on magic in her battles. She uses her free time to think up new equipment to use or come up with improvements to the things she uses. The more Nitori trains her technological skills, the stronger and more effective her tools will become.

### Water Sign "Kappa's Pororooca"

The gun is Nitori's weapon of choice. Unlike a normal bow, it allows her much more customization. A mix of constant training and maintenance allow her to make even the simplest of firearms into a deadly weapon for her personal use.

### Kappa "Dried Shirikodama"

Wherever she goes, Nitori carries around a bag of shirikodama gathered from humans, which are a delicacy for kappa. When she eats them in battle, the magic energy stored within them allows Nitori to infuse her crossbow bolts with lightning magic and shoot them into the enemy for a devastating effect.

### Drown "Trauma in the Glimmering Depths"

A trap created by Nitori, in which she lays out a metallic web linked to a source of electricity. When an enemy steps into the web, they will receive electrical shocks that will harm them. When she feels especially angry, Nitori combines this technique with a wave of water that she sends down on the enemy, adding a fear of drowning to the already devious trap.

### Kappa "Spin the Cephalic Plate"

For this skill Nitori uses special bolts that are equipped with cephalic plates instead of normal tips. Their task is not to mortally wound the enemy, but instead to cause a dull but strong impact that will stun foes and stop them in their tracks. When they are paralyzed, Nitori can then follow up with other skills to take them out.

### Optics "Optical Camouflage"

Originally Nitori was aiming for a tool that would make her completely invisible to anyone's eyes. However, the invisibility was not very effective. But a fortunate side effect of the invention was increased ability to evade attacks.

## Aya

Unique stat: Wind

As a race of flying beings, the Tengus' lives have always been closely linked to the wind. The strength of a Tengu depends entirely on how well they can control the wind, and mastering this art takes a lifetime of practice. From the gentle breeze to the raging tornado, a skilled Tengu has control over all of them.

### Wind Sign "Wind God's Fan"

Aya's maple leaf fan allows her to summon the wind. One sweep can blow over a house, two blow over a tree, three sweeps can blow a traveler's cape away. As long as she uses this fan, the wind itself will be her greatest weapon.

### Whirl Sign "Maple Leaf Fan"

With a sweep of her fan, Aya creates several small twisters that will mercilessly draw any enemy into the sky that is unfortunate enough to get caught in it. Most girls in Gensokyo experience this skill when Aya uses it to flip their skirts in preparation for candid pantyshots.

### Tornado "Indication to the Divine"

Stirring up the wind, Aya summons a tornado that reaches up into the sky and circles around her. No enemies near her can escape this spell, not even if they are flying. For this reason it's her preferred method for getting rid of invaders on Youkai Mountain.

### Squall "Sarutahiko's Guidance"

Calling upon the power of Sarutahiko, and ancient ally of the Tengu, Aya can maximize her acceleration and power over the wind to create a hurricane that will destroy everything around her.

### Demonic Beast "Sickle Weasel Veiling"

An attack spell that calls wind spirits to help Aya. The sickle weasels circle around her at high speed and cut apart anyone that is foolish enough to try and attack her up close.

## **Utsuho**

Unique stat: Sun

Utsuho may not be the smartest, but she knows one thing: Using the powers of the three-legged crow Yatagarasu that she swallowed, she can beat any foe. The raw power of the sun itself is at her disposal, and it forms the basis of all of her abilities. Expanding her control over those powers will make her even stronger.

### Explosion Sign "Petit Flare"

Utsuho's proud creation, a highly destructive spell that consists of several parts: First she summons a large sun that she sends flying off towards her enemies. As it travels along, the sun shrinks in size, condensing its energy to the maximum. Once it reaches the target, it will explode into a fiery inferno that leaves only scorched earth.

### Geothermal "Nuclear Blaze Geyser"

Letting her nuclear powers flow freely, Utsuho makes a stream of fire erupt from her cannon. She loves activating this spell and spinning in circles or chasing around other residents of the Blazing Hell with it for fun. Birdbrains and fire are really a bad mix.

### Heat Sign "Break Prominence"

When she concentrates really hard, Utsuho can focus the power of her cannon to melt the ground beneath her into several small streams of fire that will rush forward and burn everything in their way.

### Star Sign "Fall of Great Stars"

The final form of the Yatagarasu's power allows Utsuho to summon a miniature sun that will crash down on her enemies and explode to burn them and the area around them. Actually it's not a sun, just a meteor, but Utsuho would be mad if you pointed that out.

### Burning Star "Fixed Star"

Because aiming for a single opponent is too bothersome, this attack covers a whole area in flames to leave no room for grazing and escape. And since danmaku is not only about power, but also about beauty, Utsuho unleashes her nuclear fury in the shape of a burning star that expands rapidly from her position.

## Youkai Hunter

A kill is a kill. A success is a success. Regardless of reason or method, what something is cannot be fundamentally changed. But there's one reason, at least in Gensokyo, that reigns supreme. Survival. And when the things most likely to be hunting you are ten times as strong and just as fast, sometimes you got to cross a line. Of course, death isn't always permanent in Gensokyo, but hey. Killing something is going to slow something down by a little, at least.

The dirty tricks intrinsic to street fighting are persistent everywhere, because if it works why fix it? Kicks to the shin, kidney shots, palms to the ear...survival isn't a matter of honor or technique. It's survival. Of course, if technique helps, then by all means use it. That's how they learned, from a youkai gate guard who was more than willing to provide a central foundation to their desire to live.

Surprise as well was a factor. Strike when least expected, strike with what was least expected. That mantra was slammed into them with every single painful slam, every singing bullet of danmaku, by a forgotten umbrella who proved far more powerful than they thought.

But what's a surprise if they know what's coming? In that search for how to deceive, how to survive as a scoundrel, the attention of the unknown was drawn. The true Unknown. And if they see your tricks beforehand, you may as well have no tricks at all. The ability to remain unknown, to remain unperceivable and unidentified is a crucial part of trickery. The fear that arises, the anticipation and stuttering pauses spent gathering yourself to face what is not known was its own weapon; one as powerful if not more powerful than any trap or dirty move. So these methods too were learned, even if no natural method to use them existed.

And if they were going all out with the 'cheating', so to speak, why not take the whole cake while they were at it? The Black Arts of Magic, the voodoo and luck manipulation and the forgotten arcana hated by all, sang to them like muses. Things that required no innate ability, only an unspoken tenacity and the unshakeable urge to harm.

Of course, our errant protagonist fell upon yet another misfortune. Or perhaps fortune? But when that ancient rabbit discovered a true gift for the despicable in him, that budding combat style grew to beyond just him: traps of all sorts, burning away at flesh with kerosene, blasting with bursts of liquid nitrogen, or flashfrying in a flash of lightning. If he didn't have to do the hard work, then that just left more energy for him to survive with.

Does treasure discover itself? Does the hunter discover treasure? Or does the treasure discover the hunter? Pointless questions. But when you're finding food, finding money to pay for a warm roof over your head, you'll do anything. And if the shoddy dowsing rods you use happen to be decent weapons, then go for it. If two weapons happen to hit twice as often as one, then sure. And if a certain mouse finds you half dead and takes a shine to you, well, that's a gift.

That was the story, the legends, of the first. And so he taught his art to those who cared to learn, the downtrodden and the poor who held no blessings and no love. And so they taught, and so on and so on until the very mention of 'hunters' brings a smirk to half the bar...

They are the unsung saviors of Gensokyo. The killers and assassins, the backstabbers and the trappers. They need not the gods' blessings nor the silent vigils of the spirits. The elements do not heed their call, nor does the magic of the world answer them. Through dirty tricks and tenacity, through every single trick they can learn, through their own physical and mental merit, and every single thing at their disposal, they are the living. They are the hunters. And they will not be hunted. Not now. Not ever.

## **Meiling**

Unique stat: Chi

Unusual for someone capable of using danmaku, Meiling specializes in martial arts. To stand a chance against the magical foes of Gensokyo, she uses her inner energy, her Chi, to support her attacks. Through daily training of Tai Chi Chuan she has acquired a high level of control over her Chi. The more she improves her Chi-skills, the more powerful will her attacks become.

### Brilliance "Rainbow Brilliance Palm"

At first glance this move may seem like just a basic palm strike. However, while striking, Meiling will insert a large amount of Chi into her foe, which is then ignited when her attack connects. The resulting internal explosion will greatly damage the enemy.

### Ultimate Colour "Mad Colourful Dance"

Controlling the Chi around her, Meiling can create a small storm strong enough to lift her into the air. From there she can launch a devastating jump-attack on any unfortunate enemies.

### Attack Sign "Roc Fist"

While the name of this attack suggests the usage of ones fist it is, in fact, a kick. Concentrating all of her Chi in her lower body, Meiling is capable of unleashing an extremely strong and fast series of kicks that send the enemy flying.

### Chi Sign "Earth Dragon Sky Dragon Kick"

An incredibly strong attack that Meiling can use after years of Tai Chi training. Improving every single part of her body through the infusion of Chi, she can move at a speed that makes her invisible to the naked eye. Leaving behind a trail of seven-coloured Chi, Meiling will close in on the enemy and knock them into the air with a powerful kick before they even know what is happening.

## Flowerly Sign "Mountain Breaker"

Meiling's ultimate attack that she mastered by focusing her Chi in her fist and striking the earth below her with all her might. When her Chi is released it forms a rainbow-coloured flower-shape on the ground for an instant. Whether this could actually break a whole mountain is unknown, but there is no doubts that the resulting shockwave spreading through the ground will greatly damage any foes, and the sudden shaking will leave them immobilized for a short time.

## **Nue**

Unique stat: Unknown

What's feared most? What strikes cold terror into the heart of the strongest knight? What makes the greatest strategist sweat? The unknown. What is not known cannot be accounted for. You can't fight back something you don't know. You can only speculate. And hope. And the less you know...the more there might be...

## Nue Sign "Undefined Darkness"

The shadows are the friends of the enigmatic, and have been since the very beginnings of the world. Nue harnesses and relishes this fact by harshly impairing the sight of everything within vicinity. Foes will often not notice her until it's too late; however, this also affects Nue herself to a small extent. The darkness obscures Nue and renders enemies vulnerable as well, lowering their defenses while increasing Nue's.

## Unidentified "Rainbow UFO Invasion of Terror"

Many enemies have the ability to anticipate attacks, the nature of them, and react accordingly. But it was once said by a wise man that 'if not even I know how it ends, then nothing can anticipate it', and Nue embraced this philosophy wholeheartedly. By infusing her powers of obfuscation into her weapon, she randomly infuses it with one of four elements with each attack. This can hurt Nue as much as it can benefit her, however; nothing is stopping from the element being one that would severely hamper her damage. Many times has a fire elemental been attacked by a fire-laden blow thanks to this skill.

## Unidentified "Red Cloak, Blue Cloak"

Be unknown. Be unknown from everything. From wounds. From curses. From afflictions. From blades and arrows. By manipulating the concept of 'unknown', she can to an extent make herself 'unknown to damage', and as such resist physical attacks with greater efficiency. However, the complexity of this conceptual application of her powers means that it is limited in duration and must be reapplied periodically, else the defense fails as reality rectifies the abnormality.

### Nue Sign "Danmaku Chimera"

Sometimes you can't be bothered to hide. Sometimes you leap from the shadows, fangs flashing and claws flailing with all your might. The wait is only fun for so long, after all, and Nue realises this. This technique is a crystallization of that moment of instant violence, and as such when used it results in foes all around Nue being suddenly pierced by her weapon with astounding force. A very youkai-like ability.

### Grudge Bow "The Bow of Genzanmi Yorimasa"

Count the number of horror stories that involve mirrors. Find out how many people fear themselves, fear an evil doppelganger of themselves more than anything else. Take that fear, take it into your hands. Pull the string. And release. Use their own weapon against them. Learn from what hurt you the most. Nue copies the legendary bow of a man said to have slain one of her kind and concentrates it into a devastating line of pure destruction.

## Tewi

Unique stat: Luck

It is said that a rabbit's foot brings good luck. In Tewi's case, those words might just be true. After becoming a youkai rabbit thousands of years ago, she gained the ability to manipulate luck itself. Since her mischievous character makes her very fond of laying traps, increasing her inherent ability makes it more likely for her victims to fall into her traps and take massive damage.

### Rabbit Sign "Great Fortune Crest"

A classic fire trap, one of the most basic, yet also most effective of Tewi's pranks. Disguised as a sign of fortune this trap will explode and incinerate anyone that steps near it. Excessive greed may very well be what burns you.

### Runaway Rabbit "Fluster Escape"

Tewi developed this ice trap to help her escape from more agile and fast enemies. When they step into it, they will not only take damage from the trap itself, but also be frozen. With their movements slowed down, they can only watch as Tewi makes her escape.

### Rabbit Sign "Inaba's Elemental Rabbit"

As one of her more complicated traps, this one has been infused with lightning magic. When it emits a bright flash, it sends out numerous electric bolts, shocking and hurting everyone near it.

### Owing Sign "Vulnerary of Ohnamuji-sama"

Unlike what its name suggests, this is actually the most devious of Tewi's trap. Filled with a deadly poison, Tewi can use this trap to fell even the most resilient of foes. As they chase the white rabbit, the poison will suck away their life force, until they finally succumb.

## "Ancient Duper"

For centuries Tewi has used her abilities to trick humans and youkai alike, a skill she has nearly brought to perfection and that she takes advantage of to rid unsuspecting humans off their money. For her, "amassing a fortune" has a most literal meaning. The more money Tewi carries with her, the stronger her inherent luck becomes.

## **Kogasa**

Unique stat: Surprise

Kogasa's favourite pastime is to watch people being surprised. However, she quickly noticed that she wasn't too good at surprising anyone, so she has taken it upon herself to train herself on the art of surprises by reading old ghost stories and practising her skills all around Gensokyo. When she trains this ability, her enemies will be caught off guard by her skills, which makes Kogasa's attacks all the more effective.

## Umbrella Sign "Parasol Star Memories"

In her time since she became a youkai, Kogasa has learned that the umbrella that is part of her serves perfectly as a weapon. It can be used to defend herself from attacks, as well as cause damage to her opponents, and even surprise them with a quick lick of its tongue. However a parasol is not an easy weapon to use in combat, so Kogasa has to constantly train her skills with it to become even more efficient.

## Monster Train "Spare Umbrella Express Night Carnival"

This spell seeks to surprise through flashiness. Kogasa releases a large amount of danmaku that surround her and misguides attacks. Thus she is protected from damage for its duration.

## Umbrella "Super-Water Repelling Bone-Dry Monster"

Usually Kogasa uses her umbrella to slash and stab in a fight. For this move however she opens her umbrella in a movement of shaking off raindrops, damaging everything around her with one powerful strike.

## Rain Sign "A Rainy Night's Ghost Story"

A spell that allows Kogasa to create small drops of rain around her that are barely visible to the human eye. When enemies get close to her, they will be constantly struck by the raindrops, causing them to lower their guard in confusion and surprise. This makes it easy for Kogasa to land far more damaging hits on them.

## Halo "Karakasa Surprising Flash"

After a lot of trial and error, Kogasa came up with this technique. During battles, she will at times shoot out a quick array of lasers to surprise the enemy. They don't actually do any damage, but they will cause her foes to be paralyzed in fear for a while until they realize that there is no actual danger.

## Chen

Unique stat: Wicca

Chen's magic focuses on the three elements of body, mind and spirit. When she applies magic, it will often be to improve her senses and strengthen her natural abilities. As such her powers are rarely flashy and one might be misled to think that her magic does nothing at all. However those who have faced her in battle can attest to her strength. The more Chen practices her magic rituals and learns to draw from the powers of nature all around, the stronger she will become in battle.

### Cat Monster "Chen"

Chen's nature is that of a bakeneko, a cat that has become a youkai. Because of that she prefers to fight with just her bare claws. However through training she can learn to use claw-like weapons with the same versatility and deadliness as if they were parts of her own body.

### Shikigami Sign "Pentagram Flight"

While Chen mostly fights in a rather wild way, the powers given to her as a shikigami of Ran Yakumo allow her this unusually coordinated attack. With great precision Chen rushes through her foes several times in a pentagram pattern, striking at them with her claws. Once she reaches her starting point again, her enemies will be severely hurt without knowing the cause.

### Oni God "Rumbling Jikoku-ten"

For this attack Chen loses all restraint and becomes completely feral. With a roar she will jump at her enemy and start clawing at them wildly, each strike being stronger than the last. The sight of Chen mauling her foes like that is a rather unpleasant one and betrays her childish appearance.

### Direction Sign "Kimontonkou"

Because of her frail body it is vital for Chen to use her speed to the advantage in a fight. However in a long battle foes may get used to her agility, thus putting her in mortal danger. This technique counters that by using Chen's magic to give her a small boost in speed after each attack. Before the enemy has time to adapt they will already be overwhelmed.

### Flight Sign "Flight of Idaten"

This technique utilizes Chen's magic to raise her physical capabilities tremendously. Combined with her feral origin this allows her to rapidly race through her enemies, striking at one after another until none are left standing. There are no known countermeasures to this, as her quick movements are seemingly random and impossible to follow for any human.

## **Nazrin**

Unique stat: Dowsing

Go ahead and channel your treasure powers, no need for surprises or tricks here. With Nazrin's peerless divining skills, no treasure can escape! Basing your attacks around dowsing will allow you to finally put your natural intuition to some use, as well as, focus mainly on charging up to preform divination.

Search Sign "Rare Metal Detector"

Focus and gather your energy. Nazrin will release an aura of raw power to ready for her next strike. This high level of focus is how she can find the vast amount of rare treasures that she annually collects and brings in.

Rod Sign "Nazrin Rod"

Your divination rods aren't just for finding items. You can wield them well enough to strike down a foe with a variety of moves. Years of training that allow you to unleash spirals and swipes that can only be bested with raw skill. The "Mouse Prong" is a particular favourite finisher.

Defense Sign "Pendulum Guard"

Call forth your shiny pendulum jewels to swirl around your body. Made from a large arrangement of unique and exotic treasures carefully arranged to offer the most protection when in motion, these pendulums offer extra defenses. With your dowsing rods skilfully manipulating them, Nazrin may block malevolent forces.

Search Sign "Gold Detector"

After focusing a bit, Nazrin can find the most precious gold out there. Life forces themselves appear to be a hot commodity. Executing this will allow you to take this valuable resource for yourself.

Treasure "Gold Rush"

Nazrin has found more than enough gold and precious jewels through all of her dowsing to last several lifetimes. She may as well use them as an offensive weapon as well. Depending on how much she focuses with her precious material of choice, she can burn, shock or even chill her foe with this attack

# Items

## Weapons and armour

### Common equipment

The weapons and armours available to the ordinary resident of Genokyo for incident resolving can be common or specialised. Common gear is readily purchasable from the vendors. These will be what you use until you find or gamble for something specific to your class and skills. While common equipment will be weaker at boosting your build, it has exclusive access to certain magical modifiers and will on average have better enchantments. All weapons and armour come in 6 tiers: E, N, H, L, X, P. The higher the tier, the better its stats and heftier requirements.

### Specialised equipment

Specialised equipment refers to class specific gear. All of these are linked to a particular skill tree. They will always spawn with automagic that adds to the skill tree's unique stat. This will be your main source of boosting the strength of your skills. Specialised armour tends to be higher level than normal gear and will only drop slightly later in the game.

#### Miko gear:

Weapons – Makai Scroll, Qiang, Simbilan, Wind Gohei, Lunarian Bow

Armours – Detached Sleeves, Pariah Boots, Tiger Skin, Bloody Parasol, Galaxy Dress, Miko Outfit, Ying-Yang Orb, Nurse Cap

#### Fairy gear:

Weapons – Oarfish Shawl, Hourai Sword, Witch's Broom, Melancholic Doll, Silver Trident

Armours – Crescent Hat, Oarfish Hat, Immortal Boots, Poison Dress, Witch's Hat, Winter Cape, Spellbook, Phoenix Fist

#### Hunter gear:

Weapons – Mochi Pounder, Karakasa, Nekomata Claw, Dowsing Rod, Snake Trident

Armours – Gateguard Boots, Rabbit's Foot, Zettai Ryouikki, Tsukomogami Geta, Cat Paws, Commander Outfit, Dragon Cap, Pendulum

#### Warlock gear:

Weapons – Ghost Fan, Grimoire, Corpse Shovel, Reaper Scythe, Kusari-Gama

Armours – Curse Dress, Ghost Hat, Butterfly Fan, Puppeteer Gloves, Furnace Gloves, Shinigami Sandals, Spider Dress, Curse Boots

### Kensei gear:

Weapons – Katana, Watermelon Sword, Dao, Lunarian Sword, Wand Sword, Celestial Sword

Armours – Wakizashi, Ice Wings, Tengu Shield, Lunarian Boots, Lunarian Gloves, Crystal Wings, Peach Hat, Keystone

### Brawler gear:

Weapons – Guide Ring, Sake Gourd, Anchor, Oni Fist, Throwing Knife,

Armours – Sparrow Cap, Sparrow Boots, Nun Hood, Oni Chains, Sailor Outfit, Sake Dish, Oni Geta, Maid Outfit

### Hermit gear:

Weapons – Flower Parasol, Autumn Leaf, Kappa Pistol, Tengu Fan, Control Rod

Armours – Fruit Hat, Harvest Gloves, Flower Dress, Sunflower, Autumn Boots, Kappa Suit, Tokin, Solar Cape

### **Sockets**

All equipment can have sockets naturally, by magical affix or by crafting. The tier of the item determines the maximum number of sockets allowed.

	[E]	[N]	[H]	[L]	[X]	[P]
One handed weapons	1	1	2	2	3	3
Two handed weapons	2	3	4	5	6	6
Broom/Leaf/Simbilan	2	2	3	3	4	4
Throwing knife	2	2	2	2	2	2
Oni fist	1	1	2	2	3	3
Body armour	2	3	4	5	6	6
Shield	1	1	2	2	3	3
Helm/Boots/Gloves	2	2	3	3	4	4
Belt	2	2	2	2	2	2

### **Unique items**

Every item has an unique in its respective tier. The N tier version of the unique will be stronger than its E tier version and so on. The set of modifiers that appear remains the same for the item through all of its tiers.

## Set items

Items sets exist for each Touhou's skilltree. All sets have 5 components with small bonuses for partially completed sets. Set items will drop from any sufficiently high levelled enemy. The base item of set items are uniquely named. Sometimes they may drop as non-set items. These drops can be cubed to create the set item proper.














## Socketables

### Gems and jewels

Gems are available in a variety of grades which determine the strength of the bonus they grant. Low grade gems can be upgraded to high grade ones easily. But keeping some low grade jewels on hand may be helpful too as they are also used in a few cube recipes. Jewels confer magical properties to the item they are inserted in based on what enchantments they bear.









## Runes

Runes are primarily intended for making runewords. Their individual effects are constant on all items.

A, I, U, E, O		+1 light radius
Ka		+25% gold from monsters
Ki		+50 attack rating
Ku		+25 defense
Ke		+9 minimum damage
Ko		5-10 fire damage
Sa		4-8 cold damage, 2 sec duration
Shi		1-15 lightning damage
Su		2-5 poison damage per second, 3 sec duration
Se		+5 Power
So		+5 Graze
Ta		+5 Lives
Chi		+5 Bombs

Tsu	つ	10% increased attack speed
Te	て	10% faster cast rate
To	と	10% faster hit recovery
Na	な	5% faster run/walk
Ni	に	+2% Power
Nu	ぬ	+2% Graze
Ne	ね	+2% Lives
No	の	+2% Bombs
Ha	は	5% faster block speed
Hi	ひ	+2% maximum fire resistance
Hu	ふ	+2% maximum cold resistance
He	へ	+2% maximum lightning resistance
Ho	ほ	+2% maximum poison resistance
Ma	ま	Indestructible
Mi	み	Stun, 1 sec duration
Mu	む	Can not be frozen
Me	め	Slain monsters rest in peace
Mo	も	20% curse length reduction
Ya	や	25% enhanced damage
Yu	ゆ	10% increased spell damage
Yo	よ	5% extra experience

Ra, Ri, Ru, Re, Ro	ら り る れ	+9 maximum damage
Wa	を	+5% hitpoints
Wi	ゐ	+5% mana
Wo	わ	10-15 magic damage
N	ん	+10% chance of magic items
Ga	が	+50% gold from monsters
Gi	ぎ	+100 attack rating
Gu	ぐ	+50 defense
Ge	げ	+18 minimum damage
Go	ご	10-20 fire damage
Za	ざ	8-16 cold damage, 2 sec duration
Zi	じ	1-30 lightning damage
Zu	ず	5-11 poison damage per second, 3 sec duration
Ze	ぜ	+10 Power
Zo	ぞ	+10 Graze
Da	だ	+10 Lives
Dji	ぢ	+10 Bombs
Dzu	づ	20% increased attack speed
De	で	20% faster cast rate
Do	ど	20% faster hit recovery
Ba	ば	10% faster run/walk
Bi	び	+4% Power

Bu		+4% Graze
Be		+4% Lives
Bo		+4% Bombs
Pa		10% faster block speed
Pi		+4% maximum fire resistance
Pu		+4% maximum cold resistance
Pe		+4% maximum lightning resistance
Po		+4% maximum poison resistance



runes can not be created by the rune upgrade recipe. The last 25 runes do not drop from monsters. They are exclusively made via cube recipes.

## Runewords

Runewords are very intuitive to make for someone familiar with the Touhou fandom. All runewords are the Touhou character's name or a catchphrase. Note: Due to the contested canon of some name spellings, all possible spelling variants will create a runeword. But sometimes one spelling may be better than another. Runewords will grant a class access to skills that are normally not available to itself. If a class makes a runeword that boosts its own class skills, the bonus will be limited to +3 in the given skills.

Runeword	Made in	Runes
Akyuu	Helms	A+Ku+Yu+U
Alice	Gloves	A+Ri+Su
Aya	Weapons, Belts	A+Ya
Byakuren	Weapons, Body Armour	Bi+Ya+Ku+Re+N
Chen	Weapons	Chi+E+N
Cirno	Weapons	Chi+Ru+No
Eirin	Weapons	E+I+Ri+N
Flandre	Weapons	Hu+Ra+N+Do+Ru
Futo	Belts	Hu+To
Hatate	Gloves, Boots	Ha+Ta+Te

Hina	Armours	Hi+Na
Ichirin	Helms, Gloves	I+Chi+Ri+N
Iku	Belts	I+Ku
Kaguya	Body Armour	Ka+Gu+Ya
Kanako	Body Armour	Ka+Na+Ko
Kanako Yasaka	Body Armour	Ka+Na+Ko+Ya+Sa+Ka
Kasen	Gloves	Ka+Se+N
Keine	Helms	Ke+I+Ne
Kogasa	Weapons	Ko+Ga+Sa
Kogasa Tatara	Weapons	Ko+Ga+Sa+Ta+Ta+Ra
Koishi	Boots	Ko+I+Shi
Komachi	Weapons, Body Armour	Ko+Ma+Chi
Kyouko	Body Armour	Ku+Yo+U+Ko
Letty	Weapons	Re+Chi+I
Lunasa	Gloves	Ru+Na+Sa
Lyrica	Shields	Ri+Ri+Ka
Mamizou	Body Armour	Ma+Mi+Zo+U
Marisa	Weapons	Ma+Ri+Sa
Marisa Ze!	Weapons	Ma+Ri+Sa+Ze
Meiling	Armours	Me+I+Ri+N
Merlin	Body Armour	Me+Ru+Ri+N
Minoriko	Armours	Mi+No+Ri+Ko
Mokou	Weapons, Gloves	Mo+Ko+U
Momizi	Weapons	Mo+Mi+Zi
Nitori	Weapons, Body armour	Ni+To+Ri
Nue	Weapons, Boots, Belts	Nu+E
Okuu	Body Armour	O+Ku+U
Okuu Utsuho	Body Armour	O+Ku+U+U+Tsu+Ho
Ran	Body Armour, Belts	Ra+N
Ran Yakumo	Body Armour	Ra+N+Ya+Ku+Mo
Reimu	Armours	Re+I+Mu
Reisen	Boots	Re+I+Se+N
Remilia	Body Armour	Re+Mi+Ri+A
Rin	Belts, Gloves	Ri+N
Rumia	Weapons	Ru+Mi+A
Sakuya	Weapons	Sa+Ku+Ya
Sanae	Weapons	Sa+Na+E

Sanae Kochiya	Weapons	Sa+Na+E+Ko+Chi+Ya
Satori	Helms	Sa+To+Ri
Seiga	Shields	Se+I+Ga
Shizuha	Weapons	Shi+Zu+Ha
Shizuha Aki	Weapons	Shi+Zu+Ha+A+Ki
Shou	Weapons, Body Armour	Shi+Yo+U
Suika	Weapon	Su+I+Ka
Suwako	Weapon	Su+Wa+Ko
Tei	Weapons, Belts	Te+I
Tenko	Body Armour	Te+N+Ko
Tenshi	Weapons	Te+N+Shi
Tewi	Weapons, Belts	Te+Wi
Tojiko	Body Armour	To+Ji+Ko
Tojiko Soga	Body Armour	To+Ji+Ko+So+Ga
Toki wo Tomare	Body armour	To+Ki+Wo+To+Ma+Re
Tsurupettan	Body Armour	Tsu+Ru+Pe+Tsu+Ta+N
Unzan	Weapons	U+N+Za+N
Utsuho	Body Armour	U+Tsu+Ho
Wriggle	Boots	Ri+Gu+Ru
Yamame	Weapons, Gloves	Ya+Ma+Me
Yorihime	Weapons	Yo+Ri+Hi+Me
Youmu	Weapons	Yo+U+Mu
Yukari	Shields	Yu+Ka+Ri
Yuugi	Weapons, Shields	Yu+U+Gi
Yuuka	Weapons, Shields	Yu+U+Ka
Yuyuko	Weapons, Shields	Yu+Yu+Ko
Za Warudo	Shield	Za+Wa+Ru+Do

## Class socketables

Class socketables are similar to jewels but they have a bias towards a class in terms of their socket effect. They come in 4 colours which also represent which particular enchantments are favoured. Class socketables are also used in late game cube recipes to grant large bonus enchantments.

## Cube reagents

The typical socket fillers such as gems, runes or jewels can play a part in simple utility cube recipes. Some items are listed as cube reagents. These have no use other than for crafting. Crafting recipes are more specific in their ingredients. A mistake could end you up with an unusable item and wasted materials!

### Bonus Fragments

Common cube reagents that can craft basic elemental damages or resistances based on number of fragments used. 5 of them can be cubed to be upgraded into a Bonus Piece.

Input	Output
Any weapon/armour + (1-3) fragments	Magical weapon/armour with bonus elemental damage/resistance.
Any weapon/armour + (4-6) fragments	Rare weapon/armour with bonus elemental damage/resistance.

### Bonus Pieces

Rare cube reagents that can craft attribute point bonuses or unique stat onto items. While it has no other crafting effect, it can be stacked onto items more easily. 5 Pieces cube into a Bonus Item.

Input	Output
Weapon/armour + piece	Weapon/armour with +1 to the corresponding attribute. +2 to item level requirement.
Weapon/armour + Power piece + Graze piece	Unique stat +5 for Reimu, Patchoulli, Meiling, Hina, Youmu, Mystia, Minoriko. +3 to item level requirement.
Weapon/armour + Power piece + Life piece	Unique stat +5 for Byakuren, Iku, Nue, Yuyuko, Cirno, Ichirin, Yuuka. +3 to item level requirement.
Weapon/armour + Power piece + Bomb piece	Unique stat +5 for Shou, Mokou, Tewi, Alice, Momiji, Suika, Shizuha. +3 to item level requirement.
Weapon/armour + Graze piece + Life piece	Unique stat +5 for Remilia, Marisa, Kogasa, Rin, Yoriyori, Minamitsu, Nitori. +3 to item level requirement.
Weapon/armour + Graze piece + Bomb piece	Unique stat +5 for Eirin, Letty, Chen, Komachi, Flandre, Yuugi, Aya. +3 to item level requirement.
Weapon/armour + Life piece + Bomb piece	Unique stat +5 for Sanae, Medicine, Nazrin, Yamame, Tenshi, Sakuya, Utsuho. +3 to item level requirement.

## **Bonus Item**

Bonus items do not drop anywhere in the game. They can only be made by upgrading Bonus Pieces. These are used to add the most powerful modifiers onto equipment. Control of materials used for these crafting recipes is the most crucial here too. Only class specific weapons or armours can be used in the crafting. The output is restricted to the character class using the recipe.

Power + Graze + Ra/Ri/Ru/Re/Ro rune	Skill bonuses for Reimu, Patchoulli, Meiling, Hina, Youmu, Mystia, Minoriko.
Power + Life + Ra/Ri/Ru/Re/Ro rune	Skill bonuses for Byakuren, Iku, Nue, Yuyuko, Cirno, Ichirin, Yuuka.
Power + Bomb + Ra/Ri/Ru/Re/Ro rune	Skill bonuses for Shou, Mokou, Tewi, Alice, Momiji, Suika, Shizuha.
Graze + Life + Ra/Ri/Ru/Re/Ro rune	Skill bonuses for Remilia, Marisa, Kogasa, Rin, Yoriyori, Minamitsu, Nitori.
Graze + Bomb + Ra/Ri/Ru/Re/Ro rune	Skill bonuses for Eirin, Letty, Chen, Komachi, Flandre, Yuugi, Aya.
Life + Bomb + Ra/Ri/Ru/Re/Ro rune	Skill bonuses for Sanae, Medicine, Nazrin, Yamame, Tenshi, Sakuya, Utsuho.

1 to 5 of each bonus item can be used when crafting. Both reagent items must be equal in quantity. The rune selects which skill the bonuses will be granted for. A level requirement penalty is also added. The penalty size is determined by the number of bonus items used in the recipe. All skill craft recipes have a 50% chance to spawn with an equal bonus to the character's core skill.

Example: 5 Power + 5 Life + Ra rune recipe used by a Warlock gives +5 to Yuyuko's first skill after the core skill.

3 Graze + 3 Bomb + Ro rune recipe used by a Miko gives + 3 to Eirin's fifth skill after the core skill.

## **Class socketables**

Crafting with class socketables is close to gambling. The base item will always be intact, but the desired enchantments may not always appear. Using more class socketables in the recipe will increase the chances of getting the bonuses.

Weapon/armour + (1-5) same red class socketable	Chance of 5% bonus to Power, 45-60% fire resistance and 0-64 to all unique stat of the associated class. Level requirement +5
Weapon/armour + (1-5) same blue class socketable	Chance of 5% bonus to Graze, 45-60% cold resistance and 0-64 to all unique stat of the associated class. Level requirement +5

Weapon/armour + (1-5) same purple class socketable	Chance of 5% bonus to Lives, 45-60% lightning resistance and 0-64 to all unique stat of the associated class. Level requirement +5
Weapon/armour + (1-5) same green class socketable	Chance of 5% bonus to Bombs, 45-60% poison resistance and 0-64 to all unique stat of the associated class. Level requirement +5

## General Cube Recipes

Input	Output
Weapon/armour + (1-6) jewels	Weapon/armour with sockets corresponding to number of jewels used. Number of actual sockets limited by item level.
Gemmed item + town portal scroll + identify scroll + 3 perfect gems	Item + inserted items
3 chipped gems + low quality weapon/armour	Normal quality weapon/armour
3 flawed gems + normal weapon/armour	Superior weapon/armour
3 gems + superior weapon/armour	Magic weapon/armour
3 flawless gems + magic weapon/armour	Rare weapon/armour
3 perfect gems + any grade weapon/armour	Low quality weapon/armour
2 non perfect gems	Gem upgraded to next quality
2 runes	Next rune on the list. Ya, Yu, Yo, Wa, Wi, Wo can not be created this way.
Rune	Previous rune on the list. Ya, Yu, Yo, Wa, Wi, Wo can not be created this way.
2 K-, S-, T-, H-row rune + N rune	Corresponding rune of G-, Z-, D-, B-row
H-row rune + 2 N rune	Corresponding P-row rune
A+I+U+E+O rune or Ra+Ri+Ru+Re+Ro rune	N rune
5 gems of the same quality	Jewel
1 gem of each quality of 1 type	Jewel with bonuses of the gem type
5 bonus fragments	Bonus piece
5 bonus pieces	Bonus item
Power item + Graze item + Life item + Bomb item	New Game Token
Life item + Bomb item	Act 2 quest item shortcut
Power item + Graze item	Act 3 quest item shortcut
Non-set quality of set item + random Ya/Yu/Yo/Wa/Wi/Wo rune	Corresponding set item
Complete character item set (5 pieces)	Corresponding character reward charm

## Contact information

Direct comments, bug reports and feedback to one of the channels listed

Development thread: <http://www.shrinemaiden.org/forum/index.php/topic.9465.0.html>

Official forums: <http://www.shrinemaiden.org/forum/index.php/board.39.0.html>

IRC: irc.ppirc.net, #dots-meido

Webchat link for IRC: <http://webchat.ppirc.net/?channels=dots-meido>

Wiki page: [http://en.touhouwiki.net/wiki/Lord\\_of\\_Maidens](http://en.touhouwiki.net/wiki/Lord_of_Maidens)

Email: [pesco47@gmail.com](mailto:pesco47@gmail.com)

Every effort will be made to ensure I respond to all emails. Please include LoM or Lord of Maidens in the subject line. Unlabeled emails, unclear messages, cheat requests and one-liner spam will be deleted without a second thought.

## Credits, acknowledgements and copyright

### Playtesters

Giant Catfish	Helepolis	BlackSoulBlade
DrRawr	Hero999	Dorakyura
rizock	Infinity	Kiro
Dormio	Nightkriss	Culukeh
Moekou	Dular	rizul98
Zeezy	Tarmo	SpykeMH
Wypatroszony	Bgrmystr2	FlowenHC

### Flavour writing

LogosOfJ	Amra	Sakana
Schezo	Shadoweh	Roukan
Rotude Zad	Conq	Purvis

### Multimedia

Admiral Skye

Stuffman

Vyrien

### Everything else

HJISTC

BrotherLaz

Talonrage

Necrolis

Demo9ne

Demonsangel

ApharmdB

Kingpin

Phrozen Keep

### Music used

U2 Akiyama

緋想天

dbu Music

メイドの血と過去を刻む懐中時計

亡き王女の為のセクテット

紅魔狂死曲 ～ UNknown Girl

幽玄の械樹 ～ Eternal Dream

無何有の郷 ～ Snowed Mountain

少女綺想曲 ～ the Dream Duel

Cinderella Cage ～ とおりゃんせ

不可視隠月 ～ Pupil of Frenzy

アリスマエステラ

騷霊楽団 ～ Phantom Ensemble

東方妖妖夢 ～ the Ancient Temple

Dark PHOENiX

少女さとり

暗闇の風穴

UI-70

リーインカーネーション

xi-on

麓の神社

封印されし神々

シンデレラケージ ～ Kagome-Kagome

霊知の太陽信仰 ～ Nuclear Fusion

Dream Battle!!

ZUN

有頂天変 ～ Wonderful Heaven

旧地獄街道を行く

死体旅行 ～ Be of good cheer!

### **Copyright/Distribution**

All imported item and animation graphics contained within this archive are the property of their respective owners. All other imported files compromising Lord of Maidens are my intellectual property. As such, do not separately distribute anything contained in this

archive. The archive, if left in its entirety, is "freeware" and may be distributed freely, person-to-person, while intact. All original files comprising Diablo II: Lord of Destruction, Scarlet Weather Rhapsody and works of 東方 Project are the copyrighted property of their respective owners.