# Onimusha Minigame Gauntlet V 1.0 by Atma-Stand/Wandering Shadow




## Forward and Rules

So! You have decided to Jump to Oninusha or are at least planning on it. A curious thing about these games is that in order to access the game's Ultimate Mode, you would usually need to complete a mini-game unlocked after completing the main game once. While Samurai's Destiny and Dawn of Dreams skewed that process in favor of other methods, Warlords and Demon Siege didn't. This is where this Gauntlet comes in. Before you are two minigames, of which you will only need to complete one to succeed in this Gauntlet.

Naturally, the Oni Clan would not normally be willing to allow an unknown individual like yourself the chance at receiving such great power. Not without proving worthy of it at least. As such, for the short time you are here, you will be under the Gauntlet rules. This means that all non-Bodymod perks, powers, and items have been stripped from you. You will start either minigame of your choice with **+0 Onimusha Points**. Please be aware though, that just because you have to complete one minigame to succeed in this Gauntlet, doesn't mean you can't complete both.

## General Perk

- **Fluency (FREE, Mandatory) –** It seems you have been slightly blessed by the Tengu of the Oni Clan, and have become fluent in both Japanese and French to an native speaking level. I wonder why this is important...

## General Items

A bit of an oddity, but this is more vital than any perk that may receive for this Gauntlet, as it is required for both minigames.

- **The Oni Gauntlet (FREE, Mandatory) –** This powerful artifact was granted to you by the Oni Clan at our insistence. Fitting over a chosen arm, and having a design that you partially customize, as most features, like the blinking eye are standard. It will provide you the base physical strength and mystical might required to effectively fight the Genma. More importantly though, this artifact allows you to absorb souls. These souls can be Human, Genma, or even Oni. The Oni Gauntlet's power prevents the Genma from being resurrected by sufficiently powerful and higher ranked Genma. In addition it can absorb mystical artifacts to increase its power and capabilities. As a final note, only you can equip and unequip the gauntlet from your arm. It cannot be taken from you by force.

## Oni Spirits Rules




The forces of the Genma have attacked twelve locations which are sacred to the Oni clan. In these sites, there are vases containing the peacefully resting souls of the Oni. Your mission is simple: release the oni souls from their vases before the Genma are able to destroy them and absorb those souls into your Oni Gauntlet. Sounds simple, however while you are in the sacred ground, your life will continually diminish until you are near death. This matter is not helped by the Genma that lurk within. Should an enemy Genma destroy a vase, that spirit will be lost.

If you fall within the sacred ground, your soul will be condemned to wander throughout the afterlife for all time. Don't worry though, that just means you're kicked out this Gauntlet without receiving anything and hey, at the start of each stage, your vitality will be restored. To complete this minigame, you merely have to break the required amount of vases and absorb the required amount of souls. Should you do so, then you will be met with a representative of the Oni who

will thank you before retrieving the souls from your Gauntlet. To fail this minigame, you would have to allow the Genma to destroy as many vases as they can, or die within the sacred grounds.

## ***Oni Spirits Perks***

- **Travelling Samurai (FREE, Mandatory) –** The Oni wouldn't pick anyone as their champion, and while you may not be Akechi Samanosuke, you are a good replacement. As such you have comparable training in the use of the weapons Samanosuke would have used during his battles of 1560. This includes Katanas, European Broadswords, Naginatas, and even Matchlocks. In addition, we will also provide you with whips and flail-like weapons.

- **Oni Sight (-100 OP) –** An issue that you may face here is that you are unable to properly see just how much of your vitality is being drained by the sacred grounds. That is where this perk comes in. You will now see a HUD in the left corner of your vision. This HUD contains two bars representing your vitality and magic, a smaller bar denoting how many souls you've absorbed, a circle denoting which elemental type weapon you're using, and five smaller holes for purple orbs.

- **Oni Guard (-200 OP) –** With your vitality is constantly drained, even the most lowly of Genma can easily slay you. What do you have to defend yourself ? A sword, maybe. It may be good to parry an oncoming strike, but not enough to withstand multiple blows. Well, that's not the case any more. When you block with a weapon, it will completely negate the damage of the oncoming strike. This effect has one major caveat though. The attack must be a physical blow for this to work. If the attack is magical in nature, or something like a laser, this perk will not guard against it.

- **Oni Endurance (-400 OP) –** When the Oni chose you to defend the souls resting in the sacred grounds, they did not simply give you the Oni Gauntlet and send you on the way. They also gave you power. This power manifests in an extremely important way. You will never tire from physical strain. You could swing a weapon the likes of Enryuu all day in pitched combat and still be able to keep going long afterwards, provided of course that you are able to survive whatever battle you are involved in.

- **Issen (-600 OP) –** Your battlefield experience has been honed to the point where you can execute a blindingly fast combination of an evasion and counter strike. This technique is simply called Issen or Flash, and when properly performed, massively magnifies the damage a single strike will cause. Most Genma cannot survive a single Issen and when the Genma are destroyed, they will release far more and more varied souls than they would have before.

- There are several versions of Issen based on the manner in which it is initiated. The ease of Issen initiation is also based on the skill of the enemy. The less skilled an enemy is, the easier the Issen. The more skilled, the more difficult.
  - **True Issen -** This Issen is initiated moments before an enemy attack lands. This is the strongest variant of Issen, but is also the hardest to pull off.
  - **Deflect Issen -** This Issen is initiated moments after blocking an enemy attack. This version is not as powerful as the True Issen, but is safer to initiate.
  - **Magic Issen -** This Issen is initiated after performing a magic attack. This is the weakest version of Issen, but is both the easiest and most aggressive version to initiate.

## ***Oni Spirits Items***

Please be aware the elemental weapons provided here have been upgraded to their level 2 variant, during the Oni Spirits minigame. These elemental weapons are stored within your Oni Gauntlet and can be summoned at will, either directly into your hand or overriding your current non-elemental weapon. While their magical attack is described here, I'm sure with time and effort you can create new attacks.

- **Weapon and Armor (FREE, Mandatory)** – Every warrior needs their arms and armor, and so we have provided you with an appropriate set. This consists of a set of samurai armor in the same design of Samanosuke's, and a relatively plain looking katana. The only interesting thing about that sword, is that you could put it through extreme wear and tear, and it will never be damaged.

- **Arquebus Matchlock (-100 OP) –** This matchlock rifle may be invaluable when dealing with hard to reach enemies. Curiously, as long as you have ammo on you, all you need to do to reload this rifle is simply pull the hammer back, and another burst round will be loaded. This rifle comes with a handy carrying sling and you will begin with 10 Bullets.

- **Raizan (-200 OP) –** Translating to Thunder Slash Blade, this thunder element katana is stronger than the free sword you were given. It acts as a good medium between speed and power. When magic is used with this weapon it can unleash a close range burst of rapid slashes followed by a powerful lightning strike.

- **Enryuu (-200 OP) –** Translating to Flame Dragon Sword, this two-handed European broadsword is a slower, but more powerful weapon when compared to Raizan. When

magic is used with this weapon, Enryuu will unleash a forward moving blast of flame that will strike any enemy directly in front of you.

- **Shippuu (-200 OP) –** Translating into Gale Blade, this double bladed naginata is not as powerful as Raizan or Enryuu, but makes up for it with its sheer speed and ability to hit and defend at multiple angles. When magic is used with this weapon, it will unleash a vortex of cutting wind around the user.

- **Holy Armor (-400 OP) –** In a race against the Genma, souls are the key to success. Unfortunately, there are certain Genma that can consume and hold souls before departing. Your free armor is upgraded, taking on a gold color and offering more defensive capabilities. More importantly, this armor reduces the rate at which creatures like Gyarans steal souls from you by half. Post-Gauntlet, this armor will make it more difficult for enemies to steal power from you.

## ***Oni Spirits Drawbacks***

- **Third Person Tank (+100 OP) –** Onimusha was a series caught between eras of Survival Horror, and so it still used the then tried and true method of tank controls and camera view. Now this style of view and movement have become yours. While you can see the rooms of the sacred grounds more easily, your movement will suffer.

- **Greater Concealment (+100 OP) –** Throughout the sacred grounds, there are chests containing various curative items necessary for maintaining your vitality, elemental weapons, and even a gun with ammunition. However, now these chests are hidden in the various vases and are not as easily accessible as they were before.

- **Return From The Dark (+200 OP) –** While the Genma are a threat to the resting oni, they are a limited threat with only so many deployed into the sacred grounds. Now though, the Genma you slay in each stage will respawn after a short time.

- **Focused Threat (+200 OP) –** Normally, the Genma would be focused on destroying the Oni vases. However, your actions have made you a greater priority. As such, the Genma will prioritize your destruction over that of the vases.

- **Greater Spiritual Cost (+400 OP) –** Magical attacks, while powerful and useful have a cost all their own. Due to some… unknown interference, the cost for using magical attacks has now doubled. Take care that you have enough magic for when you need it most.

- **Gyaran Horde (+400 OP) –** The Gyaran are Genma designed to quickly steal away transient souls. A few were deployed into the sacred grounds for that purpose. However, your presence within has caused more to appear. Each stage will have at least one Gyaran present, and those that do have them already, will have an additional Gyaran within.

- **Wider Rest (+600 OP) –** The oni had a certain number of vases present in each level of the sacred grounds and while this may seem like a blessing in disguise, there are more now. In fact, there are so much more that the requirements for each stage have been doubled as a result.

- **Sacred Punishment (+600 OP) –** The sacred grounds will drain your vitality, this is true. We were kind enough to restore your vitality and magic at the beginning of each successive stage, this was also true. Now though? No. Your vitality and magic will not recover per stage and will remain depleted until you either heal yourself, or absorb the necessary yellow or blue souls to restore yourself.

## Oni Target Practice Rules




Unlike the Oni Spirit minigame, this mode has far less things at stake. It is effectively a shooting gallery where you are tasked with destroying Genma pots and absorbing the souls within. As such, there are 8 stages, each with a minimum amount of souls required to clear it, and each stage has a time limit of 120 seconds.

Because of the lower stakes present, the failure conditions are different. If you fail a stage by not absorbing the minimum amount of souls or expend all your ammunition, you will be sent back to Stage 1, and be forced to start from scratch until you clear Stage 8. As such, the only way to truly fail this minigame is to give up, and that may be a very real thing considering the difficulty of the stages.

## ***Oni Target Practice Perks***

- **Of Past and Present (FREE, Mandatory) –** Now you may have had prior experience with either a Bow or Personal Defense Weapon. You may even have experience with both, but we can't assume that here. So we will provide you with the appropriate training to use both should you desire. This will make you an excellent shot with feudal era bows used by samurai, as well as modern era small arms used by the military forces of France.

- **Oni Shuffle (-100 OP) –** Considering you can only move left to right and turning may waste precious seconds, your maneuverability here is rather limited. To cover this issue, you have been taught a technique that allows you to quickly shuffle your feet across the ground to quickly move around. Outside of target practice, this technique will allow you to quickly circumvent enemies, while maintaining your stance and aim.

- **Leading Eyes (-200 OP) –** It is easy to shoot at a still target, but it's quite different to hit a moving target. Now though, you have a preternatural ability to lead your targets for the maximum gain per shot. This will take into consideration a target's speed, obstacles, and other targets that may lead to a greater use of your ammunition.

- **Rapid Acquisition (-400 OP) –** Some of the pots move at a reasonable speed, and others are faster, much faster. To react quickly enough to shoot all of them would take years of training in either archery or firearms. Something about you though is different. You can easily switch between targets in the blink of an eye, without losing accuracy or your rhythm between each shot.

- **Zero Issue (-600 OP) –** There is no doubt that it may take multiple attempts to complete this minigame. Something to consider while doing this is that you may begin to feel the effects of dealing with either the constant recoil of a gun, or muscle strain from the constant drawing and releasing of arrows. Now though, you will never experience the effect of recoil nor muscle strain as you use ranged weapons for extended periods of time.

## ***Oni Target Practice - Items and Oni Gauntlet Modifiers***

Please be aware that the Oni Gauntlet upgrades found in this section, will only be applied to the Oni Gauntlet during this minigame and Post-Gauntlet. They will not be applied to Oni Spirits if you choose to complete that minigame.

- **Flame and Lead (FREE, Mandatory) –** Entering into the grounds of Target Practice site without something to use would be counter-intuitive. So it's best that you have something, right? As such, you will have the option between two weapons, a bow with a quiver of 50 Fire Arrows, and an FN P90 with a 50 round magazine. There are strengths and weaknesses to both.

    - The Bow fires slower, but lacks recoil and the width of the flaming arrowheads gives you a better chance in hitting two side-by-side pots at the same time.
    - The FN P90 has recoil and has a smaller bullet profile, but it fires much faster and is easier to deploy after moving across the firing line.

- **Azure Eye (-100 OP) –** There are many blessings those of the Oni clan and their warriors have received, and this one's for you. The eye in the center of the Oni Gauntlet has taken on a darker blue color. This signifies that the rate at which you absorb souls has been doubled. Helpful in most situations, but especially helpful when time is of the essence.

- **Crimson Eye (-200 OP) –** It seems that your Oni Gauntlet has received another unique blessing. The eye in the center has taken on a crimson hue. This new blessing augments one of the most notable effects of the Oni Gauntlet. The quality of souls you absorb has now been doubled, allowing you to gain far more than you would have originally.

- **Passive Absorption (-400 OP) –** Your Oni Gauntlet passively absorbs souls without you needing to take the time and consciously do so. However do take note, that this passive effect only absorbs souls that are beneficial to you. Post-Gauntlet, you may toggle this effect, and if you wish to absorb a mystical object and its power into your gauntlet, like the Dark Absorbing Seal, it must be done consciously.

- **Onimusha State (-600 OP) –** You have the ability to transform into an Onimusha after absorbing five purple souls or during this minigame, destroying a Purple pot. This transformation greatly increases your physical and magical abilities, soul absorption speed and soul worth, and provides your weapon with infinite ammo. This ability exists during this gauntlet normally, but requires OP to keep afterwards.

## ***Oni Target Practice Drawbacks***

- **Weakened Souls (+100 CP) –** The souls in each pot have a set amount based on color. Perhaps it was the recent destruction of the Genma Lord and depletion of total Genma,

but you will find that the soul values you would receive from destroying the various pots in this minigame have been cut in half.

- **More Shields (+100 OP) –** Shields are obstacles that will prevent your shots from hitting the various pots on the range. Normally, they would not appear until the third stage, and even then not in any large numbers. However, not only are they in every stage, but there is at least one more shield per regular shield present when they would normally appear.

- **Randomized (+200 OP) –** The Oni Target Practice minigame is a pretty set game with each stage being uniform in target movement and obstacles. Should, or perhaps depending on your skills, If you should fail and you return the beginning, you will see that the targets will have their movements altered and no two rounds will be the same.

- **Lesser Gauntlet (+200 OP) –** The Oni Gauntlet is a phenomenal device, a masterwork, truly. However it seems that yours has a slight defect. Oh it'll pass by the time you leave, but for the duration of the minigame your gauntlet will absorb souls at half the speed it normally would.

- **Moving Shields (+400 OP) –** Shields can be a common presence later in the minigame, and occasionally some may move side to side to throw off your aim. Now the shields that are present will move across the target range at regular intervals, creating further issues for you.

- **Steel Pot Mania (+400 OP) –** Of all the pots that are present in this minigame, the Steel Pots are the most interesting. First appearing in stage 6, these pots take two shots to destroy. Now, while they do offer more souls than other pots, the extra shot needed to destroy them may cause you issues in the ammo department. Expect to see Steel Pots appearing in every stage, replacing half the green and blue pots that appear.

- **Double Time! (+600 OP) –** The normal time each stage has is 120 seconds. A fair amount of time to not only reach the minimum souls needed but to get some extra souls for more munitions. Now that time has been cut in half. You'll need to maximize your shots and soul collection to complete each stage.

- **Interference (+600 OP) –** This minigame is primarily you, and the various pots you must destroy. Now though, two Genma Zombie Soldiers Archers will appear in every stage, attempting to slay you through arrow fire. They can be destroyed, but they will not yield much in the way of souls, and will return at the beginning of each stage.

# Stage Specifics

Below is reference information for what is required in each stage and what can be encountered within each stage. This can range from items, enemies, and obstacles.

## ***Oni Spirits***

- **Stage Requirements**
    - Stage 1 = There are 20 Vases That Must Be Destroyed and 20 Spirits That Must Be Collected
    - Stage 2 = There are 34 Vases That Must Be Destroyed and 20 Spirits That Must Be Collected
    - Stage 3 = There are 39 Vases That Must Be Destroyed and 26 Spirits That Must Be Collected
    - Stage 4 = There are 38 Vases That Must Be Destroyed and 26 Spirits That Must Be Collected
    - Stage 5 = There are 36 Vases That Must Be Destroyed and 28 Spirits That Must Be Collected
    - Stage 6 = There are 6 Vases That Must Be Destroyed and 6 Spirits That Must Be Collected
    - Stage 7 = There are 39 Vases That Must Be Destroyed and 32 Spirits That Must Be Collected
    - Stage 8 = There are 42 Vases That Must Be Destroyed and 36 Spirits That Must Be Collected
    - Stage 9 = There are 42 Vases That Must Be Destroyed and 28 Spirits That Must Be Collected
    - Stage 10 = There are 6 Vases That Must Be Destroyed and 6 Spirits That Must Be Collected
    - Stage 11 = There are 39 Vases That Must Be Destroyed and 30 Spirits That Must Be Collected
    - Stage 12 = There are 44 Vases That Must Be Destroyed and 36 Spirits That Must Be Collected

- **Enemies Present**
    - Zombie Warrior
    - Red Knight
    - Bazuu
    - Barabazuu
    - Three Eyes

- Gyaran

- **Items Present**
  - Stage 1 = Herb 1x
  - Stage 2 = Thunder Orb - Raizan, Bullets
  - Stage 3 = Matchlock
  - Stage 4 = Fire Orb - Enryuu, Bullets
  - Stage 5 = Bullets
  - Stage 6 = Herb 1x
  - Stage 7 = Wind Orb - Shippuu
  - Stage 8 = Burst Bullets, Holy Armor
  - Stage 9 = Burst bullets
  - Stage 10 = Herb 1x

## ***Oni Target Practice***

- **Stage Requirements**
  - Stage 1 = 500 Souls
  - Stage 2 = 1,000 Souls
  - Stage 3 = 2,300 Souls
  - Stage 4 = 2,400 Souls
  - Stage 5 = 2,500 Souls
  - Stage 6 = 3,000 Souls
  - Stage 7 = 3,100 Souls
  - Stage 8 = 4,800 Souls

- **Oni Pot Values**
  - 1 Green Pot = 10 Souls
  - 1 Steel Pot = 40 Souls, Requires 2 Shots To Destroy or 1 Red Pot to be destroyed near it.
  - 2 Green Pots = 50 Souls
  - 1 Blue Pot = 30-60 souls
  - 1 Red Pot 2 Green Pots = 80 Souls
  - 1 Red Pot 3 Green Pots = 160 Souls
  - 1 Red Pot 4 Green Pots = 240 Souls
  - 1 Red Pot 2 Blue Pot = 230 Souls
  - 1 Purple Pot = 0 Souls, Full Gauge Onimusha

- **Ammunition Reward**
  - Depending on how far above the requirements you get when it comes to souls you've absorbed per stage, you will be ranked accordingly. As such, here are the ranks and their rewards.

- S Rank = 60 Units of Ammo
- A rank = 50 Units of Ammo
- B Rank = 40 Units of Ammo
- C Rank = 30 Units of Ammo
- D Rank = 0 Units of Ammo, Level Failure

## End and Choices

You have done well. After completing one or both of the minigames you have three choices before we get to your rewards.

- **Return Home –** Similar To Jacques, you have decided that your place is back home with your friends and family. We and the Oni Clan understand your reasoning and are willing to send you back to your original home.

- **Stay –** Something about this universe has become incredibly appealing to you. So, you decided that you want to stay here. Now you have a choice with this. You could choose to stay in Japan in 1582 or France in 2004.

- **Kick Their Ass –** You're not stopping any time soon. Whether it be the ever-present threat of the Genma, your desire for continued growth, or something else, you've decided to keep Jumping.

## Rewards

Now, you've obviously made your choice, but the Oni Clan do have some final business with you. While initially skeptical of your presence and worth, the Oni Clan have appreciated your efforts in these minigames, and are more than willing to provide you with suitable rewards based on your efforts.

If you decided to go with the ***Oni Spirits*** minigame, then you would have released a great amount of Oni souls back to their fellows, saving them from the threat of the Genma. This in turn has saved the Oni from the threat of extinction. For completing this minigame, you may take any elemental weapon you purchased with you, with a slowly regenerating pool of magic. More importantly though, you will receive;

- **The Bishamonken –** Said to be one of, if not the first swords the Oni Clan ever created, this weapon calls upon the elemental powers of Thunder, Fire, and Wind in a limitless capacity, and carries with it an even greater and more terrible power. Because of this, the weapon is able to slay Oni and Genma alike. It was so feared for this reason, that both the

Oni and the Genma agreed to seal the blade away within the underworld, hoping that its power would never be needed again.

If you have decided to complete the ***Oni Target Practice*** minigame, you may take the weapon you used during your time within the Practice area with you. In addition, it will have an infinite reserve of basic ammunition, and regularly re-filling containers of Flame, Ice, Thunder, and Soul munitions within your warehouse. More Importantly, you will receive;

- **The Oni Muso –** A great whip that was sealed away by the Genma, and it is very similar to the Bishamon Sword. Its power and infinite reserve of magic rivals that of the aforementioned sword, however the Oni Muso lacks an elemental affinity and instead relies on pure power to overwhelm its wielder's opponents. It can further bind enemies and channel its power into them for a devastating blow.

If you have decided to brave the challenge and complete ***both*** minigames, then you will receive something truly special, an Ultimate Blessing if you will. This gives you the Ultimate Mode Reward, which in addition to granting you the two other rewards, grants you several other items.

- A Resupplying stock of 30 Super Curatives, which can cure all physical wounds you or others may receive, and restore your magic to full levels.

- A Respawning Talisman that allows you to cheat death once per Jump,

- A Magic Mirror for your warehouse. This mirror will allow you to channel souls for the purposes of upgrading your equipment, such as weapons and armor,

- A choice between three of the elemental weapons Samanosuke and Jacques used in Onimusha 3: Demon Siege. These weapons will have a slow regenerating pool of magic, but will be received at their level 1 state. While they have a preset magical attack, you may create new attacks with time and experimentation.

    - **Tenso - Heavenly Pair Edges -** (Light Element Katana and Wakizashi Set)
        - A single target attack that consists of a rapid series of slashes imbued with the power of Light. The stronger this weapon becomes, the more Light is field into each strike.

    - **Kuga - Sky Fang Sword -** (Air Element Nodachi)
        - The sword launches a wide crescent of Air magic that can strike multiple enemies. The stronger this weapon becomes, the more crescents are launched.

- **Chigo - Earth Shake Axe -** (Earth/Lava Element Great Axe)
  - This weapon can create volcanic eruptions underneath your foes. The stronger this weapon becomes, the more eruptions are caused.

- **Enja - Flame Serpent Sword -** (Fire Element Whip Sword)
  - When in sword mode, its magic attack unleashes a flaming slash. When binding an enemy, you may channel flame magic directly into them, incinerating them in the process.

- **Raisen - Thunder Flash Spear -** (Thunder Element Multi-Sectioned Double Spear)
  - The spear projects a wave of lightning bolts that will hit all enemies in front of you. When binding an enemy, you may channel thunder magic directly into them, electrocuting them in the process.

- **Hyosai - Ice Smasher Sphere -** (Ice Element Flail/Morning Star)
  - The weapon may be slammed into the ground, creating an eruption of ice around you, freezing any enemy caught in the blast. When binding an enemy, you may channel ice magic directly into them, freezing them and making them easy to shatter.

## Notes

- 4/25/2024 - Version .9 Created
  - Set for community review and a personal grammar check. More notes to come.
  - General Perks and Items
    - Fluency is partially based on the fact that Onimusha 3 takes place in both France and Japan and should you wish to stay in either location, language fluency can help.
    - The Oni Gauntlet and Souls
      - When the Gauntlet is worn on whichever arm you choose, you may choose to have it simply attached to your arm or merge into it, similar to how it appears to merge into Samanosuke's arm during Onimusha Warlords.
      - Normally Genma souls are the preferred soul energy for the Oni Gauntlet but Post-Gauntlet, General demon souls have the same potency as Genma souls. Human souls may work but at a much reduced rate.
      - This Oni Gauntlet can be imported into future versions of the Oni Gauntlet or into other arm-related mystical artifacts.
  - Oni Spirits

        - Perks
            - Oni Guard was buffed after its original iteration. This was because after watching the Osric and more importantly, the Fortinbras fight, Samanosuke can perfectly guard against such a strike with only being pushed back across whichever battlefield the fight took place in.
            - Onimusha doesn't have a stamina system and the PC's can swing their weapon all day, so I decided to incorporate that into the Oni Endurance perk.
            - Issen exists in the Gauntlet to give you the chance of getting even healing orbs from slain enemies. I was originally going to include a section for Issen Dance, but after posting my general plans for the rest of the Onimusha series, I realized that Issen Dance would be fantastic for Onimusha 2 and more importantly, its critical mode.
        - Items
            - All Elemental weapons purchased are rendered unbreakable and will never lose their edge upon completion of the Gauntlet. In addition, should you choose too, you may choose which level of appearance these weapons may take, without sacrificing their upgraded power.
            - Holy Armor reduces incoming damage by, we'll say 20-25%. I can't find any hard numbers though.
    - Oni Target Practice
        - Oni Gauntlet Upgrades
            - These upgrades will not be applied to Gauntlet in the Oni Spirits Minigame.
            - The Azure and Crimson Eyes are based on the Blue/Red Necklaces and Vests from Onimusha 2 and 3.
            - The Oni Transformation present in this Gauntlet is in theory the weakest version as I'm basing it off Jacques ability. Jacques was given power by only 1 of the 12 Oni gods, so his abilities were weaker than Samanosuke's. However, because of this, it is easily controllable. If there are not purple orbs, then a comparatively large amount of souls may be used up to initiate the transformation.
    - Rewards
        - Oni Muso - Ultimate Whip
            - This is basically a magical whip lightsaber, and due to you owning it. It is fiat backed to not hurt you and can have its powerful magic lethally channeled into an enemy when binding them. It can also allow you to pull off some Indiana Jones whip traversal.
        - Ultimate Reward
            - I was originally going to have the Blade of The Onimusha as Ultimate Reward weapon, but after considering the creation of a Demon Siege Jump, I removed it from this Gauntlet.
            - I added the Magical Mirror as a reward so that Jumpers can have a reliable method of upgrading their equipment.

- The choice for the elemental weapons was a little wonky at first, but considering that Oni weapons become/are somewhat personalized to each wielder, future Onimusha jumps will have options for fan-wankable Oni based weapons. So, I decided to give Jumpers the choice in which canon weapons they may want.
    - These weapons, like purchasable Oni Spirits weapons, are rendered unbreakable and will never lose their edge post-Gauntlet. In addition, should you choose too, you may choose which level of appearance these weapons may take, without sacrificing their upgraded power.