Onimusha: Adventures of Heihachi Gauntlet V 1.0 By Atma-Stand/Wandering Shadow



Forward

It's 1582, the country is being slowly, but surely, conquered by the Oda clan and their… allies. Where are you in all of this? Why in the port town of Sakai of course. You see when you decided to partake in this Gauntlet, your benefactor inserted you as an attendant/bodyguard for a famous samurai, one named Tadakatsu Heihachiro Honda, or for the purposes of this universe, Heihachi. While Heihachi's purpose in Sakai is steeped in mystery, his skills aren't.

Shortly after battling an Oni warrior, one of the main merchants in Sakai quickly made his way over to your lord and expressed fear and concern over a Genma attack with nary an argument, Heihachi and the Oni Warrior, Samanosuke, entered into an alliance of convenience for the sake of the town, and you are duty bound to assist them.

As this is a Gauntlet, you will be stripped of all non-Bodymod perks, powers, and items as well as beginning this Gauntlet with **+0 Heihachi Points**.

Perks

- **Spear Training (FREE) –** You have to know how to fight if you are to survive this brief challenge. As such, you have received basic training in how to use a Yari concurrent with the time. It may not be too much, but it should allow you to keep the Genma at bay while Heihachi and Samanosuke repel the Genma attack.

- **Honda's Conditioning (FREE) –** As an attendant to Heihachi, you were expected to fight by his side. As such, you trained at a pretty regular rate with him. Because of this training, you began to see some serious results. You have reached a state of physical conditioning that most warriors of this era could only dream of. Against such warriors, you would be a terror on the battlefield. Unfortunately for you, against the Genma this means far less. Your physical conditioning may make you more than a match for any low-ranking Genma, but higher-class Genma will still pose a great threat to you.

- **Demonic Misunderstanding (-100 HP) –** The Tokugawa clan is publicly aligned with the Oda Clan, who themselves are publicly tied with the Genma. Considering your new ties with the Tokugawa, such a relationship might prove problematic with interested parties. As such, you have a knack for being able to quickly de-escalate a situation through the use of simple declarative statements and your actions.

- **Obfuscating Laugh (-100 HP) –** It's one thing to show off your skills in battles, but it's quite another thing to keep your true intentions hidden. Still, you've been learning under the best, and you know a thing or two about how to really throw people off. With a laugh or a declarative statement such as "I can't do this anymore", you can effortlessly throw people off the game, allowing you to either safely move away from a fight or exploit their bewilderment for a swift victory.

- **Tengu Drop (-200 HP) –** Heihachi was a man who fought the Genma without the blessings of the Oni or their Tengu servants. Yet Heihachi, and by extension you, seem to have impressed them enough to give you a slight blessing. Occasionally when slaying your enemies, you will notice a small bag surrounded by a purple glow. This bag will usually contain healing items. However, there is a rarer chance of the bag containing items that are key to your travels and encounters.

- **Dash and Guard (-200 HP) –** Your time as an attendant has offered plenty of battlefield experience. So much so, that you have practiced two key techniques. The first is a dashing shuffle that allows you to quickly reposition yourself around an enemy, while still being able to focus on them. The second is a guarding technique that allows you to handle the strain of any physical blow. Unfortunately, while it can perfectly guard against physical attacks, this technique does not work against magical attacks.

- **Dishonorable Defense (-400 HP) –** The samurai are expected to fight and conduct themselves honorably, and that should be true. However, it seems that some have chosen to ignore their oaths and embrace more dishonorable tactics. Now we're not saying that you are guilty of this, but you have studied these tactics and developed an understanding of them. As such, you have the near uncanny ability to spot ambushes and traps laid by those who would falsely claim honorable conduct.

- **Dragonfly Cutter (-400 HP) –** As Heihachi's attendant, you were faced with many expectations, none more than from Heihachi himself. It can be safe to assume that he wanted to make sure that you were more than capable of matching his stride in battle. So, he took the time to personally train you in his art of spear fighting. His training was so comprehensive, that not only could you match a veteran Oni warrior in combat, but that the only thing holding you back from being as widely renowned as Heihachi is merely time.

- **Surpassing Death (-600 HP) –** It was said that Heihachi never once suffered a serious wound over his long and storied career as a samurai. Whether that was because of sheer skill, luck, or both doesn't matter. What does matter is that this ability has been imparted unto you. You now know how to utilize your combat skills and luck to not only avoid injury but to also press the fight relentlessly, making it very difficult for your enemies to strike you.

- **Issen (-600 HP) –** In the heat of battle, a single opening may be the deciding factor. You've taken this lesson to heart and have become a practitioner of Issen. Issen or Flash, is a counterattack that massively magnifies the damage a single strike may 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.
    - The variants of Issen you have learned are the following.
        - **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.

Items

- **Spear (FREE) –** A simple yari-type spear with a wide spear head. It can take a shocking amount of abuse and is useful for both slashing and stabbing attacks.

- **Traveler's Garb (FREE) –** A simple set of typical traveling clothing that would not be out of place in late 1500's Japan. It has been tailored to allow for extended range of movements and prolonged fighting and comes with a wide hat to keep the sun off you.

- **Soul Rosary (-100 HP) –** Containing a degree of Oni power, this small rosary can be easily wrapped around your hand. It allows you to capture Genma souls but is nowhere near as powerful or useful as the Oni Gauntlet. Curiously though, when wearing it, more healing souls will manifest from slain Genma.

- **Water Cask (-100 HP) –** A large, empty wooden cask kept by the Sakai blacksmith for regulating the heat of his forge. It is perfect for carrying water of any type. Interestingly, despite being situated on your back, it never seems to weigh you down or impede your movements.

- **Inventory (-200 HP) –** Considering the various ideas you may need to acquire to stave off the Genma attack, you'll need a space to carry them. You now have access to a hammer space inventory system that allows you to store weapons, healing items, files, and key items within it. The inventory will never weigh you down, no matter how many items are stored within.

- **Prayer Beads (-200 HP) –** A set of large prayer beads typically meant for Buddhist meditations. They can be worn across your chest and provide your body with a degree of armor equivalent to hardened wood. It's no substitute for real armor, but perhaps you're so skilled, you don't need it.

- **Oni Dust (-400 HP) –** A mysterious substance stolen from the Genma by the local blacksmith. According to his memo, the dust can create a road of light that lasts for a short amount of time. In reality, the dust creates a two-way when thrown over an open flame. This portal will last for Five minutes and will always lead to a place where you need to go. Post-Gauntlet, this Oni Dust will respawn monthly.

- **Crimson Ironstone (-400 HP) –** A metallic stone created by the Genma. While having no visible worth, when properly heated, it has a wondrous property. The stone can be reforged into any shape that is required and can be used as a component for mechanical devices with no loss of efficacy or potential for damage. Post-Gauntlet, this crimson ironstone will respawn monthly.

Companion

- **Heihachi (FREE Mandatory, Unless 'Jumper's Adventure' is Taken) –** Tadakatsu Heihachiro Honda, or Heihachi here, was a secretive spy of Ieyasu Tokugawa. As such holds no real loyalty to the Genma or the Oda Clan. As you are his attendant, you will be following him in his defense of Sakai and possibly beyond. Should you wish, you can pay **-400 HP** to keep Heihachi as a companion for future Jumps. He comes with the following perks and items;
    - Perks
        - Honda's Conditioning
        - Demonic Misunderstanding
        - Dash and Guard
        - Dragonfly Cutter
        - Surpassing Death
        - Issen
    - Items
        - Genma Tonbo
        - Traveler's Garb
        - Soul Rosary
        - Prayer Beads

Drawbacks

- **An Oni's Help (+100 HP) –** Heihachi encounters the Oni warriors Samanosuke Akechi and Jacques Blanc at two points in his adventure. While it would be very nice to have them at your side, whether it is mistrust or a focus on more important duties, they will not leave the area you encounter them in. While understandable, this fact will never 'not' bother you during your time here.

- **Land of Barbarians (+100 HP) –** Heihachi's Adventure covers his actions during his time in the port town of Sakai. However, it was known that Heihachi appeared in two other locations. The first of these is the Mont Saint-Michel monastery. This French monastery has been taken over by the Genma with the surrounding peoples having been captured and put to work as slaves. This means that you must aid Heihachi in freeing the humans present, and escort them to safety before Vega Donna leaves the monastery in ruins.

- **Siege of Azuchi (+200 HP) –** After Mont Saint-Michel, Heihachi appeared one more time during the waning days of the war against Nobunaga. That being at Azuchi Castle alongside Jacques Blanc and Samaonsouke Akechi. Your task here is simple, aid Heihachi in the pursuit of the Oda Clan retainer, Ranmaru Mori, and more importantly, prevent Heihachi from falling to Ranmrua's trap.

- **Portals of Time (+200 HP) –** Guildenstern's experiments with the Time Folder have led to several new breeds of Genma. Most of these new Genma were spawned from experiments performed at Bologne Zoo and unfortunately for you, due to the continued instability of the Time Folder, they began to appear in 1582 Japan. Expect newer and more difficult Genma variants during your time here Jumper.

- **Nurabis Stations (+400 HP) –** The Nurabis are Genma that take on the appearance of large demonic plants. Their standard job is to prevent the passage of the Genma's enemies. Usually, only one would be encountered during this minigame, that being outside the blacksmith's shop on your final return. Now though, expect to see at least one Nurabis blocking your major paths.

- **Gertrude's Ire (+400 HP) –** Of the many High-class Genma that exist, perhaps one of the more obscure is the Genma known as Gertrude. She was initially assigned as a guard dog in the Oni Underground Temple. Another version of her exists outside of Mont. Saint-Michel due to the issues formed from the time folder. How does this affect you? Well, it seems that she has picked up your scent, and will focus on you during any encounter with her, evening going so far as to travel through time to reach you.
    - Should you take the "Land of Barbarians" drawback, Gertrude will appear outside of Mont. Saint-Michel as you leave.
    - Should you take the "Siege of Azuchi" drawback, Gertrude will be found roaming Azuchi Castle.

- **Ranmaru's Pursuit (+600 HP) –** During Jacques time in 1582, he encountered the retainer of Nobunaga Oda, Ranmaru Mori, several times. Another version of Ranmaru though, was slain before just as the time folder was activated, leading to his body appearing in 2004 France, ripe for Guildenstern's experimentation. This led to his resurrection and, unlike Nobunaga, partial transformation into a Genma. The result of this experiment was a stronger, but far more mentally unstable warrior. Due to the current unstable nature of time, this Half-Converted Genma version of Ranmaru will stalk you throughout your travels in 1582.
    - Should you take the "Land of Barbarians" drawback, Genma-Ranma will appear within Mont. Saint-Michel in areas that would directly impede your efforts.
    - Should you take the "Siege of Azuchi" drawback, Genma-Ranmaru will be found patrolling several areas of Azuchi Castle and possibly even assisting his past self.

- **Jumper's Adventure (+600 HP) –** So, you would normally be Heihachi's retainer and aid during this Gauntlet. However, due to the interference of the time folders, Heihachi never appeared in Sakai. You were the one who had visited the port town and fought

against Jacques there. When the Genma chose to attack the port town and its residents, you were asked to aid in the defense. This means that outside of the rare instances where you would encounter Samanosuke, you're on your own. I hope your skills are up to the task.

    - Should you take the "Land of Barbarians" and "Siege of Azuchi" drawbacks, you will have to go through these sections by yourself.

Rewards

You will automatically receive your rewards upon completion of their requirements. So, if you were to take the drawbacks "Land of Barbarians" and "Siege of Azuchi" you would be able to use the Genma Tonbo during your time in Mont Saint-Michel, and you would be able to use the Genma Tonbo and Genma Gauntlet – Prototype during the Siege of Azuchi Castle.

- **Genma Tonbo (FREE, Upon Completion of The Base Version Gauntlet) –** It is unknown exactly how Heihachi received this spear, but there is no denying that it is of Genma make and design. Sporting an ominously glowing spearhead, this spear is a powerful weapon, able to match the strengths of the Oni elemental weapons without bearing an elemental affinity itself. More interestingly, you can increase the spear's destructive power by spinning it around yourself in an offensive manner. This will cause the spearhead's glow to change from Green to Orange, and then to Red. This charged state only lasts for a short amount of time but is useful all the same.

- **Genma Gauntlets Prototype (FREE, Upon Completion of Land of Barbarians) –** When exploring the Guildenstern's lab in Mont. Saint-Michel, you came across a curious gauntlet. While very similar in appearance to the Oni Gauntlet, this prototype Genma Gauntlet has a caveat. Unlike the Oni Gauntlet or the gauntlets worn by Genma Ranmaru, this prototype cannot absorb souls. It can, however, extend a powerful blade imbued with elemental light on command. In addition, unlike Ranmaru's, this prototype gauntlet can be easily taken off when the wearer wishes to.

- **Genma Lord Armor (FREE, Upon Completion of Siege of Azuchi) –** Upon taking Azuchi Castle, you will no doubt come upon the location in which Vega Donna made her last stand. While there is very little remaining of the Genma Queen, you can see another set of armor for her Lord-Husband. This set of dark armor was made by the Genma and comes with a couple of interesting quirks. Movement is surprisingly easy while wearing it and it can transform into a singular chest plate that can deploy the armor over the body of the wearer.

Notes and Changelog

- **5/1/2024 –** Version .9 released. This version will be posted for two days for community review and personal grammar checks.
    - General
        - Your age is fairly young, late teens to early twenties. Your gender is not a concern here either.
    - Perks
        - Honda's Conditioning puts a Jumper at just above Peak-Human Physical condition.
        - This version of Issen doesn't come with the magic variant since Heihachi was not an Oni warrior, and because the Genma Tonbo has no elemental affinity.
            - Yes, I copied over my description of Issen from the minigame gauntlet.
    - Items
        - Items only go up to the 400 HP cost due to the short nature of Heihachi's Adventure, and the fact that there are not many other key and interesting items present in the minigame.
    - Companions
        - Heihachi lacks the perk 'Dishonorable Defense' due to dying off-screen to a trap Ranmaru set for him and possibly Jacques and Samanosuke. Jumpers may fanwank that trap accordingly.
    - Rewards
        - The Genma Tonbo is Heihachi's spear from Onimusha 3
        - The Genma Gauntlet Prototype is partially based on three things.
            - The gauntlets Genma-Ranmaru wears during the main game and minigame,
            - Guildenstern's appropriation of Oni technology, and
            - Something I noticed when re-watching the opening for Demon Siege. When Garganto is slain, it looks as though he has another blade coming out of his left arm. Considering that he is/was a traitor to the Oni and manifests his main sword from his left hand in a drawing motion, I wouldn't be surprised if that was a remnant of an Oni Gauntlet.
        - The Genma Lord Armor is the armor set that sits in the room where you fight Vega Donna and with the exception of the helmet and face guard, is 1:1 with the armor Nobunaga wears at Honnoji Temple.
- **5/3/2024 –** Version 1.0 Released
    - Multiple grammatical errors fixed.

- Perks
  - Realized I was missing a -100 HP Perk so that had to change.
    - Obfuscating Laugh is based on Heihachi’s laughter towards Jacques' shock at seeing him in the underwater temple AND his statement which immediately throws off Vega Donna at Mont. Saint-Michel.
  - Rewards
    - Changed the singular piece for the Genma Lord Armor from a gauntlet to a chest piece to better match the eye motif that is seen on that armor.
    - Added the provision that allows you to use the Reward items in the drawback secondary and tertiary levels.