

## Achievements

Achievement	Gamerscore	
	Points	How to Unlock
Art of the Flame Phoenix	5	Use the Art of the Flame Phoenix one time.
Art of Inferno	5	Use the Art of Inferno one time.
Art of the Piercing Void	5	Use the Art of the Piercing Void one time.
Art of the Wind Blades	5	Use the Art of the Wind Blades one time.
Diffused the Lightning	15	Defeat Alexei at the end of Chapter 13, "The Underworld Abyss."
Dragon Sword Master	5	Finish the game using only the Dragon Sword.
Dual Katana Master	5	Finish the game using only the Dragon's Claw and Tiger's Fang.
Eclipse Scythe Master	5	Finish the game using only the Eclipse Scythe.
Eight of White	15	Successfully complete the Test of Valor in Chapter 10, "The Temple of Sacrifice."
Ended the Infernal Reign	15	Defeat Dagra Dai in Chapter 14, "Poisoned Blood."
Extinguished the Flame	15	Defeat Zedonius in Chapter 12, "Quickening Devastation."
Falcon's Talons Master	5	Finish the game using only the Falcon's Talons.
Feat of a Hundred Slashes	20	Achieve a 100-hit combo.
Feat of a Thousand Obliterations	20	Defeat 1000 enemies using Obliteration Techniques.
Feat of Ultimate Destruction	20	Defeat 1000 enemies using Ultimate Techniques.
Finished Chapter 1	10	Finish Chapter 1, "Sky City Tokyo."
Finished Chapter 2	10	Finish Chapter 2, "The Castle of the Dragon."
Finished Chapter 3	10	Finish Chapter 3, "Thunderclap of Catastrophe."
Finished Chapter 5	10	Finish Chapter 5, "The Aqua Capital."
Finished Chapter 7	10	Finish Chapter 7, "The Flying Fortress Daedalus."
Finished Chapter 9	10	Finish Chapter 9, "Heart of Darkness."
Five of Yellow	15	Successfully complete the Test of Valor in Chapter 7, "The Flying Fortress Daedalus."
Four of Green	15	Successfully complete the Test of Valor in Chapter 6, "The Lycanthropes' Castle."
Indomitable Spirit	5	Continue the game 100 times.
Karma of the Master Ninja	20	Obtain all 30 Crystal Skulls.
Karma of the Mentor	20	Obtain 20 Crystal Skulls.
Karma of the Warrior	20	Obtain 10 Crystal Skulls.
Kusari-gama Master	5	Finish the game using only the Kusari-gama.
Lunar Staff Master	5	Finish the game using only the Lunar Staff.
Mastered Shadowless Footsteps	5	Use the Shadowless Footsteps technique after learning it.
Mastered Ultimate Guidance	5	Use the Ultimate Guidance technique after learning it.
Mastered Ultimate Technique	5	Use the Ultimate Technique after learning it.
Mastered Flying Swallow	5	Use the Flying Swallow technique after learning it.

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Mastered Furious Wind	5	Use the Furious Wind technique after learning it.
Mastered Flying Bird Flip	5	Use the Flying Bird Flip technique after learning it.
Mastered Obliteration Technique	5	Use the Obliteration Technique after learning it.
Mastered Reverse Wind	5	Use the Reverse Wind technique after learning it.
Mastered Counter Attack	5	Use the Counter Attack technique after learning it.
Mastered Unrivaled Soaring	5	Use the Unrivaled Soaring technique after learning it.
Mastered Invisible Path	5	Use the Invisible Path technique after learning it.
Nine of Violet	15	Successfully complete the Test of Valor in Chapter 11, "A Tempered Gravestone."
One of White	15	Successfully complete the Test of Valor in Chapter 3, "Thunderclap of Catastrophe."
Redeemed Genshin	15	Defeat Genshin in Chapter 14, "Poisoned Blood."
Seven of Red	15	Successfully complete the Test of Valor in Chapter 9, "Heart of Darkness."
Silenced the Storm	15	Defeat Volf in Chapter 12, "Quickening Devastation."
Six of White	15	Successfully complete the Test of Valor in Chapter 8, "Submit, or Die!"
Staunched the Blood	15	Defeat Elizébet in Chapter 14, "Poisoned Blood."
Three of Blue	15	Successfully complete the Test of Valor in Chapter 5, "The Aqua Capital."
Tonfa Master	5	Finish the game using only the Tonfa.
Two of Black	15	Successfully complete the Test of Valor in Chapter 4, "A Captive Goddess."
Vanquished Alexei	15	Defeat Alexei at the end of Chapter 4, "A Captive Goddess."
Vanquished Elizébet	15	Defeat Elizébet at the end of Chapter 10, "The Temple of Sacrifice."
Vanquished Genshin	15	Defeat Genshin at the end of Chapter 11, "A Tempered Gravestone."
Vanquished Volf	15	Defeat Volf at the end Chapter 6, "The Lycanthropes' Castle."
Vanquished Zedonius	15	Defeat Zedonius at the end of Chapter 8, "Submit, or Die!"
Vigoorian Flail Master	5	Finish the game using only the Vigoorian Flail.
Way of the Acolyte	100	Finish the game on the Path of the Acolyte difficulty.
Way of the Warrior	100	Finish the game on the Path of the Warrior difficulty.
Way of the Mentor	100	Finish the game on the Path of the Mentor difficulty.
Way of the Master Ninja	100	Finish the game on the Path of the Master Ninja difficulty.

## Secrets

Content	How to Unlock
Dark Blood Outfit	Finish the game one time.
Gamer Pic	Obtain all 30 Crystal Skulls.
Type 20 Outfit	Finish the game one time.
Way of the Mentor	Finish the game on the Path of the Warrior difficulty.
Way of the Master Ninja	Finish the game on the Path of the Mentor difficulty.

## General Items

Item	First Seen	Description
Bell Key	Chapter 8	A key cast from brass and decorated with the image of a bell.
Bone Relief	Chapter 10	A tablet with a carved relief, its imagery is unsettling.
Bridge Gate Key	Chapter 5	A key adorned with an ancient Roman design.
Bronze Key	Chapter 6	An old bronze key, coated with a fine patina.
Cast Iron Key	Chapter 6	A key cast from black iron that works perfectly in spite of its age.
Copper Key	Chapter 5	A copper key, its handle embellished with a grape motif.
Cracked Card Key	Chapter 1	This appears to be the key to the elevator control room.
Crystal Skull	Chapter 1	A legendary out-of-place artifact known since ancient times.
Dignitary's ID Card	Chapter 8	An identification card issued to high-ranking government officers.
Giant Crystal Skull	Chapter 13	Obtainable only by those with superhuman powers of observation.
Golden Key	Chapter 6	A solid gold key with lavish decorations, used in the castle.
Heart of Azure Lightning	Chapter 14	A gruesome item, obtained by defeating Alexei.
Heart of Bestial Storm	Chapter 13	A gruesome item, obtained by defeating Volf.
Heart of Crimson Blood	Chapter 14	A gruesome item, obtained by defeating Elizébet.
Heart of Malevolent Flame	Chapter 12	A gruesome item, obtained by defeating Zedonius.
Jade Mask	Chapter 9	A mask made of jade, most likely used as decoration in these ruins.
Jizo Statue Head	Chapter 11	The decapitated head of a Jizo statue, broken off long ago.
Kureha's Room Key	Chapter 11	The key to Kureha's room, where precious relics are stored.
Rod of Trials	Chapter 2	A legendary implement that grants access to the Tests of Valor.
Skull Key	Chapter 5	A key made of bone, its skull design is quite disturbing.
Ultramarine Jewel	Chapter 2	The blue jewel has a hole in it and appears to fit somewhere.
Vermilion Jewel	Chapter 2	The red jewel has a hole in it and appears to fit somewhere.