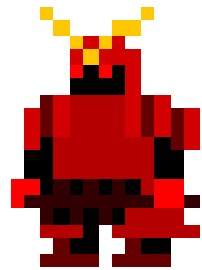


NPC Concept Design

Oni Samurai - melee

Oni are born when truly wicked humans die and end up in one of the many Buddhist Hells, transformed into Oni. They become the ogreish and brutal servants of Great Lord Enma, ruler of Hell, wielding iron clubs with which they crush and destroy humans solely for enjoyment. An oni's job is to mete out horrible punishments such as peeling off skin, crushing bones, and other torments too horrible to describe to those who were wicked (but not quite wicked enough to be reborn as demons themselves). Hell is full of oni, and they make up the armies of the great generals of the underworld. All oni possess extreme strength and constitution

Mechanics: The oni walk around and hurt the player upon contact. If the player comes too near them, they stop and try to hit the player with their club.



Nobusuma - flying

Nobusuma feed on fire and by sucking blood from humans. They attack travelers walking the roads at night. They swoop down from the trees onto the faces of their unsuspecting victims, latch on, and begin sucking blood. When they do not need to feed, they simply swoop down and blow out lanterns and torches, flying back up into the night sky with a creepy cry that goes, "gaa gaa!"

Mechanics: Nobu's can either be found flying through the level in some pattern, or can hide in trees to emerge as the player walks by or fly towards the player.



Jubokko - AoE

On the fields of war and sites of vicious massacres, where the blood of thousands of warriors has saturated the soil, a strange kind of tree can be found. From afar, jubokko appear to be ordinary trees, indistinguishable from the various species that dot the landscape. Outwardly, they look just like ordinary trees. It takes an observant eye to notice the slightly more fearsome features of its branches, or the piles of human bones buried in the undergrowth beneath the tree. In fact, they were once normal trees, but the vast amounts of the human blood absorbed through their roots causes them to transform into yokai.

Mechanics: Jubo's can't move, but sap the life out of the player if he comes too close.

