NG All Stray Beads

Route made by Legoerofeggos

If you have trouble finding one of the many, many stray beads and other treasures, use Okami Map - Loot (dshepsis.github.io). While not every treasure has an image attached, many do.

Minigames are needed through getting the fog pot, and you will need ~25-30 demon fangs from them. Turn minigames off if you feel confident you can get the remaining needed demon fangs without them

Beginning

- Do tutorial, but pick up stray bead #1 on way to cave of nagi
- Go get sunrise
- Defeat green imps
    - Power Slash (PS) all 3 imps
    - Divine Instrument (DI) all 3 imps
    - PS all 3 imps for demon fangs (DF)
- Drop down to pick up the Exorcism Slip S (ExS) on the slope
- Power slash the 2 chests in the river and pick them up (Rabbit Statue & Glass Beads)
- With gold dash, full jump and swim around the back island and corner jump onto the island. Dig up stray bead #3 and the inkfinity (demonstration)
- Swim back, do boulder skip, and go to hana valley.

Hana Valley

- Do campfire fight
    - Use ExS
    - PS all 5 imps for DF
- Collect stray bead #11 on the other side of the tunnel
- Do Yellow Imp fight
    - Ink the yellow imp
    - PS, DI, then PS the two green imps for DF
    - Pray to rng gods for yellow imp to do cannon shot, if not re-ink
        - After cannon shot, do 2 DI, PS, then 2 Air DI attacks. PS for DF
- Go defeat Sleepy, do ball, get bloom, and bloom Hana Valley
- Yellow Imp Skip

- Leave Hana Valley

Shinshu Field

- Bloom Shinshu
- Dig up stray bead #7 on the other side of the river to the right behind the sapling
- Go collect stray bead #5 to the right of the hill to Moon Cave, then go talk to mika
- Named Imp Fight
    - DI the Red Imp until it goes gray
    - PS all 3 Imps
    - DI the two green imps, then PS all 3
    - PS the Red Imp
- Swim towards Tama, dig up and grab the vase by the dock
- Do the dead fish fight
    - PS all 3
    - DI the imps
    - PS all 3
    - PS the fish
- Get Cherry bomb
- Go fight the mermaid spring demon gate
    - Ink, then Cherry Bomb (CB) the Yellow Imp
    - PS, DI, then PS the Yellow Imp
    - PS, DI, PS the Green Imps
    - Ink, then CB the Yellow Imp
    - PS, DI, then PS the Yellow Imp
- Lilypad skip

Agata Forest

- Bloom the tree
- Waka skip, grab the incense burner
- Get the herb feed bag, and do HBS
- Pick up the wooden bear and ExS
- Run behind Karude's hut and dig up stray bead #13
- Jump across the river and bloom the pod while swimming to get an inkfinity, then go to Taka Pass

Taka Pass

- Go to shop, and sell items (don't worry about treasures). Buy 4 meat feed bags, and 2 Steel Fist Sake (SFS)

- Go fight Waka
    - Use SFS, then do 4 CBs
- PS the bubbles in the pool to get stray bead #21
- Bloom Taka Pass
- Go fight the mermaid spring demon gate
    - CB the bud ogre, then DI twice
    - PS, PS, then DI, making sure not to run out of ink. Then bloom for DF
    - Ink, then CB the Yellow Imp
    - PS, DI, then PS again for a DF
- Go into Sasa Sanctuary

Sasa Sanctuary

- Dig up stray bead #30 by the entrance
- Do Salsa, but land in Jamba's room (Center of hotel on minimap). Hit the cutscene near Jamba's throne, then PS all the chests. Pick up everything.
- Walk barely into the elevator shaft, fall slightly, then air tackle back into the main room to avoid a softlock. Go into the northwest room and dot the eye on the doll to get stray bead #31.
- Go get waterspout
- Fight Take (SFS CBs)
- Dig up stray bead #32 in the back right of the area in the back of the grove
- Dig up the incense burner on the inside of the turn where Tai stands on the way in
- Run back down and mermaid warp to Taka Pass. Run up to Kusa Village

Kusa Village

- Run straight to Fuse. Use the ExS and take out the blue imp with DI combos
- Talk to Fuse twice, then grab stray bead #27 behind the left pond, and the lacquerware set in the pond
- Feed Bomb dog, feed bamboo dog and get stray bead #28 inside of mr bamboo's house, shin warp and feed shin, then return to fuse
- Fight Tei (SFS CBs)
- Yen Check
    - If you have 16250 yen, nice!
    - If you have 15150 - 16240 yen, get the dragonfly beads from the right pond
    - If you have less than this, don't sell in Kusa but dig up the bull horn behind the CC merchant and sell all items there.
- Meat warp

- Pick up the glass beads on the platform
- Go to the Kusa merchant and sell all treasures and items
- Head to City Checkpoint

City Checkpoint

- Do CC Skip

Ryoshima Coast

- Run thru the cursed zone and do ryo brush adventure
- Dojo Clip
- Buy double jump and digging champ
- Dig in the hard area on the dojo island to get stray bead #43
- Do Ubume skip
- Enter Sei'an City

Sei'an City

- Drop into the canal behind the merchant, and open the 5 chests in this part of the canal getting stray bead #46, an sfs, a vengeance slip, an incense burner, and an ExS.
- Go the aristocratic quarter and do bridge skip
- Do Rao Skip, then go to the imperial palace
- Pick up the prayer slips and leave
- Pick up the Vengeance Slip in the chest on the right of the house
- Give Rao the prayer slips, and get the Exorcism Slip M from the left chest.
- At this point, either do tab skip, get the key to nryo and leave Sei'an, or if you're doing toaster, just leave Sei'an. If doing tab skip, collect stray bead #55 behind the elevator while building your gold dash.

Ryoshima Coast

- Go fight the devil gate to the left
    - Use the ExM, CB both, then PS both. The ubume seem to bunch up every time, so cherry bombing both shouldn't be a problem
- Do toaster, or just go to North Ryoshima with the key
- Talk to Waka
- Fight the Earth Nose
    - 2 CB, then PS
- Go shopping
    - Sell Vengeance Slips and Incense Burner
    - Buy 3 Mermaid Coins (MC), 1 Fish Feed Bag, 5 SFS, and 1 ExS
- Go activate the mermaid spring

- Go into the divine spring near Yoichi. Get the boar statue and stray bead #63
- Jump up to the piss pond and dig up stray bead #61
- Go watch Urashima get beat up, then activate Orca
- Go to Catcall tower

Catcall Tower

- Do Poltergeist Skip, then use the vines to tackle jump on top of the closer tower and get stray bead #69 (nice)
- Climb the tower, do **not** land on any platform
- Once you get to the top, go to the left of the mermaid pool (from perspective looking into the tower). Fall down to the platform below, walk straight out to the end of the platform, then tackle jump out and then in to land on the platform w/ the stray bead on it. Collect stray bead #67
- Climb back up and collect stray bead #68
- Get Catwalk
- Mermaid Warp to Agata Forest

Agata forest

- Fill Kushi's water thing and do the Susano QTE
- Go do fishing w/ Kokari and get crescent
- Fight Ume (SFS CBs)
- Go into Tsuta Ruins

Tsuta Ruins

- Do ICS
- Do single skip. Before dropping down, bloom the pod at the back to get stray bead #20
- Do double skip
- Do sneeze skip
- Murder Blockhead
- While climbing up with the key, blow up the different textured wall, and bloom the pod to get stray bead #18
- Restore the bridge
- Do triple demon gate room
    - Bud Ogre Demon Gate
        - CB the ogre, and DI twice
        - Bloom the ogre, and PS it and the inps twice
        - DI the Ogre and bloom
        - PS the imps, DI each, then PS for DF

    - For yellow imp fight
        - Ink, then CB the yellow imp
        - PS all 3 imps
        - DI all imps, and PS all imps for DF
    - Dead fish fight (2 df)
        - PS everyone
        - DI the imps
        - PS everyone
        - PS Fish
- Draw sunrise, then PS the pots
- After cs, jump behind waterfall, blow up the wall and bloom the pod to get stray bead #19
- Go to vine room, bloom patches and get vine
- Do Chrono Skip and leave Tsuta Ruins

Agata Forest

- Go up on the ledge and dig up stray bead #14
- Head towards where you fish with Kokari, and vine to stray bead #15 on the branch
- Run to the mermaid spring, but vine to the top of the stump to get stray bead #16. **Don't** take the mermaid spring
- Run to Shinshu

Shinshu Field

- Run to Kamiki, but get stray bead #6 behind the dojo on the way

Kamiki Village

- Vine, then vine again to the top of waterfall and get stray bead #4
- Run all the way to Sakuya's Tree and talk to Camille and Camilla. Bonk Camille
- Run down and talk to Komuso and fight the green imps in under 8 sec
    - PS, DI, PS for DF
- Do half of uppy thingy and collect stray bead #2. Land on the bottom rafter, PS the chest, then do a short jump in place and air tackle to the bead. There's also a chance the bead will just go flying so I guess try to chase it if that happens.
- Go do turnips and deliver the oddly shaped turnip to Mushi. Make it night.
- Fight Hayabusa (SFS CBs)
- Leave Kamiki, run to the mermaid spring in Shinshu, and warp to Taka Pass. Run to Kusa village.

Kusa Village

- Run to Fuse and get your orbs

- Go to gale shrine

Gale Shrine

- Go to the first Chimera fight
    - Can do the classic 3 CBs
    - If in need of DF, CB to make the Chimera greyscale, CB again, then PS. CB again, then DI twice. PS for DF
- When at the elevator, send it up without being in the elevator
- Drop down, and get the 2 chests opposite the elevator entrance, stray bead #33 and a rabbit statue
- Fight Chimera 2
    - Same options as before
- Go up and get yourself galestorm (GS)
- Run back to the elevator. Jump into the shaft, holding in, then double jump into the second floor
- Go to the back, GS the burning chest, then open for stray bead #34
- Go fight Crimson Helm (video on strat, read description since it's pretty hard)
    - In summary, ExS, GS, then do 3 SFS CBs.
    - Do ground DI combos until you see the armor begin to assemble in the air, then use the second ExS
    - Do a ground combo into and air combo
    - You'll probably have something go wrong following this directly, just watch the video
- Leave Gale Shrine

Kusa Village

- Go fight Komuso in the bamboo area (win in under 25s)
    - PS 3 times all monsters
    - DI the imps, then PS them for 2 DF
- Go to Taka Pass, and GS the leaf pile next to the spring. Dig up stray bead #24. Mist warp to North Ryoshima

North Ryoshima

- Run to merchant and buy 3 MC, 3 ExLs, and a holy bone (or do boneless)
- Go to Watcher's Cape, skip the blue ogre fight, and draw a star for mr. watcher man
- Activate the whirlpool
- Run to Orca and go to the Dragon Palace

Dragon Palace

- Run straight to Otohime and get the shell amulet
- Go the whirlpool room, rejuvenate the broken drum, and climb up to get stray bead #71
- Run behind the staircase and go into the divine spring, picking up the, kutani pottery, and stray bead #70
- Go into the dragon's sleep sleep room, and then go inside the dragon

Inside the Dragon

- Run around enemies, make digestive fluid go everywhere
- Do boneless if you are cool, or don't do boneless if not cool
- Tube Foxes - Exl and PS each wave for fangs. On the last wave, slice only 2 of the 3 foxes to grab all the money.
- Exit the dragon

Dragon Palace

- Immediately turn around and restore the cursed patch behind you. Pick up the treasure box from the chest
- Go and collect stray bead #72 in the highest clam in the garden
- Go talk to Otohime
- *gasp* Himiko is dead! Run!
- Leave the Dragon Palace

Ryoshima Coasts

- Head towards the normal spot by Watcher's cape
- Dig up stray bead #60 in the spot where you jump off orca
- Go to Ryoshima Coast
- Grab Inaba (the black and white rabbit) and bring it to the animal lover to get stray bead #42. Don't tackle with the rabbit in maw
- Swim to the sunken ship and climb on top to get stray bead #41
- Do Sunken Ship clip

Sunken Ship

- Take out all 3 ghosts at the beginning for DF
- Do the super jump
- Blow up the bottom panel to unlock the key, grab the key and unlock the door
- Go a into the hallway to the right of the key door to get stray bead #57 (second alcove)
    - Take out the ghosts in the hallway for more DF
- Go up to the back room, get the Lucky Mallet in the middle chest and stray bead #58 in the chest in the back
- Leave sunken ship

Ryoshima Coast

- Swim into dead dragon's mouth
- Run to Rao's cutscene, and enter the well

Sei'an City

- Perform Palace Escape
- Run to the Imperial palace, and head inside

Imperial Palace

- Kaguya Skip
- Wheel Fight
    - 3 CB, then DI
    - PS for DF
- Get the key
- Get Veil of Mist (VoM)
- Get the inkfinity in the poison by the bamboo things
- Fight Blight
    - VoM on that one attack, then do 2 SFS CBs and upgrade ink. (Wallet as well if you haven't already, you will lose money after the next fight if you haven't)
    - Do 3 SFS CBs on the sword to win
- Rescue Kaguya, then buy the Fog Pot from the emperor for 80 demon fangs
- Turn off minigames if you haven't already
- Dig up stray bead #59, then take the mermaid spring in the aristocratic quarter to Sasa Sanctuary

Sasa Sanctuary

- Run to bamboo grove, and use inkfinity
- Do Kaguya Digging
- Mermaid Warp back to Sei'an, equip the fire tablet

Sei'an City

- Head inside the palace
- Grab stray bead #55 behind the elevator if you didn't get it earlier
- Head up, and swim across the sea of lava
- Fight Evil Rao (SFS CBs)
- Leave the Palace
- Stop at the items shop and buy the Charcoal
- Also stop at the weapons shop and buy 2 Inkfinity, then max ExLs
- Head to Watcher's Cape, skip the blue ogre again, and run across Otohime to Oni Island

Oni Island

- Forehead Jump
- KTless
- Get Thunderstorm (TS)
- Poltergeist Fight
    - ExL, then galestorm for DF
- 2D Section
- Tobi Skip
- Ninetails
    - Regular ninetails, 1 ExL per wave

Uhhhhhhhh

- Mist Warp to Shinshu
- Run into Kamiki, trigger the cutscene in Kamiki, then mist warp out to Shinshu Field
- Run to the Moon Cave

Moon Cave

- Jump into the Calcified Cavern
- Go to the devil gate and fight the black imp. Equip the Blade of Kusanagi
    - Charged Glaive, PS for DF
- Draw what your heart truly desires on the mask
- Run forward and to the left of the elevator. DJ and pan the camera up. Vine to the flower next to the imp merchant. PS the vine and air tackle onto the floor below the merchant
- Go through cave and vine area to devil gate
    - Charge glaive at the bud ogre, then attack the imps while the ogre is opening.
    - PS the imps for DF, and glaive the ogre
- Get the Ogre Liver
- Vine back, and skip the camera pan
- Go back through the tunnel. At the end, use inner cam and double jump. Vine to the highest blossom to the left after leaving the tunnel
- Go to the cannon, and double jump bonk down to the sand room
- Press the switch with CB and GS, then do inferno early
- Skip the eye switches as well, and examine the frozen statue
    - CB, then glaive the ice mouth
- Get Inferno
- Go up the elevator, then inferno the ice blocks on the right.
- Fight the devil gate

    - Inferno twice
- Get the Lips of Ice
- Vine to lift the pot lid
- Head back to the main hall
- Vine to the bouncy blossom and shoot the cannon at the wall
- Go into the newly opened cave, and hug the right wall to skip a fight
- GS the fire orb forwards, then use it to inferno the ice blocks with good camera positioning
- Go fight the devil gate
    - Glaive them all, PS for DF
- Get the Black Demon Horn
- Run out jumping along the left wall to skip the fight. Go right after leaving and down a floor
- Go across the bridge, inferno the ice block, and fight the devil gate
    - Inferno from the Fire Eye to the Ice Mouth twice
    - GS, glaive, and GS the fire eye for DF
- Get the Eye of Fire
- Do BF1 skip
- Go back to the kitchen, and talk to Ajimi
- Leave the kitchen, and go hit the bell 8 times with air tackles and PS
- Ride up to the elevator
- Fight Orochi
    - Do the 3 head strat for phase 1
    - Do the 4 head strat for phase 2

Shinshu Field

- Mist Warp from Kamiki out to Shinshu Field
- Go fight the demon gate in the corner to the right of Hana Valley
- Dig up stray bead #8 in the corner behind the kiln
- Get a vase from the nameless man, and bring it to the statue in the bombable wall by the cat statue
- Climb up and go to Kamui

Kamui

- Oki Skip
- Run to Dojo, dig up stray bead #74 on the right on your way into the dojo
- Get Swords Dance (60k) from dojo
- Do igloo turtle skip

- Go do Blockhead Grande and get stray bead #78 and a Gold Dust
- Go into the right path of the bear cave and melt the chest for stray bead #75
- Go to Wep'keer

Wep'keer

- Run and trigger the cutscene with Samickle at the top
- Jump down and try to leave Wep'keer
- Talk to Kai until the green arrow goes away, then leave her hut
- Run up and enter the building Samickle was guarding
- PS Kemu, then talk to Kemu twice. Leave
- Go into Ezofuji

Ezofuji

- Run up and enter Tuskle's house. Talk to her until the arrow goes away. Leave
- Vine to the blossom used for Wawku Early, then jump towards the rocky part. Dig up stray bead #86 in the hard dig spot
- Vine up to the higher ledge, then run to the end of it and dig up stray bead #85
- Jump down and keep running until you can vine to another blossom. Melt the frozen chest and get stray bead #84.
- Leave Ezofuji to Wep'keer, then head into Kamui

Kamui

- Run towards Yoshpet
- ExL the Bull Charger, Use inferno from Solar Flare for DF
- Enter Yoshpet

Yoshpet

- Talk to Kai and get running
- Run through the first section as fast as possible
- In the second section, go down to the right after the snowballs and get stray bead #88
- In the third section, take the wrong path at the end to get stray bead #89
- Go into Ponc'tan

Ponc'tan

- Immediately jump and vine to the lilypad on the left. Open the chest for stray bead #91
- Jump to the leaves, climb a couple, then jump towards Ms. Seal's home. Vine to it
- Jump to the back right of her home, then vine to the lilypad directly behind for stray bead #92
- Tackle jump back towards Ms. Seal's home and vine to the same vine as earlier. Tackle jump down towards Isshaku's home

- Run and talk to Miya twice
- Run back and talk to Isshaku twice
- Leave Ponc'tan

Inner Yoshpet

- RUN
- In the first section after the large amount of snowballs, get the chest that is in the open at the top of the hill for stray bead #94
- In the second section, take the wrong way at the end for stray bead #95
- In the third section, take the right side at the catwalk section, and get the chest in the middle for stray bead #96
- Go 100 years into the past

Past Kamiki

- Run straight to Nagi and tackle him
- Fight Nagi (SFS CBs)
- Steal Nami's clothes
    - After getting the cutscene saying you're far enough away, walk a couple more steps, then dash to Nagi
- Stop at the merchant and top out to 14 ExLs
- Go to Shinshu Field

Past Shinshu

- ExL the Clay Soldiers, and VoM for DF
- Run to the Moon Cave
- Fight the 2 Dogu with 3 ExLs, PS for DF
    - If short an ExL, use 2 ExLs and then glaive the Dogu
- Head into the Moon Cave
- Fight Past Orochi
    - 3 head strat, ExL the bell
    - 4 head strat, only one ExL needed per 4 heads
- Run with Lika out of the Moon cave
- Run all the way to Ezofuji

Ezofuji

- Run to Wawku Shrine and trigger the door cutscene
- Go inside

Wawku Shrine

- Reflect the cannon shots upon entering. Dig up stray bead #97 where the left cannon was

- Do Inferno Key Skip
- Run past the cannons, then get stray bead #99 early, (you don't need the treasure picked up in the video)
    - I found this to be easier if you do an unskew boost and tackle directly on the platform, instead of the bonk
- Go and ExL the Great Tengu
- Get blizzard
- Get stray bead #98 on the way back
- Do Nechku Skip
- Do Cannon Room
- ExL the Great Tengu, use blizzard or icestorm for DF
- Do fast hot gear room, or use icestorm on the gears
- Fight Lechku & Nechku (5 ExLs)
- After, run to Wep'keer and warp to Ryoshima Coast

Ryoshima Coast

- Fight the bandit spider
- Fight the Ryoshima Devil Gate Trial
    - Gold dust the Thunder Edge, and equip as main, with another blade as sub
    - Goal is to top out demon fangs here. Every enemy here can be 1 shot w/o sfs. PS imps and chimera and it should be enough. 50 demon fangs is easy to collect here, and if you need more, floral finish more enemies
    - Mostly just charge glaive a bit and jump attack. Have fun
- Get stray bead #44 from the chest after the trial
- Run to Madame Fawns

Madame Fawns

- Get stray bead #12 inside of Madame Fawns
- Leave Madame Fawns
- Waterspout the middle burning chest for stray bead #17
- Mist warp back to Ryoshima Coast, then run thru Rao's well to Sei'an

Sei'an City - Aristocratic Quarter

- Head behind Himiko's palace and waterspout the 4 rocks to get deluge
- Drop down to the chest on the right side of Himiko's palace (from perspective after Deluge). Open it for stray bead #54
- Go to Gen's tower, TS the chest inside of Gen's tower with the Thunder Edge to get stray bead #56

- Go to the Imperial Palace, digging up stray bead #51 on the way, and buy the Water Tablet from the Emperor
- Go to Komuso and fight his demons for stray bead #52
    - Fight Strat
- On your way to the Commoner's Quarter, equip the water tablet and go to the left side of the water, and PS the chest in the water for stray bead #53
- Go to the Commoner's Quarter

Sei'an City - Commoner's Quarter

- Head to the right to Naguri to do the digging game. Use an inkfinity beforehand (he is underwater, but the water isn't real at this point so don't worry about it)
- Do the Charcoal Girl Quest
- Tips on drawing each design if you struggle from here
    - Start in the bottom left and draw a star in one stroke without lifting the brush.
    - Draw a heart, starting at the bottom, going clockwise. Be sure to make the left half slightly larger than the right
    - Draw a large "V", starting at the left. Do not lift the brush
    - Draw four circles, making sure that each one touches two others
    - Draw this using four separate strokes
        - A horizontal line at the top, left to right
        - A second horizontal line just below the first, left to right
        - A vertical line from the center of the top line. Curve it to the left after passing through the lower horizontal line
        - A diagonal line from the center of the lower horizontal line, slanted to the right
    - Talk to the girl one last time for stray bead #48
    - In Japanese there is no extra message on success, so you'll just have to trust your gut
- Hayazo Quest
    - Equip Solar Flare and inferno the beacon in the center of town and by the guard
    - Make it night, and PS the rock on the path to the shops to race Hayazo
    - When delivering the Millet Dumplings, make it day to deliver it to Momotaro.
        - Also head towards Camille and Camilla at this point. Draw a tree, then draw a tree and use deluge. Talk to Camille after for stray bead #50
    - After delivering the hairpin to the guy in the restaurant, go to Mr. Flower's home behind the shop and dig up stray bead #47
    - After getting the Tao Mask, restore the pond by the oblivious guard, and ride up to the Tao HQ. Deliver the Tao Mask to Abe, then talk to him again for stray bead #49

- Leave Sei'an to Ryoshima Coast

Ryoshima Coast

- Run down and race Hayate 3 times for stray bead #45
- Mist Warp to Kusa Village

Kusa Village

- Go shopping
    - 5 inkfinity, 25 Vengeance Slips, Max SFS, holy bones for the weak
    - This is for both Nryo and Kamui Devil Gate Trials. The inkfinity are primarily for the tube foxes, as well as backup. Vengeance Slips are really good, and sfs is also really good. You'll have tons of praise at this point, so upgrading health is pretty much always an option, but you can get a few holy bones if you want (or if preparing a ng+17 file)
- Go to Gale Shrine and fight the Kusa 5
    - Use SFS, charge glaive and VoM
    - Get stray bead #35 as your reward
- On your way out of Kusa, vine to the platform, GS the banner thingys, and open the chest on the left for stray bead #29
- Leave to Taka Pass

Taka Pass

- Run towards the right, and double jump bonk to one of the blossoms as can be seen in this video
- Run into the tunnel and GS the burning chest. Open it for stray bead #25
- Run towards the left side of the Cutter's, and drop down behind it. Dig up stray bead #22
- Take the waterspout out, then run past Sasa to the digging spot. Go in and get stray bead #26
- Go near Bingo, and dig up stray bead #23
- Go to City Checkpoint

City Checkpoint

- Go blow up the guard station and drop the bridge
- Run across the bridge, bloom the patches, and dig up stray bead #38
- Run upstream w/ water tablet to collect stray bead #40
- Run down stream, then double jump and vine like in this video. Vine to the pillar and get stray bead #39
- Jump down and go dig up stray bead #36
- Run up the bank and get bead #37 from the burning chest

- Mist warp to North Ryoshima Rocky Area

North Ryoshima Coast

- Open the chest to get stray bead #64
- Jump down and run towards the island with the fisherman. Dig up stray bead #62 on the right side.
- Run to the island to the right, and go on down and fight the Bandit Spider
- North Ryoshima Devil Gate Trial for stray bead #65
    - Use SFS throughout to mostly one shot enemies. Inkfinity during tube foxes. Vengeance Slip during the 3 wheel gates and the ogre gate
- Run to the middle island on the right side and get CB2 (don't do merry christmas glitch)
- Go to Urashima's hut and talk to him twice for stray bead #66
- Mist warp to Dragon Palace

Dragon Palace

- Go talk to Otohime and get stray bead #73
- Mist Warp to Inner Yoshpet

Kamui

- Run to Ponc'tan and head in. Talk to Isshaku for stray bead #93
- Leave to Kamui
- Run up towards Wep'keer, but drop down to the area with the cranes. Open the chest for stray bead #76
- Go into the tunnel, and go down to fight the Bandit Spider
- Kamui Devil Gate Trial for stray bead #79
    - Constant sfs, vengeance slips for wheels and during the final 3 gates with bosses. Just kinda hit everything
- Run down and buy CB3
- Fight the devil gate for the mermaid spring
- Dig up stray bead #77 directly behind you after the devil gate
- Warp to Shinshu Field

Shinshu Field

- Finish Vase Quest for stray bead #10
    - When delivering to a statue near the moon cave, stop by Tama's and show him CB2 and CB3 for stray bead #9
- Mist Warp to the Ezofuji Rocky Area for stray bead #87, then warp to Wep'keer

Wep'keer

- Run towards the cranes on the right side. Dig up stray bead #80

- Jump on the ledge on the other side of the mini waterfall. Walk up it a bit, then fall into the alcove with the bear to get stray bead #81.
- Go into the snowball playground
- Run all the way to the back of this snowy hellscape and dig up stray bead #83. Run out
- Get stray bead #82 on the ledge with the sheep
- Do a stray bead check if you're worried you forgot any
- Head to Ezofuji, then up into the the ark

Ark of Yamato

- Buy 69 ExLs (nice)
- Blight
    - VoM on attack, and charge glaive to win
- Orochi
    - Same as always
- Spider Queen
    - 3 vines, then 2 ExLs
- Crimson Helm
    - ExL, GS, 4 ExL
- Ninetails
    - Same as last time
- Shouldn't need to go shopping twice (need 43 ExLs)
- Yami
- Win