

Pristine Weapons Explanation: Remastered

Written by: Doge229

Hey! This is a document I made to serve as a sort of “remastered” version of Echocolat’s (Echo_BotW’s) post on Pristine weapons in TotK. There’s been a couple new things we’ve learned about them, so I wanted to provide an updated reference so nobody is wasting hours of their life trying to get a weapon that they haven’t even unlocked yet.

If you find the information in this document useful to you, please consider upvoting or sharing the reddit post I’ve linked this document in. The more people that see and have access to this information, the better.

https://www.reddit.com/r/tearsofthekingdom/comments/17eqmsy/pristine_weapons_explanation_remastered/

What are Pristine Weapons?

Pristine weapons (or Intact weapons, as the game sometimes refers to them), are the restored versions of the weapons damaged by the Demon King’s Gloom. They have higher base damage and base durability than their Decayed counterparts, and generally cannot be found on Hyrule’s Surface or in its Skies. Weapon Traits (the abilities indicated by teal text in the weapon descriptions) can also be found on Pristine weapons and behave exactly the same as they do on the Decayed versions. You can tell Pristine weapons apart by their undamaged appearance and a sparkle icon in their name.

How do I get a Pristine Weapon?

You can obtain Pristine weapons from a few different sources. The primary source is a bit of a long explanation, so I’ll go over the secondary sources first.

Amiibo and other sources

- You can obtain select one-handed and two-handed Pristine weapons as “BigHit” rewards from Amiibo drops, provided that you have visited the Depths at least once before on your save file. Check out this spreadsheet for the Amiibo drop tables:
https://docs.google.com/spreadsheets/d/1BF5WDN09z0evruAQH-3glMjnPe6dfKyomfLT_0alZrg/edit?usp=sharing
- You can obtain a Pristine Eightfold Longblade as a one-time reward from the Side Adventure, “The Yiga Clan Exam” at the Yiga Blademaster Station in Gerudo Canyon.

Spectral Figures in the Depths

These are going to be the main way that you obtain most Pristine weapons. This is going to be a lengthy explanation, so please make sure you pay attention to each section.

What are “Spectral Figures”?

Throughout the Depths, there are 679 actors that the game internally refers to as “Npc_MinusFieldSpectral Figure_000”. The best official name we have for them is “Spectral Figures”, so I will refer to them as such. These Spectral Figures are found on top of short mound-like structures, and look like the silhouettes of Hylian Soldiers.

Spectral Figures are the main way to obtain Pristine weapons, as you can obtain a weapon from each one once per Blood Moon. Each individual Spectral Figure has a small pool of weapons it can draw from, and only holds one of the three weapon types, meaning it will only ever hold either spears, one-handed weapons, or two-handed weapons. The weapons in each Spectral Figure’s pool are loosely based on the region the Spectral Figure is found in. After taking the weapon from the Spectral Figure, it will disappear, and will respawn after the next Blood Moon.

Weapon Generation

When you get close enough to a Spectral Figure, it will visibly render, at which point it will choose a weapon from the currently available weapons in its pool (I’ll explain how to unlock a weapon in a little bit).

NOTE: Once you render a Spectral Figure and it generates a weapon, that weapon will be locked in until you remove the weapon, causing the Spectral Figure to disappear and respawn on the next Blood Moon. If you do not take the weapon from the Spectral Figure, then it will not refresh on the next Blood Moon, and the weapon it is holding will not change.

Reloading a Weapon

Because a Spectral Figure’s weapon is only generated and locked in once you render the Spectral Figure, you can choose what weapon you get from it through save-scumming.

Step 1: Manually save outside of the render distance of a Spectral Figure that is not currently locked into holding a specific weapon.

Step 2: Move inside the render distance of the Spectral Figure, and check what weapon it is holding. Both Sensor+ or your Scope work well for this.

Step 3: If it is not the weapon you want, then reload the manual save and repeat step 2.

If you are noticing that the Spectral Figure is not changing weapons after loading the save, then it might be locked into that weapon. If this is the case, you will need to remove the weapon so that the Spectral Figure disappears, and return to it after a Blood Moon.

Unlocking Pristine Weapons

I mentioned earlier that Spectral Figures will draw from the currently available weapons that are in their pool. This is because there is an unlock system that controls what weapons the Spectral Figures can generate with. At the start of the game, the only weapons that are unlocked are the weapons from the Traveler's set. This is the "default" tier of weapons for the Spectral Figures.

In order to unlock more Pristine weapons, you will need to break the Decayed versions at least once. After unlocking a Pristine weapon by doing so, it will immediately be available from Spectral Figures in the Depths. Breaking a Decayed weapon more than once will not have any effect on the availability of its Pristine variant. It does not matter if the Decayed weapon is Fused to anything or not, as it is still the same weapon, even to your Sensor+.

Breaking Pristine weapons (in the case that you obtained them from other sources like Amiibo) will not unlock the same Pristine weapon for the Spectral Figures in the Depths. It needs to be a Decayed version specifically.

NOTE: If you break a Decayed weapon by throwing it against terrain, this will NOT unlock the Pristine version in the Depths. Breaking the Decayed weapon on an enemy with any attack will still work though, as will jump attacks against terrain and any other projectile generation.

Weapon Pool Odds

Getting the simple information out of the way first, each currently available weapon in a Spectral Figure's pool has an equal chance of being generated. This means that if a Spectral Figure has two weapons available for you, each one has a 50% chance to spawn. If it has three weapons available, each one has a 33% chance to spawn. Five weapons available, 20% each, etc.

The complicated part comes when you start looking at Spectral Figure pools where you may not have every Pristine weapon in them unlocked.

The first weapon in a Spectral Figure pool that you have not unlocked will be replaced by a Traveler's set version of that weapon. Any further weapons that you have not unlocked will not be counted in the odds distribution for that pool. For Spectral Figure pools that have a Traveler's weapon by default, that will be counted as a separate weapon from the Traveler's weapon that replaces the first locked weapon.

Here's a couple examples (assume all weapons mentioned are Pristine):

1. For a Spectral Figure with a weapon pool of:

[Royal Halberd, Knight's Halberd, Throwing Spear, Soldier's Spear, Royal Guard's Spear]

-If you have every weapon in this pool unlocked, each weapon has a chance of 20% to spawn.

-If you have unlocked every weapon besides the Royal Halberd, it will be replaced by a Traveler's Spear and each weapon will still have a 20% chance to spawn.

-If you have only unlocked the Throwing Spear and the Soldier's Spear, then the Royal Halberd, Knight's Halberd, and Royal Guard's Spear will all be replaced by only one instance of

a Traveler's Spear, meaning that there will be a Throwing Spear, a Soldier's Spear, and a Traveler's Spear available, each with a 33% chance to generate.

2. For a Spectral Figure with a weapon pool of:

[Traveler's Spear, Throwing Spear, Soldier's Spear]

-If you have every weapon in this pool unlocked, each weapon has a 33% chance to spawn.

-If you have not unlocked the Throwing Spear or the Soldier's Spear, they will be replaced by a single instance of a Traveler's Spear. This means there will only be 2 Traveler's Spears in the available pool, and each will technically have a 50% chance to be picked.

-If you have not unlocked the Soldier's Spear, it will be replaced by a Traveler's Spear, which will be counted as a separate weapon from the Traveler's Spear in the pool by default. This means that the Throwing Spear will have a 33% chance to spawn, and the 2 Traveler's Spears will each have a 33% chance to spawn, or you'll have a 66% chance of a Traveler's Spear being chosen.

Weapon Modifiers from Spectral Figures

You can also obtain modifiers on the Pristine weapons that you take from Spectral Figures. These follow similar experience thresholds to other weapons found throughout the world. Please check out Echocolat's explanation on level scaling [here](#) for more information on the thresholds.

The modifier for a weapon obtained from a Spectral Figure is not rolled until you pick up the weapon, so you can also reroll this. Just make a manual save after generating the weapon, and pick it up to see if it's the modifier you want. If not, just load the save and try again.

How do I find the specific Pristine Weapon that I want?

The first step to finding the Pristine weapon you want, assuming that you have unlocked it already, is to find the Spectral Figures that have the weapon you want in their pool. For that, the best option is to use the TotK Object Map:

<https://objmap-totk.zeldamods.org/#/map/z2.0.0.Surface>

Just type, "Npc_MinusFieldSpectral Figure_000" or "minusfieldSpectral Figure" (minus the quotation marks of course) plus the name of whatever Pristine weapon you want into the search bar. Make sure to replace any apostrophes with spaces, or enclose the weapon name in quotation marks. This will show the locations for all the Spectral Figures that have that weapon in their pool. As an example, here's an Object Map link with the search terms for a Royal Guard's Claymore:

<https://objmap-totk.zeldamods.org/#/map/z2.0.0.Depths?q=minusfieldSpectral Figure%20Royal%20Guard%20s%20Claymore>

Once you've found a Spectral Figure that can spawn the Pristine weapon you're looking for, refer to the above section "Reloading a Weapon" to reroll the Spectral Figure until you get the weapon you want.

Credits

- Echocolat (Echo_BotW), for datamining the majority of the information about Pristine weapons and Spectral Figures
https://www.reddit.com/r/tearsofthekingdom/comments/13uqo9h/everything_you_need_to_know_about_nondecayed/
- leoetlino, for reverse-engineering the spawn function for Pristine weapons
<https://gist.github.com/leoetlino/b177d66c7b1978c51e0e994ae1e589d5>
- Croton, for their video about Pristine weapons
<https://youtu.be/Ut1DB01Pipo>
- savage13 and the zeldamods team for their work on the Object Map
<https://objmap-totk.zeldamods.org/#/map/z2.0.0.Surface>
- dt12345, for additional testing on how Pristine weapons are unlocked
- All the dataminers and researchers on the Datamining server for TotK:
<https://discord.gg/vakfF9uY5c>

If you have any questions/comments/corrections, the best places to get in contact with me are:

- The general TotK discord server: <https://discord.gg/tearsofthekingdom>
- The Datamining discord server: <https://discord.gg/vakfF9uY5c>