

Kurapika



Kurapika

KANA

クラピカ

RÔMAJI*Kurapika***ALSO KNOWN AS**

Chain Bastard (鎖野郎, *Kusari Yarō*) [by the **Phantom Troupe**]
Rat (子, *Ne*) [Zodiacs]^[1]

PORTRAYAL

JAPANESE VOICE**Noriko Hidaka** (Pilot OVA)**Yuki Kaida** (1999)**Miyuki Sawashiro** (2011)



DEBUTS

MANGA DEBUT

Chapter 2

ANIME DEBUT

Episode 00 (1998)

Episode 2 (1999)

Episode 1 (2011)

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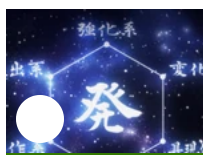
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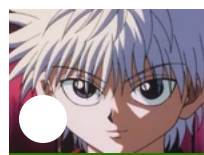
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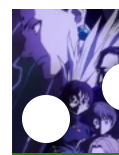
Nen



Killua Zoldyck



Leorio Paradi...



Phantor

"I do not fear death. What I fear is that my rage will one day fade away."

— Kurapika to the Captain in "An Encounter in the Storm"

Kurapika (クラピカ, *Kurapika*) is the last survivor of the Kurta Clan. He is a Blacklist Hunter and current leader of the organization founded by Light Nostrade. He is a member of the Zodiacs with the codename "**Rat**" (子^ね, *Ne*). His goal is to avenge his clan and recover the remaining Scarlet Eyes.

He takes the role of the main protagonist in the Yorknew City and Succession Contest arcs. He was also the deuteragonist of the Hunter Exam arc.





2011 Anime Adaptation Appearance

1999 Anime Adaptation Appearance





Manga Appearance

Kurapika has medium blond hair with brown eyes; blue in the 1999 anime adaptation (grey/dark grey in the 2011 anime adaptation). His eyes glow a beautiful and coveted scarlet when experiencing intense emotion. In his first appearance in the series, he wears a blue tabard decorated with an orange-colored (red in the 2011 anime adaptation) hem and a white full-body training suit underneath. He changes his tabard and training suit for the duration of the Yorknew City arc. His shoes are Chinese-style winkle-picker flats. From the Election arc he wears a blue or black suit with dress shoes, and in some subsequent appearances, he also wears a necktie. From the Succession Contest arc, as a royal bodyguard, he wears a uniform consisting of a blue suit and tie with a gold capital H on the left breast of the blazer.

Kurapika also wears a single, drop earring ornamented with a ruby in his left ear. After learning **Nen**, he starts using black contact lenses in order to hide his **Scarlet Eyes**.

Personality



Kurapika is a cool and intelligent individual, possessing vast knowledge. He is reticent; not one to open up to people easily and quite judgmental. His distance from others initially keeps him level-headed and moralistic, but his heart has been poisoned with sadness and hatred. Having been traumatized from losing everyone he loved at the age of twelve, Kurapika closes his heart to new people and remains introverted as to stay focused on his goal. However, Kurapika can be



anger should the memory of his clan be insulted in any way.

After becoming a professional Hunter, Kurapika starts upon a self-destructive path. His anger leads him to commit villainous acts of wrath as catharsis for his pain. Kurapika's reserved demeanor makes him very ruthless and unreasonable at times, but his friends are the only ones able to slightly settle his seething enough for him to think rationally. He slowly transitioned from considering his friendships to be a weakness hindering him from succeeding in his aims to appreciating their value, and he was willing to put his revenge on the Phantom Troupe on hold for his friends' well-being. He even questioned the legitimacy of his quest after experiencing the deep ties that bind the Spiders together, particularly Pakunoda's loyalty, although it ultimately did not deter him.

Although he made himself unavailable for a period, the people dear to him became part of his drives, leading him to search for more power in order not to lose anyone else. Upon nearly completing his goal of retrieving the eyes of his brethren, he began to feel a deep sense of loss, believing to have no one and nowhere to return to.

As a child, his personality was more akin to Gon's where he sought out adventure and had an impulsive nature. Kurapika was still protective of his friends, however, going as far as to beat a man for his derogatory comments against one.

Background



Pairo saved Kurapika

Kurapika was born to the Kurta Clan in a secluded forest in the Lukso Province. As a child, he almost fell from a cliff but was saved by his best friend, Pairo. While he was unharmed, his friend Pairo had harmed both his legs and eyes, their condition worsening every day. Kurapika felt





debate between the two, with Kurapika perceiving the Kurta Clan's fear of the outside world as unreasonable and backward. After one such argument, he talked to Pairo and discovered that people outside of the Kurta Clan do not have Scarlet Eyes, which caused their clan to be persecuted.^[4]

Kurapika and Pairo reading *Dino Hunter*

At some point, Kurapika and Pairo saved a female outsider called **Sheila**. As thanks, she gave them **a book** about the adventures of the **D Hunter** in the outside world which they read together, strengthening their desire to visit the outside world. After Sheila left, Kurapika realized that the Kurta Clan's elder had stolen the book and confronted him about it. Having an argument again, the clan elder finally allowed Kurapika to take the test to go to the outside world. Studying hard and passing all the tests successfully, the elder gave him his last test: to go shopping in the outside world with a partner without revealing their Scarlet Eyes. Kurapika chose Pairo as his partner. The elder had them put drops in their eyes which would cause their eyes to remain red for days if they change color during the test. During the journey, Kurapika vowed to himself to find a way to cure Pairo so that they would be able to explore the outside world together.^[4]

Kurapika passes the final test

While buying groceries, Kurapika and Pairo were bullied and nearly swindled by three thugs. Kurapika managed to maintain his calm only thanks to his friend. The other people at the





thugs revealed that the elder had paid them to rile him up. Pairo had them report that they failed. Having recognized them as Kurta, the people who had previously defended them turned violent and frightened. On the way back, Kurapika noticed that his eyes had gone back to their normal color, with Pairo disclosing that the previous day he had heard that the elder planned to cheat, and so had swapped the drops for his eye medicine.^[5]

Having passed the test, Kurapika was granted unrestricted permission to go to the outside world. Before leaving, Kurapika promised Pairo that he would return with a doctor and that they would one day go to the outside world together. Pairo had him also promise to have fun and enjoy himself while outside, having adventures just like the Hunter they read about from Sheila's book. Six weeks later, while Kurapika was away, the Kurta Clan was approached by the **Phantom Troupe** and massacred, their eyes sold on the black market. The news reported the death of all 128 members of the Kurta Clan and of scores of dead bodies with eyes gouged out in their wake.^[5] As the last surviving member of his clan, Kurapika vowed to gain back all the stolen eyes of his people and to arrest all of the members of the Troupe.^[6]

Plot



Hunter Exam arc

Preliminary Phase

Kurapika, Gon, and Leorio standing before the Captain

Kurapika makes his first appearance onboard a **ship** that goes from **Whale Island** to a testing site of the **287th Hunter Exam**. He, Gon, and Leorio are the only 3 candidates unaffected by a storm the night before. When the **Captain** announces an even fiercer one is approaching, the three are the only candidates not to leave the boat. He initially refuses to answer the Captain's question

about his intentions, but when he reveals that he is an exorcist and Kurapika explains that he is the last





possessions provided by being a Hunter, Kurapika remarks that money cannot buy class. The two quarrel over their different opinions and decide to end it with a fight out on the deck while another storm is raging. When they are about to start, a crew member is knocked off the deck by a piece of wood broken off from a yard. Leorio immediately rushes to help him, followed shortly by Kurapika, but they fail to catch him. Gon jumps overboard and grabs him, while the two catch him by his legs. They both reprimand Gon for his recklessness, then apologize to and makeup with each other. Seeing that, the captain laughs and decides to take the trio to the port nearest the exam hall, Zaban City's.^[7]

Kurapika stops Leorio from attacking

Once they dock, the Captain tells Gon to head for a lone tree up a hill, and Gon decides to follow his advice instead of taking the bus to Zaban City. Kurapika decides to follow him, interested in what he may do. Leorio later rejoins them after learning the bus doesn't head to Zaban City. In what seems an abandoned town, Kurapika and Gon hear people around them. An old lady, also an examiner, told them they have to answer a riddle that they have only 5 seconds time limit. While Kurapika and Leorio scuffle over the prospect of one causing the other to fail, another applicant takes the test in their place. Upon hearing the riddle, a deeply stunned Kurapika thinks of it's subjectivity, making it *absolutely* impossible to give a correct answer. While Leorio protests the impossibility of the riddle, Kurapika hears the applicant the lay let pass scream and understands how to pass the test, but the screener silences him and, after Kurapika agrees to it, poses them her question. Getting annoyed, Leorio picks up a wooden stick and attacks her but is blocked by Kurapika, who explains to him that they have passed because keeping silent is the correct answer to this question. The old lady then tells them to go to a house in the forest to find a couple, who will be their navigators if they consider the trio qualified. Kurapika and Leorio laugh at Gon when he states he cannot find an answer to the question, but become pensive when he suggests they might one day be faced with a similar choice. The three then take the





Kurapika strikes the Kiriko disguised as Leorio

Four hours later, upon entering the house, they see a wounded man lying on the floor and a woman being held captive by a **Kiriko**. The monster flees as soon as it sees them. Telling Leorio to take care of the husband, Kurapika and Gon chase after it, and Kurapika is impressed by Gon's vision in the darkness, and shocked by his ignorance about Magical Beasts. Gon clubs the creature and forces it to let go of the wife. Kurapika catches her and notices the strange tattoos on her hands and face. Leorio then shows up and says that there is nothing to worry about the husband. Kurapika hits him in the face with his wooden sword. It turns out this Leorio is a Kiriko in disguise, but Kurapika claims he did not know, and that he hit him because he thought he left an injured. After the monster runs away, he asks the wife who she really is, ready for combat. After Gon is able to tell the two nearly identical Kiriko apart, they reveal to be the Navigators and that the couple they "saved" are their two children. The daughter states that Kurapika passed the test thanks to his vast knowledge and deduction skills, which allowed him to recognize the chastity symbols on her body and understand that she could not have a husband. Meanwhile, Gon is able to tell 2 identical-looking Kirikos apart, which greatly surprises them. The 2 Kirikos and the husband and wife, who are actually their son and daughter, then explain to the trio how they have qualified for the next test—Kurapika for his vast knowledge on **ancient symbols**, Leorio for his good medical skill and confidence, and Gon for his extraordinary movement and observation. The Kiriko fly all three of them to the exam hall.^[9]

Kurapika pours out Tonpa's laxative drink

When they arrive in Zaban City one of the Kiriko takes them to the secret entrance of the exam





laxative-spiked drink but Kurapika pours it on the floor after Gon claims that it has a bad taste.^[10]

First Phase

Kurapika runs alongside Leorio

An examiner, [Satotz](#), then appears and tells the candidates to follow him through the tunnel. He runs faster and faster but Kurapika has little problem keeping up with him.^[11] While running, he reveals to Leorio the story about the stolen Scarlet Eyes of his people and his determination to retrieve them and capture the Phantom Troupe. The marathon finally ends when they reach the [Milsy Wetlands](#), also known as the Swindler's Swamp.^[6]

Kurapika waits for the perfect time to run

Satotz warns them of the dangers and tells them to follow him through the swamp in another marathon. On the way, Kurapika, Leorio, and a number of other candidates are attacked by [Hisoka](#), a man notorious for his bloodthirstiness.^[12] All of them are killed in a short time, except for him, Leorio, and [Cherry](#), examinee #76. Knowing that they have no chance of winning against Hisoka, they split up in 3 different directions. After a while, Kurapika returns and sees Gon kneeling there with a shocked expression on his face.^[13] While running together to the site of the Second Phase, the [Visca Forest Preserve](#), Gon tells him about what happened to him and Leorio.^[14]





The Second Phase of the exam

At the site of the Second Phase, two **Gourmet Hunters**, **Menchi** and **Buhara**, appear. The Second Phase starts with Buhara asking them to cook roast pork. Even though the kind of pig that they need to catch, the **Great Stamp**, is the most dangerous pig in the world. Kurapika, his 3 friends, and many other contestants have little difficulties passing the test after they discover that these pigs have a spot of weakness on their foreheads.^[14]

Kurapika and the others wait for Gon's signal

The next test has however proven to be a real problem as the other examiner Menchi asks them to make **sushi**. Despite having read some books about this dish and his careful analysis of the hints that **Hanzo**, a contestant from the country of **sushi**, and Menchi unintentionally gave away, Kurapika still failed like the rest.^[15] When the Second Phase is on the verge of having no qualifier, Chairman **Netero** of the Hunter Association arrives in an airship, criticizes Menchi for losing her temper as an examiner, and tells her to give them another test, which she herself also has to take. This time around Menchi asks them to cook boiled **Spider Eagle** eggs, which hang from strong strings connecting the two sides of deep ravines. Even though they have to jump into a ravine to find the egg, Kurapika and 41 other examinees pass the test and are subsequently taken to the site of the Third Phase in the Chairman's airship.^[16]

Third Phase





Kurapika knocks out Majtani

The Third Phase of the Hunter Exam starts atop the Trick Tower, which has numerous passages, and they have seventy-two hours to get to the bottom of it alive.^[17] Kurapika, Leorio, Killua, and Gon are forced to form a team of 5 with Tonpa to pass through the 1st door.^[18] They advance, using the majority rule several times on the way, and their road leads them to a platform set up in the middle of a bottomless abyss where they have to participate in a best-of-five series consisting of 5 no-hold-barred one on one matches against a team of 5 long-term prisoners. Tonpa is the first to fight and he deliberately forfeits the match to undermine his teammates.^[19] Gon's match is the second, and thanks to his quick thinking he manages a win to level the score at 1 - 1.^[20] The 3rd match is Kurapika's and his opponent is Majtani, an impostor with a spider tattoo on his back who brags about his fake Phantom Troupe membership to Kurapika. Enraged, his eyes turn scarlet and he knocks Majtani down with a single punch,^[21] however, the match is still going on because he refuses to kill his opponent, who seems to be unconscious.^[22]

Passing the 3rd Phase of the Hunter Exam

Seeing that, Leorio steps in makes a bet that Majtani is still alive, and pretends to drop him into the abyss. Majtani is so scared that he stops playing possum and admits defeat. The score is now 2 - 1 in favor of Kurapika's team but they have lost 40 hours due to betting. Leorio's own match is the 4th, and he loses it after a rock-paper-scissors game along with a bet of ten hours on the gender of his opponent, Leroute.^[23] With the score being 2 - 2, Killua quickly kills his opponent, Johness the Dissector, in the last match, putting it at 3 - 2 in their favor, but Kurapika's team now have less than 10 hours to reach the bottom.^[24] As they advance, they





Fourth Phase

Kurapika kicking Tonpa's face

During the Fourth Phase, the remaining examinees are taken to [Zevil Island](#) to take part in a 7-day manhunt among themselves to capture each other's number badges.^[26] Kurapika's designed target is Tonpa, who in turn has Leorio as his target. After Leorio is tricked by Tonpa and [Sommy](#) and loses his badge, Kurapika appears, knocks Tonpa down, and asks Leorio to team up with him, to which Leorio agrees.^[27] They take the badges #16 and #118 from Tonpa and Sommy.^[28]

Even though Kurapika already has six points from his own and Tonpa's badges, he still helps Leorio find his target [Ponzu](#), examinee #246.^[28] As they are looking for the target, they again encounter Hisoka, who tells them to give him their badges if they want to live. Kurapika says that he will give him the badge #118 which only means 1 point to them, as for the other 3 badges, they will fight with their lives to protect them. Hisoka agrees, lets them go, and takes the badge #118.^[29]

Kurapika explains anaphylaxis

At the end of the sixth day, he and Leorio meet Gon and tell Gon about Ponzu. Gon helps them find her by tracking the smell of the medicine that she uses to defend herself. Finally, they find Ponzu, but together with her they are trapped in a cave full of snakes whose owner [Bourbon](#),





they go, Gon takes the badge #246 from a sleeping Ponzu and leaves her the badge #103. With this, Kurapika and his 2 friends qualify for the next and also the last phase.^[31]

Final Phase

Kurapika vs. Hisoka

The Final Phase of the Hunter Exam is an elimination tournament with a twist—the winner of a match will be removed from the list and receive his very own [Hunter License](#) and the loser will be given more chances, depending on their placement in the bracket.^[32] Kurapika's first fight is against Hisoka. After fighting for a while, Hisoka whispers something to him and quits the match, allowing him to become a licensed Hunter.^[33] When Illumi Zoldyck wants to go murder Gon, Kurapika, Leorio, Hanzo, and some examiners block his way.^[34] Later, he also requests that the [Hunter Association](#) examine the nature of Killua's act of murder against another contestant, [Bodoro](#), during the Final Phase and has a brief argument with [Pokkle](#), who wins by default thanks to Killua's disqualification, but they make up with each other after the exam has ended.^[35] He then decides to go with Gon and Leorio to [Kukuroo Mountain](#) to rescue Killua from the control of [his family](#).^[36]

The Zoldyck Family

Kurapika watches as Gon is beaten by Canary

Kurapika, Leorio, and Gon arrive at the entrance of the Zoldyck Estate, the [Testing Gate](#), on





stay in his house to train, using his heavy equipment.^[38] After 20 days, they are all able to open a testing door and head for the Zoldyck Residence without any problem until they are stopped at another gate by a female attendant named **Canary**. She beats Gon up to prevent them from advancing but thanks to Gon's insistence, she becomes more and more reluctant to block their path and finally asks them to save Killua. **Kikyo Zoldyck** then appears with her son **Kalluto**, knocks Canary unconscious, and tells them to leave.^[39] Shortly after she and Kalluto leave, Canary regains consciousness and says she is going to lead them to the attendants' room.^[40]

Next meeting: September 1st, in Yorknew City

While staying in the servants' room, they are forced into playing a guessing game with some butlers of the family, which they manage to win. Killua at last arrives and leaves the Zoldyck Estate with them.^[41] Kurapika then tells his three friends what Hisoka whispered to him during the Final Phase. He would wait for Kurapika in **Yorknew City**, where the largest auction in the world takes place, on September 1st to tell him some interesting things about the Phantom Troupe. It is 6 months until that day so Kurapika says goodbye to his friends, after telling them that he is going to look for some work as a Hunter and arranges to meet up with them later in Yorknew City in September.^[42]

Heavens Arena arc

Kurapika is denied employment through the agency





During Gon and Killua's training in the [Heavens Arena](#), it is revealed by [Wing](#) that Kurapika learned [Nen](#) after the Hunter Exam.^[44]

Yorknew City arc

At The Flesh Collector's Mansion

Kurapika prepares to fight the assailants

Kurapika learns Nen in six months and looks for a customer who has strong connections with the auction in Yorknew City. At the beginning of August, he appears at the mansion of a collector who collects body parts to apply for a job as a bodyguard. In the mansion he meets five other people, three of them Hunters themselves: [Melody](#), [Baise](#), [Shachmono Tocino](#), [Basho](#), and [Squala](#). A man shows up on the screen in the hall where they are waiting and tells them that if they want the job, they at least have to get out of the mansion alive. As he finishes, a group of 11 people who wear black hooded robes and masks and are armed with guns and swords suddenly appear and attack them.^[45] Using his **Dowsing Chain**, Kurapika blocks a number of bullets fired at him and jumps onto a chandelier to avoid the sword users and observe the situation.^[46]

Kurapika uses his **Dowsing Chain**

Noticing that Tocino is the only person who is not being attacked, he jumps down, puts a knife at Tocino's throat, and orders him to stop the attackers in three seconds. Tocino shows his





Squala is another infiltrator, which is further confirmed by Melody's, Baise's, and Basho's techniques. He and 3 other genuine applicants thus pass the test.^[46]

After each of them completes another mission of finding a rare body part, they are all officially hired by the man who was on the screen previously, Dalzollene.^[47]

In Yorknew City

Neon's bodyguards

Kurapika and the company's first task is to guard their boss on a journey to Yorknew City, where they will be participating in the Mafia Community's Underground Auction. The boss turns out to be Neon Nostrade,^[47] the daughter of the Nostrade Clan's leader. Neon, besides being spoiled, is also a Specialist whose ability—**Lovely Ghostwriter**—allows her to make accurate predictions about the future. Her father has been using her ability to gain high status within the Mafia, hence the need for a large number of bodyguards.^[48] They arrive in Yorknew City on September 1st^[49] and on the night of that day the Underground Auction is attacked by the Phantom Troupe, who want to steal all the auction items. Some of Kurapika's comrades and many clients from the Mafia are slaughtered by the Troupe.^[50] However, having been warned about a possible attack via Neon's predictions, one of the Shadow Beasts, a group of the best ten Nen users within the Mafia, has already removed all the items from the vault.^[51]

Kurapika captures Uvogin with his **Chain Jail**





Mafia, in the hope of luring out the Shadow Beasts to question them about the auction items. One member of the Troupe, **Uvogin**, is an extremely strong **Enhancer**. He single-handedly massacres a large number of armed Mafia gangsters. This has the intended effect, as four of the Shadow Beasts appear and attack him.^[52] Even though they manage to injure and paralyze Uvogin, they are ultimately killed by him. Seeing the spider tattoo on Uvogin's back, Kurapika flies into a rage.^[53] Despite his comrades' discouragement, he goes forward, takes advantage of the situation to capture Uvogin using his **Chain Jail** then leaves on a car with his comrades. The Troupe immediately chase after them, but their pursuit is halted by the arrival of the rest of the Shadow Beasts. On killing most of the Shadow Beasts, the Phantom Troupe manage to find out the **Owl** is the one with the auction items.^[54]

Back at their headquarters, Dalzollene tries to torture Uvogin to force information about the items from him. Despite being impervious to these attempts thanks to his strong Enhancement aura, Uvogin reveals that the Shadow Beasts took the items away. He also suggests that, since the Spiders could not steal anything, if they are to release him immediately, he will spare their lives. Kurapika questions Uvogin about his comrades. On hearing that they were killed according to the Spider's plan, Kurapika hits him in a rage, managing to damage his nose and lips slightly. After Kurapika has left to meet up with Hisoka, Dalzollene calls members of the Mafia in to take Uvogin in custody. Shortly afterward, the Phantom Troupe arrive, dressed as Mafia members. They kill Dalzollene, cure Uvogin's paralysis, and free him. His furious shout upon release is heard by Melody,^[55] allowing Kurapika's teammates time to escape. Finding no one, Uvogin swears to hunt down the chain user, Kurapika. Meanwhile, at the pre-arranged rendezvous Kurapika meets up with Hisoka, who tells him about his secret purpose of joining the Phantom Troupe and offers to team up with him. Kurapika tells Hisoka to meet again the next day, September 3rd, at the same time.^[56]

Kurapika promoted as the leader





arrangements to meet them later. Meanwhile, Uvogin has managed to track them down. Kurapika stays behind to confront him.^[56] After agreeing to go to a place far from the city where they can fight freely,^[57] Uvogin and Kurapika face off in a Nen battle.^[58] He manages to capture Uvogin and deprive him of his Nen.^[59] After questioning him fruitlessly, he is forced to kill Uvogin.^[60] Kurapika's defeat of Uvogin makes him the main target of the Phantom Troupe, who begin to actively search for him.^[61] On September 3rd, they catch Gon and Killua.^[62] One of them, **Pakunoda**, has the ability of mind-reading through touching. Since neither Gon nor Killua knows the "chain guy" is Kurapika, Pakunoda assumes that they have nothing to do with him. Shortly afterward, Killua realizes that Kurapika is the one the Troupe are searching for,^[63] but luckily he and Gon manage to escape at night, before being questioned by her again.^[64]

Just before Gon and Killua are captured, Kurapika meets with Light Nostrade. He learns that the **Ten Mafia Dons** have hired a group of professional assassins to eliminate the Phantom Troupe and that Light wants him to join the assassination team.^[61] After meeting up with the assassins in the auction building on the night of September 3rd, he is told that Neon has slipped away from her guards to attend the rescheduled auction herself. Using his Nen ability, he manages to find her whereabouts.^[65] The auction building is once again attacked by the Troupe^[66] in revenge for Uvogin,^[67] and most of the hired assassins and 2,000 Mafia gangsters protecting it are killed quickly.^[68] Two elite assassins, **Zeno** and **Silva Zoldyck**, however almost succeed in killing the Troupe's leader, **Chrollo**, but just before they can finish the job, **Illumi Zoldyck** calls and tells them the Ten Dons have been assassinated in a mission whose client is Chrollo. The Zoldycks thus spare his life and leave.^[69] Then, using the ability of a member, **Kortopi**, the Phantom Troupe fake their own deaths,^[70] create copies of all the items and continue the auction using the fakes.^[69] Kurapika arrives just in time to see the fake corpses, he watches with hatred and sadness to the bodies of Chrollo, **Machi**, **Feitan**, **Shizuku**, **Shalnark**, and **Franklin**. He then wins the last item: a pair of fake Scarlet Eyes.^[70]





are true friends. Now that Gon and Killua have learned of his abilities, they realize the threat Pakunoda poses.^[72] He then receives a message from Hisoka saying that the bodies are fakes.^[73] Kurapika decides to keep chasing after the Phantom Troupe alone, but Leorio, Killua, and Gon want to help him.^[74]



Though Kurapika holds Chrollo's life within his hands, he cannot intimidate the Phantom Troupe leader

While following the Phantom Troupe, Kurapika prepares to fight with Chrollo, Machi, and Shizuku, but Gon intervenes, causing his and Killua's capture.^[75] Pakunoda questions them again and finds out who Kurapika is.^[76] With the help of Leorio and Melody; Kurapika manages to capture Chrollo Lucilfer before Pakunoda could reveal what she has found out,^[77] Kurapika then contacts the Spiders, speaking with Pakunoda, **Nobunaga** and briefly **Phinks** about the terms of their exchange.^[78] When Pakunoda comes with Gon and Killua to meet him for a hostage exchange, Kurapika uses his **Judgment Chain** to forbid Chrollo from using Nen or communicating with the other Phantom Troupe members, and also to forbid Pakunoda from revealing what she knows about him.^[79] After the exchange,^[80] Kurapika collapses from exhaustion due to his continual use of his Scarlet Eyes.^[81] Once he recovers, he leaves Yorknew City to continue his search for the Scarlet Eyes.^[82]

Greed Island arc

After Killua returns to **Greed Island**, he informs Kurapika of the possibility that the **Judgment Chain** on Chrollo was removed. However, Kurapika assures Killua that it is still staying in Chrollo's body. After that, he has a short conversation with Light Nostrade, who is in a state of great confusion due to the loss of his daughter's prophetic ability.^[83]

13th Hunter Chairman Election arc





Kurapika making a funeral for his murdered clan members

Kurapika is one of the absentees during the first four rounds of the election, despite the reappearances of his comrades under Light Nostrade such as Melody, Basho, and Linssen.^[84] He has not visited the hospital where Gon is being given intensive-care treatment and is not available on the phone either, which makes Leorio wonder, what he may be doing.^[85] After the events regarding the election and Gon's recovery, Leorio tries to call him again. Kurapika is seen in a church, making a funeral for his murdered comrades, ignoring all incoming calls. He managed to find several of their stolen Scarlet Eyes, looking more than ever determined to avenge them.^[86]

Succession Contest arc

The new Rat Zodiac

Kurapika warns Mizaistom to choose his next words wisely

Mizaistom approaches Kurapika and requests that he accompany them to the Dark Continent, which Kurapika initially refuses. Mizaistom asks Kurapika about his progress retrieving the Scarlet Eyes. Enraged, Kurapika warns Mizaistom to choose his next words wisely. Mizaistom then reveals he has identified the owner of a large number of Scarlet Eyes that was uploaded in

a deleted site. He shows the name and efforts to show this information to everyone for Kurapika





impossible for Kurapika to know from the video alone. Kurapika then asks if that person will be on board, to which Mizaistom refuses to answer. Kurapika decides to join the Zodiacs on their trip since his main priority is to recover his brethren eyes. He asks about the owner's identity, and as Mizaistom spells the owner's name he shows Kurapika a picture of Kakin's fourth prince, Tserriednich Hui Guo Rou.^[87]

Kurapika's first contact with the "last monster"

Later, Kurapika is seen back in the church, staring at the remains of his brethren, recalling all the people he had threatened, coaxed, and paid off to get them back. He addresses his childhood friend Pairo about the prospect of his journey finally beginning, after he should reclaim the last of the eyes from the last monster, wondering where he should go after that, since he has no home to return to, or anybody to welcome him back. En route to the Hunter Association's headquarters, he talks to Leorio on the phone, who demands to know his e-mail address. Instead of answering, Kurapika says Mizaistom informed him of Gon's situation and offers his help, but Leorio assures him that Gon is already fine. After the call ends, Kurapika thinks Leorio would have no problem getting accustomed to his new status since he's not the bashful type. Mizaistom also notes that Leorio seems to have a lot of faith in him, which Kurapika doubts since he believes his abilities would not be of much help in the upcoming mission. Kurapika thanks Mizaistom for the news about the Kakin prince, and Mizaistom assures him in return that he can prioritize his own business on board, but warns him that dark rumors surround Tserriednich and that he should be careful and aim for an amicable solution. Kurapika merely replies he knows how to deal with the likes of him.^[88]

When Mizaistom asks Kurapika what he will do with the prince after getting the eyes back, Kurapika assures him that he will yield to most demands as long as he reclaims his brethren. Mizaistom presents the possibility of the prince refusing to hand him the eyes, which angers Kurapika who then recounts the story of the two men who claimed they would rather die than





Preparations for the Voyage

Kurapika in the Zodiacs meeting room as the new "Rat"

Leorio greets Kurapika as he arrives at the headquarters, stating that the mission seems tougher than expected and wonders about his opinion on it. Kurapika's already aware of the mission's premise about traveling to a primeval continent, however, he is not worried. Shortly after, **Cheadle** assigns Kurapika the codename "Rat" and leads the two into the Zodiacs meeting room. She starts explaining about **V6**; the 6 countries representing each of the continents who all tried (except Kakin) to explore the Dark Continent in the past and have failed, the **Five Threats**; the reasons behind **V5** failures. Cheadle surmises that the difficulty level of all five ranges from B+ to A, whereas the **Chimera Ants**, most were ranked B. She explains their mission is to overcome any of the five threats and return with something beneficial to mankind, all while supervising and escorting Beyond to the pretend "**New Continent**", mentioning also they haven't reached a consensus on whether they should take Beyond to the Dark Continent or not since there are pros and cons on both sides of the argument. At this point, Cheadle asks if there are any questions, Kurapika raises a hand and says he has a few: his first being the number of allies Beyond has within the Association, much to everyone's shock. **Kanzai** asks him how he would know the existence of allies in the first place, which surprises Kurapika, as he thought it was obvious: It is clear that **Beyond** was waiting for his father's death and had been making preparations all along, while being confident in his ability to control a project of this scale even under confinement. And since he was the one who turned himself in, it's clear involving the Association is also a part of his plan. In order to pull the strings, Beyond needed both a competent right-hand man and a substantial group of followers, which Cheadle recognizes as **Pariston** and the **Temp Hunters**. Kurapika reflects that everything up to the election makes sense, and ponders his next question before getting interrupted by Mizaistom who asked for a talk outside the room.^[1]





Kurapika being assigned to the Information Team

Mizaistom reveals to Kurapika that he and Cheadle have already begun an internal investigation about the matter and that they reached the same conclusion that there's a mole among the Zodiacs; and since no one has direct connections to Beyond, all Zodiacs are considered suspects. He continues to explain that **the former Chairman** had appointed Pariston as the Vice-Chairman for entertainment while refusing to listen to any objections. Mizaistom voices his concern that Pariston might be a red herring to cover for the real spy. He admits to Kurapika that part of the reason he was chosen to join the Zodiacs was that he is an outsider, and therefore unrelated to either side. Mizaistom then demands that Kurapika keeps the existence of a mole in the Zodiacs a secret, and Kurapika agrees. Kurapika later apologizes to the rest of the Zodiacs for making accusations without having a grasp on the complicated situation within the Association and states that he is willing to use his connections with outlaws to offer information about Beyond and Kakin that government sources could never provide. Cheadle later assigns him to the Information Team with Mizaistom, Pyon, and Saccho in preparation for the voyage to the Dark Continent.^[1]

One month later, as the **289th Hunter Exam** comes to an end, Pariston informs Ging that his replacement seems to be quite competent, failing all Beyond's assassins. One of the applicants **Muherr** comments on how everyone who could've passed the lie detector test was failed by this guy, and that he might've known about Beyond's escape plan if they had been told the details. Pariston shakes off the possibility knowing they don't have an escape plan yet.^[1]





Using **Dowsing Chain** to test Hunter Exam applicants

Through a flashback, Kurapika watches a video recording of the candidates during the final test of the 289th Hunter Exam. He uses his **Dowsing Chain** to determine liars and eliminate spies from infiltrating the Association. While listening to their Q&A session, he passes one applicant and disqualifies two others: the first for hiding important information, and the second, Muherr, for mixing lies with some truth. Kurapika didn't expect many spies to have survived the psychological test of the first round, outsmarting both the thermography and lie detector procedures. Mizaistom, who's in the same room providing assistance, is impressed by Kurapika's ability as he was overly modest about it. Kurapika suggests not overestimating it since the ability's mechanism is still unclear to him. Kurapika then offers his own interpretation; he can unconsciously perceive minute changes in the target that would otherwise go unnoticed by using the chain as a medium, but normally he would need to be directly in front of the subject.

Emperor Time is able to circumvent this by letting **Dowsing Chain** work through a video recording provided he's met the subject beforehand. Kurapika then explains that the ability can only see through trained liars, meaning if a spy wanted to hide any clues to his identity, he could have somebody erase or alter his memories; that way, since the target does not know he is lying, the chain would most likely stay still. While Mizaistom mulls this over, Kurapika inquires whether there is anyone in the higher ranks of the Hunter Association capable of doing so: if they were on the enemy's side, they could easily pass all the tests.^[90]

After reflecting some, Mizaistom concludes he does not deem it possible. He tells Kurapika there should be no one in the Zodiacs with the ability in question. He then proceeds to explain why he cannot be completely sure. In the past there were three factions among the Zodiacs





be split into specialized teams during the Dark Continent voyage, all Zodiacs agreed to share information on their abilities. Kurapika asks if he will have to do the same, and Mizaistom reassures him of the opposite; having been aware of his situation from Leorio, he promises to not press for any details or divulge whatever he hears regarding his ability. In return, he won't be able to share with him everyone's abilities. Kurapika is relieved and realizes it is thanks to Leorio's intervention that things are going smoothly for him. Mizaistom admits he's been a huge help to the Association as well.^[90]

The informant is Saiyu

Continuing on with his rationale, Mizaistom sums up that, to their current knowledge, none of the Zodiacs can alter memories, and they probably don't know anyone who can do it, since he had examined the detailed history of all the past hunts for all members. Kurapika objects that a person with that ability could have been given top-secret missions or worked outside the Association, but according to Mizaistom the results of the Hunter Exam rule out this possibility. In fact, if there were a mole of that caliber within the Association, their party must've taken measures to ensure the passage of top-rated personnel such as Muherr the mercenary, and Juhnde the biochemist. Mizaistom even admits that he had considered Juhnde as a mediator between the Science and the Flora/Fauna teams, to the point where he doubted the machines when Juhnde failed the first test. Mizaistom still acknowledges the possibility of those two being used as mere decoys to distract them from even more powerful spies, but what really worries him is Pariston's quiet and quick departure after the election, as only the existence of an ally on the Zodiacs' side would justify it. Kurapika then activates **Emperor Time**, offering his help to test the members in secret. As the Zodiacs (minus the new "Boar" and "Rat") share information about their abilities, Kurapika watches them through a video camera. He passes





With Mizaistom after watching the video containing Beyond

Afterward, Kurapika and Mizaistom watch the recording of the latter's conversation with Beyond. While Beyond was eating, Mizaistom announced the departure date is on August 8th, 35 days from then. King [Nasubi Hui Guo Rou](#) had petitioned directly to V5 for Beyond to attend the eve festival and the departure ceremony, as it would pain him for his benefactor to miss this historical event. Mizaistom promises Beyond he will be free to go to the ceremony, provided he reveals which of the Zodiacs is on his side. After a moment of silence, Beyond stated that Mizaistom is wrong on two things: he knows nothing about any spy, and he doesn't care about any ceremonies. All he knows is that he will have to eat and sleep in that cell for a month, and then wait two more months for the Black Whale to reach the New Continent. Until then, he will behave in Hui Guo Rou's sake even though he'd like to decline all ceremonies, seeing that his true goal lies after the voyage. But since he is still considered a hero and a pioneer who will lead the way to the new world, and that honor is important to Kakin, Beyond is sure they will pressure V5 anyway, and in that case, the Zodiacs themselves will be begging him to attend. At the end of the recording, Kurapika states that Beyond has been telling the truth. Mizaistom concludes that Pariston is the mastermind conspired with Saiyu, and the one plotting to free Beyond.^[91]

Kurapika suggests they leave Beyond alone until landing since he's not hiding any ulterior motives. Mizaistom remains skeptical as Pariston and Saiyu might still encourage him even if Beyond didn't plan to escape before landing. Kurapika explains why it is unlikely: Beyond's contract with Kakin includes taking civilians to the "New Continent" as he wishes to highlight Hui Guo Rou's achievement, so he won't be causing any problems en route. And in the worst-





the meantime. Mizaistom agrees, but says he'd rather avoid sitting idly while Pariston and his spy are plotting. Kurapika is then given permission to watch the part of the recording where Saiyu explains about his Nen ability (**Three Monkeys**). He concludes that Saiyu was much more stable during his explanation, contrary to his proclaimed worry. On the reverse side, the remaining Zodiacs were obviously nervous about the risk of the spy learning about their abilities, yet still desiring to trust the others, which in turn affected their body language; all stereotypical behavior of the innocent. Kurapika surmises that Saiyu was telling the truth about his ability, and he is also on Beyond's side. He then proposes keeping tabs on Saiyu in secret to uncover his plans while gathering evidence. Mizaistom agrees it is safer than tailing him at all times, even if it means leaving him free to act.^[91]

Kurapika explains his plan to arrest Saiyu right before landing on the New Continent

Kurapika states that knowing Saiyu's ability enables them to narrow down possible escape plans. However, if they were to restrain him too soon, Pariston may arrange something else. Kurapika expects them to escape right after the festival on the New Continent. Therefore, the best course of action would be to arrest Saiyu right before landing without Beyond noticing, ideally with some kind of proof to support their claim. In the off-chance of failing to do so, Mizaistom will have to admit he acted on his own in league with the newcomer, much to Kurapika's dismay. Mizaistom confirms his suspicions, stating he will also be criticized after speaking of resolve when in reality he has been working behind their backs to identify the culprit. Some of the Zodiacs might even change their approach to the mission if they find out that Mizaistom's means were based on a farce. Later, Kurapika answers a phone call from **Linssen**, who tells him that six of Kakin princes are hiring bodyguards to "eliminate risk factors" aboard the ship. None of their identities are shown, only each prince's respective salary.^[91]





Kurapika hires 5 Hunters so that each can infiltrate a prince's security detail

Kurapika hires Izunavi, Hanzo, Basho, Melody, and **Biscuit Krueger**—whom was recommended to him by Killua—so that the six of them can apply to all offers, and he can get closer to his main target, Prince Tserriednich. After a brief clash with Biscuit, he remembers Killua's advice and pacifies her with flattering. Looking at the six offers, he tries to deduce which of the anonymous employers could be Prince **Halkenburg**, who appears to have a close relationship with Tserriednich. In hopes of finding his client, he singles out two offers that state the prince will personally conduct the interview, as it shows signs of maturity and confidence. One has the highest pay as a result of the one-upping competition, and the other's pay never changed. Kurapika surmises Halkenburg is most likely the latter as it signifies his strong self-esteem and self-control.^[92]

Kurapika holds Prince Woble

He sends his request and heads to a hotel managed by Hui Guo Rou, where he is surprised to discover that his employer is, in fact, Queen **Oito**, mother of Fourteenth Prince **Woble**. The Queen reveals the reason it was decided the offers had to be anonymous was to fend off assassins from infiltrating the popular princes' security. Halkenburg figured this much and did not put up a post. On the other hand, Queen Oito is looking for guards that would try to contact Halkenburg, seeing most of them are either assassins or fake followers, which would simplify a give-and-take relationship. The assassins will get to wait for their chance while protecting them, and the followers plotting to manipulate Halkenburg can learn his weaknesses. Queen Oito explains that pro guards only specialize in protecting dignitaries, and are not trained in proactively killing





participation. She tells Kurapika if he accepts the job, she will give ten times the promised pay provided he can get them off the ship alive. And if he leaves now, he'll still be paid the promised fee if he keeps this conversation confidential. Kurapika agrees to protect her, so far as his terms are respected. Oito agrees and tells him about the gap in status between higher and lower wives. After reminiscing about her past life, she lets Kurapika hold her daughter.^[92]

Kurapika senses an aura radiating from Woble's cradle

Sometime later, Kurapika boards the ship with Oito and Woble. He repeats the security measures before thinking to himself that the battle strength of his side is weak, especially since some Hunters may be spies. He has a phone conversation with Mizaistom, during which the latter informs him of the conditions of the three lower decks, leading Kurapika to think the meeting of the Zodiacs will be called off. He warns Oito that if something unexpected happens, they may be able to flee to the lower decks, escaping the succession war. While he contacts the system control room, he is startled by aura radiating off Woble's cradle.^[93]

The bloody Voyage begins

Kurapika questions the bodyguards and servants

One of Oito's bodyguards is found dead in a toilet, all blood drained out of him. Kurapika inspects the body and concludes the culprit may have used Nen: however, the bodyguards who are not





meaning Pariston may be unaware of it as well. When the corpses of four more bodyguards are found, Kurapika conjures his **Dowsing Chain**, and, pointing a gun at his colleagues, states he will shoot them if they lie.^[94]

Several Guardian Spirit Beasts creep into Prince Woble's living quarters

The assistants and Hunters are revealed to be innocent, but the other two guards admit each of them is working for a higher ranking queen. They are tied to chairs before they continue their confession. From what they say, Kurapika infers Woble has received a Nen ability, which is probably triggered by her self-defense instinct. Kurapika deduces Woble sensed **Woody**'s malice and killed him. However, he has trouble accepting Woble could have learned Nen in one month, but **Bill** tells him it would be possible with parasitic type Nen. At that point, the **Nen beasts** of multiple princes swarm into the room. Kurapika quickly contacts Melody and Biscuit. The latter tells him that there were Nen beasts in their quarters, but only the Hunters were able to see them, leading her to believe it is a parasitic type ability. Kurapika has Bill tell him everything he knows about that type of Nen and later accepts to reveal his agenda to improve cooperation. When **Sayird** stabs **Kurton** and the two restrained bodyguards to death, Kurapika prepares to fight him to take him alive.^[95]

Kurapika loads **Stealth Dolphin** with the stolen ability **Little Eye**





tries to interrogate Sayird on his Nen type and [ability](#), but to no avail. Although Bill first is against such a personal question, Kurapika convinces him due to the situation at hand and he reveals Sayird's Nen type and a brief explanation of his Nen ability. In a flashback Kurapika has, Izunavi advises him to focus on co-operation with allies. Back in the present Kurapika uses his index finger's ability to steal Sayird's Nen ability, while forcing him to go into a state similar to [Zetsu](#). With Sayird's power stolen and aura drained the Nen beast that was manipulating him escapes, while Kurapika summons a Nen dolphin that equips the power and gives a little more detailed explanation of Sayird's Nen ability. No longer of use and to use less energy, the **Stealth Dolphin** is put on stand by. Regaining consciousness and now restrained, Sayird explains what happened to him and, before being taken away by the Kakin Empire army for questioning, explains his Nen ability in greater detail to Kurapika. With only Kurapika and Bill left to protect Prince Woble, Kurapika inquires what options they now have, now that Kurton is dead. Bill expounds that they have to either ask Pariston Hill or, harder still, Beyond Netero to leave the [Black Whale](#).^[96]

After listening to the rest of his explanation concerning [parasitic type](#) Nen, Kurapika concludes the real battle will start once all princes are back from the ceremony.^[97]

The two review their options, with Kurapika refusing to use Sayird's ability due to the lack of information on the other princes. When [Vincent](#) arrives, he immediately kills [one of Oito's attendants](#) with the excuse of acting in self-defense, which leads Kurapika to realize he's not there as a spy, but as an assassin.^[98]

Kurapika transfers **Little Eye** to Queen Oito

Kurapika considers attacking Vincent, but quickly gives up when he surmises even an act of self-defense would be held against him due to Prince [Benjamin](#)'s influence. He raises his hands and declares Vincent is the biggest threat to Woble's life. The hitman realises by asking him to





the utmost faith in him. Kurapika then stabs her with **Steal Chain**, transferring **Little Eye** to her. As Bill attacks Vincent, Kurapika steals the latter's ability and restrains his hand. He accuses Vincent of wanting to kill Woble, which Vincent denies, but Oito promises she'll testify against him. Noticing his earpiece, Kurapika states he has an ability that can force him to tell the truth. Defeated, Vincent commits suicide by drinking poison hidden in one of his back teeth. Kurapika calmly states it could not be avoided and points the earpiece to an agitated Bill, crushing it only after giving anyone who might be overhearing misleading information.^[99]

Kurapika wonders if he should wait until the next banquet and have Oito use **Little Eye** on Prince **Marayam**'s hamster, but due to the backlash of **Emperor Time**, he quickly realizes it is an impossible plan. Thus, he explains **Little Eye** to the queen and instructs her to use it on a fly or mosquito. He then declines the dolphin-like construct, which asks him if it should equip Vincent's ability. He orders Bill to search the room and **Shimano** to answer the phone. The maid informs him there are three princes wishing to speak to him: Prince Benjamin, Prince **Zhang Lei**, and Prince **Tubeppa**. Since speaking with any of them first would be interpreted as an act of disrespect towards the others, who'd also believe him to be allied with the first prince he spoke to, and not replying would be a declaration of war, Kurapika reflects on his next move, while Benjamin's **new envoy** arrives.^[99]

Kurapika and Queen Oito arrive at Prince Zhang Lei's quarters

Confident that Benjamin believes him to be a **Manipulator**, he decides to speak to him and asks Bill to keep watch on **Babimyna** with Gyo, but he is surprised when he discovers Shimano has connected him with Zhang Lei. At the prince's request, Kurapika explains he decided to answer him because he would be the most open to discussion, but refuses to disclose any more particulars as they are likely to be related to the reason he was called: Nen. After Oito and Woble are allowed to come along, Kurapika accepts to meet the prince in 15 minutes. He finds out Benjamin has hung up, but Tubeppa is still waiting. Her guard **Maor** offers to exchange





more open to discussion than Benjamin, whose soldier they have killed and who was unlikely to be on the phone himself—convincing, he consults her about the best course of action to take with Babimyna, to which she replies they have to let him or they will be detained by the army, which would allow Benjamin to kill Oito and Woble. With newfound respect for her, Kurapika contacts Benjamin's private soldier and informs him they are going to meet Zhang Lei. Babimyna resolves to wait in the room together with Bill. Kurapika, Oito, and Woble thus reach Zhang Lei, who offers them bottles of water to drink. Kurapika immediately begins his explanation, which is partially directed at Oito, who is able to see Zhang Lei's Sacred Beast. Declaring the next piece of information could potentially affect the outcome of the succession war, he asks Zhang Lei if he intends to continue their conversation with the bodyguards **Coventoba** and **Slakka** who are spies sent by other Queens and Princes in the room.^[100]

The Prince pretends not to mind, but points out Kurapika likely has an appointment with either Tubeppa or Benjamin afterward, and gives Oito two of his own bodyguards **Sakata** and **Hashito**. Under Queen **Unma**'s orders, Slakka goes with them too. On the intercom, Kurapika quickly checks on Bill and, after entering, updates him. With the number of enemies in their midst, Kurapika starts to get nervous due to **Emperor Time**'s lifespan-shaving condition, since he cannot have Oito use Sayird's ability.^[101]

Kurapika plans to demonstrate Nen to the bodyguards by manipulating a cockroach in order to activate **Little Eye**

In order to have Shimano and Bill search the room for bugs, Kurapika proposes the other bodyguards and Bill follows him in the bedroom. This results in a brief argument with Babimyna, which is won by Kurapika when he states he's doing it for the queen's peace of mind, as people were killed in the hall. Kurapika begins his explanation about Nen and the **Guardian Spirit Beast** protecting the princes, but is shocked to spot a cockroach on the ceiling. As he wonders what to do with it, Oito orders the bodyguards to catch it, feigning disgust. Kurapika summons Bill





Kurapika's dolphin construct. Kurapika then resumes his lecture, asking Babimyna for confirmation. He then proposes to teach Nen to all bodyguards within two weeks, stating the princes will decide if they should participate or not. To himself, he notes Babimyna's refined En and speculates the soldier already knows that it was Oito who gained control of the roach.^[102]

Kurapika collapses after mishandling **Stealth Dolphin**

An hour later, Kurapika sees Oito turn the page of her notebook, from which he infers she finished investigating the first prince. However, he worries about his remaining stamina, as his eyes have been scarlet for about 3 hours. The queen suddenly screams that Momoze is being murdered in the next room. To save appearances in front of Babimyna, Kurapika pretends she only had a nightmare, but she knocks his hand away and insists on checking. Kurapika tasks Bill with it. As the prince's corpse is taken away from her room, Kurapika reflects the accident is worrying, as the timing seems suspect. Sakata interrupts his musings by demanding to know why Momoze's beast failed to protect her. Kurapika replies her unusual sleeping pattern may be related, and that both things were probably consequences of the said beast being one of the two that attacked the other bodyguards. Despite acknowledging her mental state, Kurapika reasons he has to ask the queen to keep using **Little Eye**. When Babimyna asks Oito why she screamed, Kurapika realizes he knew about the queen all along and is surprised when he withdraws with the other guards and removes his En. Oito agrees to keep spying on the Princes, but specifies she is doing it for her daughter and not Kurapika. As she takes notes, Bill informs Kurapika some princes have already accepted his offer, but there are two problems. The first is the number of bodyguards, and Kurapika suggests they limit them to two per prince. Due to the fatigue caused by his Scarlet Eyes, Kurapika passes out before he can hear the second.^[103]





Prince Woble responds to Kurapika's vow for the second time

9 hours later, he regains consciousness. Bill, who hid his fainting fit from the other bodyguards, tells him Oito passed out when he did. Kurapika grows horrified at the thought that **Emperor Time** has remained active for that long and questions its limit. He then asks the queen to resume her surveillance from the 4th Prince instead of the 12th. Oito becomes suspicious of his motives, but Kurapika explains that is the best move, as the first prince and probably the second have Nen users among their guards, and they are allies with the third, while they know nothing about the third. Kurapika then kneels in front of her, swearing again her and Woble's lives are his priority. When Woble reaches for him, he lets her touch his fingers. Oito thus agrees but, mere moments later, she screams in terror. Kurapika passes her shout off as a nightmare to dismiss the guards who came running, and she tells him that a woman, whom Kurapika speculates to be Tserriednich's Spirit Guardian Beast, killed the cockroach. Kurapika's ability is thus dispelled, but the fatigue caused by the prolonged use of his Scarlet Eyes does not decrease. When Oito asks him to teach her Nen, Kurapika apologizes, as lending her a Nen ability had the side effect of opening her aura nodes.^[104]

Nen Lessons begin

Kurapika supervises the 16 participants of the Nen training

Not much later, at 9 a.m., the lessons begin. After all the participants have gathered around him, Kurapika, with his back to Oito's quarters, draws a line on the ground with white adhesive tape, demanding that no one cross it, lest they be forced to leave or he'll use force without warning. Myuhan immediately steps on it, causing Kurapika to ask his name and affiliation. Dropping the tape, he states that will be Myuhan's final warning. Myuhan pretends not to have noticed and apologizes, but threatens Kurapika and indirectly asks him if he is simply planning on stalling





bodyguard and apologizes on their behalf.^[105]





proficiency, everyone will learn Nen in the promised time. To make the lessons go smoothly, he asks if anyone can already use Nen. Belerainte and Furykov raise their hands, and Kurapika nominates them, supervisors. An unknown Nen ability suddenly attacks and kills Barrigen, with Sakata shooting the white snakes that crawl out of his clothes. Kurapika notices Zhang Lei's guards use 9mm bullets, which are hard to defend against even with Gyo, thinking he should also expect .45 caliber and HK handguns. He quickly deduces the attacker is not a Guardian Spirit Beast, but an assassin in their midst.^[105] He forbids his students from using firearms no matter the circumstances. He gives everyone 15 minutes to decide if they want to continue and heads to Oito's room. He uses his **Dowsing Chain** to ask Bill and Shimano if they are the users of **Silent Majority**, earning a negative response in both cases. He explains to her that due to the usage of Conjunction in the ability, it cannot be Woble's Guardian Spirit Beast, which leads him to speculate that, due to the complex system of Vows and Limitations that must be in place, it is possible that if one prince dropped out of the succession war, all Nen beasts would disappear. When he goes back to the hall, nobody has withdrawn. He begins his lesson and has Belerainte and Furykov check on everyone's aura flow.^[106]





Kurapika testing Yuhirai

Kurapika confronts **Shedule** and **Yuhirai** about their copious aura output, unattainable for a real beginner. For safety and secrecy reasons, he agrees to speak with one of them at the end of the lecture. Sakata insists on participating, using his superior experience and the deal with Prince Zhang Lei as leverage. Kurapika is reluctant, but Yuhirai gives his consent, stating Prince Halkenburg would do anything to put a stop to the succession war. Yuhirai explains about his strange mark, which Kurapika suspects to be the work of a **soliciting-type Manipulation** ability. The two convene it is related to the prince's Nen beast and that it serves as a symbol of unity,





Limitations that are probably in place risk being severe and affecting everyone who bears his mark. He manages to convince him Queen Oito wants to escape the contest too, adding that the lower princes must band together or they'll be killed off one by one. He then resolves to contact each of them via the Hunter Association.^[107]



Vergei refusing to cooperate with Kurapika

Kurapika returns to Room 1014. Unable to return to his real body, Hanzo enlists his help. Due to clearance issues, Kurapika replies the most he can do is ask Halkenburg's guards to contact Room 1013 for him, but he will be able to do so only the following day. Shimano informs Kurapika that the [Captain of the Guards of Prince Marayam](#) is on the phone and would like to speak to him.^[108] Kurapika attempts to convince Vergei the room he is in has been isolated due to a Nen ability, but the bodyguard ignores him and requests that he investigate about the identity of Momoze's





which seem too convenient for the Hunters. Still hoping to form an alliance, Kurapika tells him that the killer was **Tuffdy** and how he carried out the murder. Vergei states that Kurapika's explanation has only strengthened his belief that the Hunter Association intends to weaken Kakin from the inside and hangs up.^[109]

Kurapika relays his impressions to Hanzo and asks him to stay in Room 1013. He warns the ninja that Vergei might suspect the presence of a mole in their midst since he did not inquire about his sources. When Hanzo asks him what he ought to do next, Kurapika tells him to prioritize finding information on how to ensure Prince Marayam's safety. When Hanzo leaves, with Babimyna's consent, Kurapika answers Sakata's questions about Room 1013, adding that he suspects the Nen beast of the Thirteenth Prince to be involved. Meanwhile, he wonders about Babimyna's conduct.^[109]





Belerainte helping Kurapika

At 10:00 a.m. of the following day the lessons resume, but Myuhan is killed by **Silent Majority** as soon as he steps into the toilet. While giving dispositions to everyone else in the room.





enough to indict all of them, which could result in Oito and Woble being imprisoned separately. Belerainte comes to Kurapika's aid and insists that if the lectures stop, the real culprit will get away and everyone will lose their chance to study the other princes' defenses. Kurapika asks to speak to the Hunter in private and thanks him. Belerainte requests to talk to Bill for 10 minutes, so as to make his report to Room 1013 without seeming to talk to himself.^[110]

Kurapika introducing the Water Divination test

Over the next few days, the lectures continue without the user of **Silent Majority** making another move. On Friday, he feels **an incredibly powerful aura**, but he resolves to keep his calm so as not to weaken his own Nen.^[111] The morning after the banquet, during one of the lectures, Kurapika and Bill feel the rumbling aura surge again. They conclude it comes from an odd-





which might be able to go through walls. Sakata then says that Kurapika's students are starting to have doubts about the training due to repeating the same exercise over and over. Kurapika replies that he will start the next stage the following day and performs the Water Divination test as a Specialist in front of them.^[112]

Yuri using Bill's ability through **Stealth Dolphin**

After explaining its purpose, he points **Ladiolus** as his most advanced disciple to provoke some of the other bodyguards into being competitive. He states that one's Nen category should never be revealed and that the screenings will be conducted in a separate room and witnessed only





higher-ranked princes. Once again, he adds that if they cannot accept his conditions, they can drop off the training.^[112] One by one, Kurapika invites Ladiolus, Maor, Yuri, and Satobi into the main bedroom. There, contrary to what he told them, he does not have them perform Water Divination, but, after receiving their consent, he forces their Aura Nodes open with **Stealth Dolphin** and briefly gives them Bill's **Erigeron** ability. He then enforces a gag order preventing anyone from disclosing what transpired until every one of his students has, supposedly, taken the test, lest the training be canceled.^[113]

When the lesson ends, he thanks Bill for revealing his ability and, when the latter calls himself a coward for choosing Room 1014 to guard because he believed he could avoid major fights and for resolving to stay out of shame, Kurapika points out that cowards do not steel themselves as he did. Hashito approaches him, demanding to be taught Nen right away in return for allowing Tenfatory to be awakened last. Kurapika accepts, but warns Hashito that, since he has not taken the training, he will be too exhausted to even move for a while afterward.^[113]

At 11:30 of the tenth day the rumbling aura can be felt again. Kurapika observes that the intervals between one surge and the next are becoming shorter.^[113]

During their conversation after observing 11th Prince Fugetsu's rapidly deteriorating state, Melody pleads with Kaiser to be released on bail to find out what happened to Fugetsu. Kaiser is forced to refuse her, citing an inability to refuse any orders to perform they wish to avoid. Melody asks him to instead visit Kurapika in Room 1014 and tell him everything, since Kurapika is the only one she trusts. Kaiser wonders if she really means everything, and Melody stresses that they can't waste any time, asking him to hurry.^[114]

A contract from Beyond's child

At 11:45 a.m. during lessons on the tenth day of the voyage, Kurapika and Bill invite Longhi into Room 1014's master bedroom in order to privately initiate her with Nen, as they did with her unawakened classmates.^[114] Kurapika lets Longhi enter first and joins her and Bill at a table after shutting the door, facing Longhi with Oito and Woble behind him.^[115]

Before Kurapika and Bill can begin, Longhi declines the divination and volunteers that she can already use Nen. Kurapika and Bill are surprised and begin to react to her statement. Longhi





hers, and asks Kurapika to hold off on agreeing or disagreeing to an alliance with Tubeppa in the contract before she finishes explaining her terms.^[115]

Longhi reveals that Tubeppa is unaware of her ability, and unaware of her ability to use Nen in general. She explains that her contract is insurance to guarantee that her *true plan* goes smoothly. Kurapika activates his **Dowsing Chain** and aims a gun at her, preparing to shoot her if she lies. Longhi asks why he bothers, pointing out that a Nen user cannot be killed with a .22 caliber handgun, but Kurapika does not respond. Longhi continues by sharing that her ability requires her to explain the whole truth first, and that telling Kurapika the details of a contract between him and Tubeppa would suffice if that were her only goal, but reveals that for her true plan, she wants to grant Kurapika additional power with her ability and has to explain everything about the true plan in order to do so.^[115]

Longhi reveals that she is Beyond Netero's daughter, and pauses to let the weight of her words sink in. After a short pause, Kurapika asks her to continue. Longhi reveals that she, like many others, were raised to parents in a marriage arranged by Beyond, and put in the Royal Military Academy. She explains that she had thought her purpose was to be someone that Beyond placed in important positions close to the next king of Kakin. Longhi confirms Kurapika's understanding that what she had just explained was what she originally believed was her true plan. Kurapika watches intently as Longhi continues to explain what she earlier believed was Beyond's plan.^[115]

Longhi mentions that she could use Nen as an infant as a side effect of Beyond's Nen attack, and that newborns with Nen instinctively learnt Ten and Zetsu to prevent fatigue. Kurapika asks her to elaborate what she means by attack, and Longhi reveals a mark below her tongue for Kurapika to see using Gyo, the mark of a curse that many of her half-siblings had, varying in strength between the half-siblings, which she believed was meant to curse a prince upon her death. Bill reminds Kurapika that taking too long would draw the suspicion of others, but Kurapika insists on hearing all of the story so that they can form a contract with Tubeppa. Kurapika confirms with Longhi that she is sure that her target is a Prince, despite not knowing who it is. After she confirms it, Kurapika agrees with Bill's speculation that Beyond left it to fate to increase its power using Nen limitations. Kurapika adds on that Beyond is in Kakin's





Longhi disagrees with Kurapika's reasoning, surprising him. Longhi expresses her belief that Beyond would not expend the effort he did for someone unrelated to him. Kurapika catches on to what she says. Longhi sees him understand, and explicitly states her belief that Beyond had fathered one of Kakin's 14 Princes. Kurapika asks Oito what the requirements for a Prince's participation in the contest are, and Oito replies that there was no mention of paternal lineage in the requirements.^[115]

A knock comes on the door, and Sakata asks Kurapika if anything was wrong. Kurapika deactivates his **Dowsing Chain**, puts his gun away, and steps out to reassure the participants that they were fine, and gives the (half-truth) explanation that negotiations were taking a while because they could not agree on the terms of the truce. Kurapika promises to explain it fully afterwards to clear up any doubt the participants have, and asks them for their patience. Furykov observes Kurapika when he steps out, and wonders what they were talking about, believing that they had noticed that Longhi was responsible for Barrigen and Myuhan's deaths but noting no change in Kurapika's aura.^[115]

Kurapika returns to the master bedroom. He closes the door, then reactivates **Dowsing Chain** and redraws his gun. Longhi begins to explain the details of the contract she wants to have Kurapika agree to. She begins by explaining the contract with Tubeppa and its details:^[115]

- Neither side will interfere with or attack the other side's Prince, Queen, or Guards^[115]
 - Healing or other acts of support are not counted as a Nen "attack"^[115]
- This will last until 9 a.m. on Sunday (Day 15)^[115]
 - The contract will automatically renew for another week, provided that a representative from Tubeppa is present in Room 1014^[115]
- **Moonlight Act** will activate only if Kurapika's side violates the agreed terms, and to enforce a week of Zetsu as penalty^[115]
 - Longhi will never arbitrarily interpret any of the actions of Woble's side as malicious^[115]
- Tubeppa's side will not unilaterally terminate the contract as long as they do not uncover a malicious act from Woble's side towards Tubeppa's side^[115]





- Woble's side must identify the Prince that is Beyond's child before either TUBEPPA withdraws, or before only two Princes remain.^[115]
- If it is discovered that none of the Princes are Beyond's child, the ability would immediately activate and reward Woble's side.^[115]

Kurapika notes that **Dowsing Chain** has not indicated that Longhi is lying. Having finally explained everything, Longhi asks Kurapika to listen to one final request before signing, and reveals her current true plan—should Beyond's child be among the Princes, to kill them herself. She laments at Beyond's control over her, saying that she would have never made the decision to do so if Beyond had told her everything.^[115]

Kurapika agrees to Longhi's contract, and agrees to collaborate with TUBEPPA.^[114] The participants watch the three step out. FURYKOV feels something slightly different from before in Kurapika's aura, but is unable to discern if it's a change in himself or if it was Longhi's Nen. FURYKOV wonders if his deduction that Longhi was the assassin was incorrect. Kurapika invites TENFTORY in and mentions that he would be the last to have his Nen awakened that day, saying that he would discuss the matter afterward.^[115] TENFTORY later reports to Zhang Lei that all of the students who have taken Kurapika's Nen training are able to utilize Nen.^[116]

Later, at 1:30 p.m. on the tenth day of the voyage, TENFTORY in Room 1003 and MAOR and Longhi in Room 1005 simultaneously give their Princes an update on the succession contest. TENFTORY tells Zhang Lei that Woble and TUBEPPA had agreed to defer the throne to him if they were the final three Princes, in exchange for Sakata and Hashito extending their support indefinitely. COVENTOBA observes their conversation. MAOR tells TUBEPPA that Kurapika had entered their truce and agreed to their alliance on the condition that Oito and Woble accompany him whenever he comes to Room 1005. Rihan, watching their conversation nearby, notes that TUBEPPA's team were colluding with Kurapika.^[117]

In Kaiser's office on Tier 2 at 8:50 a.m. on the eleventh day, Melody hopes that the Kurapika would come up with a plan so that no more Princes had to die, as he reads a letter similar in appearance to the one that Fugetsu had passed to the other Princes, containing information that Kaiser and Melody had decided to leak to each Prince.^[117]

In Room 1014 sometime that day, Kurapika sneaks to Oito and tells her that death is the





was true that the powerful Nen enveloping the ship makes it seem that nothing but death is allowed, he thinks that there is hope, surprising Oito. He asks her for her permission to go public with her letter, during the second round of the Nen workshop, scheduled to begin the next day. Attendance will be up to the Princes, and he plans to let them know that he would make the letter public during the lessons, for three reasons:^[118]

- To avoid unnecessary suspicion, since the letters to the higher-ranked Princes exposed their scandals and crimes, who might accelerate the conflict if they get nervous that the lower-ranked Princes hold their secrets^[118]
- In the hopes that making 10th Prince Kacho's wishes known will put a damper on the succession battle^[118]
- In order to incentivize the higher-ranked Princes to contact them, and they could use postponing or canceling the letter reveal as a bargaining chip.^[118]

In Room 1003 at roughly the same time, Zhang Lei gathers his guards and try to figure out the functionality of the coins his Guardian Spirit Beast had produced. They see that most coins have a '1' on it although one coin had a '10' on it, but get nowhere meaningful. Zhang Lei decides that he needs Kurapika to get through identifying information on Nen that could affect the battle for the throne, as well as his Guardian Spirit Beast's ability and effects, and asks for Room 1014 to be contacted.^[118]

Sometime after 1:00 p.m.,^[119] Kurapika makes his way to Room 1003, together with Oito and Woble.^[118] There, he tells Zhang Lei that he had pretty much confirmed his guess that the coins change after ten days. Kurapika says that there should be an upper limit to how many coins can be produced in order to maintain their physical forms, though in Zhang Lei's case the costs are shared by distributing them to others which makes mass production possible.^[119]

Kurapika points out that the point of currency is to change hands and suggests verifying what changes occur in that case. He starts by asking if there are any differences in design between the ones he has and the ones given to others. Tenftry notices that his coin has a different design and brings it to them to for them to see. They notice that though the front is the same, the back designs are different—Tenftry's coin has an image of Zhang Lei inscribed, but Zhang Lei's coin has an image of his Guardian Spirit Beast inscribed.^[119]





surprised and worried but does so in case he loses Zhang Lei's trust by refusing the coin. Kurapika reassures himself by thinking that even if accepting the coin was the condition for activating a semi-coercive manipulation ability, the Nen stored in a coin over ten days is not enough to force powerful commands like murder to be followed. Since only one coin was produced a day and they take ten days to change, Kurapika sees that it is a long-term outlook, an ability that will only demonstrate its true value after Zhang Lei becomes king which reflects his personality to plan ahead, from which Kurapika concludes that accepting the coin is safe enough for now.^[119]

When Kurapika accepts the coin, it is engulfed in a small burst of aura, and design on the back changes from an inscription of Zhang Lei's Guardian Spirit Beast to an inscription of Zhang Lei. He notes that the number and design changed to match Tenftry's, and Zhang Lei guesses that a coin's time and effect reset when it changes hands. Kurapika returns the coin back to Zhang Lei, and the two note that the design returned to an inscription of Zhang Lei's Guardian Spirit Beast, but the number did not revert back to '10' and remained as '1'.^[119]

After observing this, Kurapika says that he now has a rough idea of his ability. He asks if he should share his theory there, but Zhang Lei says he does not mind, and guarantees that it was not something that would threaten Benjamin. Kurapika picks up on Zhang Lei's implicit instructions to not reveal how the ability could be a threat, and gets a better idea of Zhang Lei and how to work with him. Kurapika tells Zhang Lei that his beast can be presumed to have a cumulative conjuration ability; contrary to normal currency that is to be circulated, Zhang Lei's coins are instead to be held long-term to store Nen, perhaps enabling them to exhibit various powers later on. Kurapika suggests that in about six months, the owner of the coin could have their aura nodes opened, making them ready to be use Nen. Kurapika suggests that Zhang Lei's estimate of the number reaching 10^{64} could be the required amount for a Nen ability to manifest, and that this might be an optimal way to bypass the normally rigorous training needed to learn Nen and the risks involved. He also says that a cumulative ability is often seen in intellectual people and those who like to head, suggesting that the ability prepares for a time after Zhang Lei assumes the throne.^[119]

Zhang Lei laughs in delight at how fitting the ability Kurapika suggests is for him. In line with his





Zhang Lei.^[119]

Kurapika decides to keep these thoughts to himself since it would make unnecessary waves and also wants to let the coin do its things and see its effects on Coventoba, who Kurapika guesses hid the coin that appeared on the first day. Since it was the eleventh day and most abilities that counted days as a condition take the moment of emergence as the first day, Kurapika guesses that there should have been two '10' coins, and since Zhang Lei only had one, Kurapika guesses that Coventoba, the only one present who can use Nen and is not affiliated with Zhang Lei, had picked it up and kept it to himself because he is aware of what going on and did not want to give information with Zhang Lei. Kurapika also notes that Coventoba's presence at their discussion could be used as an excuse to explain why he did not share the possibility that his coins had a manipulative ability, since Zhang Lei did not want Kurapika to mention anything about the ability that could be a threat to Benjamin.^[119]

Zhang Lei thanks Kurapika, and says that he can now spend his time thinking about how to spend his future with his siblings. Kurapika points out that the number of coins Zhang Lei holds could also have an effect, and suggest that he hold on to some coins for now. Zhang Lei agrees and decides to give Kurapika the coin that appeared that day, but hold on to the rest for now. Kurapika thanks him, and says that he needs to ask Zhang Lei to wait a while longer for their other matter, and says that his second round of Nen lessons should be key. Zhang Lei acknowledges this and says that there can never be too much information, but it is not urgent and that he is more worried about Kurapika and Woble's security detail. Zhang Lei advises him that it was likely that others had used the first round of Nen lessons to gather intel and lay their groundwork, and suggests that Kurapika prepare himself. Zhang Lei thinks to himself and internally tells Kurapika not to think of them as equals, that he was only accepting information in exchange for ensuring Woble's safety.^[119]

Kurapika thanks Zhang Lei for his concern, and thinks about how it was extremely beneficial to be under Zhang Lei's protection in exchange for information on Nen pertaining to the succession battle, despite the great risks it comes with. Zhang Lei is one of the three Princes that were benefactors to a Mafia family and the combat potential of the over two hundred mafia members on board the lower Tiers served as inhibition against the higher Princes. Kurapika





between the mafia families and their associated Princes was so stable, war breaking out is likely to lead to the assassination of a Prince, and if a Prince's death is interpreted as a mafia hit, the resulting mafia war would lead to martial law. Kurapika worries that Benjamin might go after one of the three mafia Princes to force this situation, and that given his personality, might even kill Woble despite Zhang Lei living with her, to emphasize the cruelty of the mafia and shift the blame onto them.^[119]

Kurapika considers staying in Room 1014 where each Prince's guards served as a check for the others, but worries about the snakes and the danger that each Prince is plotting something. Which choice to make is up to his gut decision, but they are on thin ice either way.^[119]

Back in Room 1014, Kurapika notifies the guards of the other Princes' present in Room 1014 that the second round of Nen classes would begin the next morning at 9 a.m. He first speaks to Babimyna, and lets him know that the format would be the same as before, but Camilla's guards would join this time. Babimyna confirms for Kurapika that he and Furykov would continue to be Benjamin's representatives, then Kurapika asks Sakata and Hashito for ideas on why Camilla might have changed her mind about sending representatives. Sakata suggests she might be verifying Kurapika's claims, and that since they know what happened because of the last round of Nen lessons, there must be some benefit for Camilla's side. Hashito points out that many possible reasons could be possible. Babimyna observes their exchange and thinks about how Camilla's Have-Nots used curses unique to them, and wonders if they are Nen abilities, and if they were really targeting Woble. Because Camilla chose to only send one representative, Kurapika guesses that they have a firm resolve, and from Camilla's personality guesses that they had a goal other than learning. He thinks about how Melody's letter to him did not mention Camilla, and wonders if Camilla had a secret that forced her to act.^[119]

Kurapika tells Bill that they had to keep Camilla's guards away from Woble as much as possible, and tells him that they would go through the tough shifts together. He then tells Shimano^[note 2] to stay by the Queen and Prince's sides, and to leave chores until later. He remembers the contract he has with Zhang Lei, and keeps in mind to be careful.^[119]

Equipment





Kurapika's *bokken*

Bokken: During the Hunter Exam, Kurapika wielded two *wakizashi*-sized *bokken* as his weapon of choice. The handles of his two *bokken* are wrapped in bandages and linked together by a thread, which allows Kurapika to wield them as a *nunchaku*. In the 1999 anime adaptation, the *bokken* are revealed to actually be sheathed swords.

Knives: In the Hunter Exam, Kurapika carried at least three knives hidden under his vest. However, according to Majtani, he does not seem to rely on them much.

Shuriken: In the Hunter Exam, Kurapika had at least two *shuriken* hidden under his vest. Like his knives, they are an additional precaution.

Switchblade: After learning Nen and joining the Mafia, Kurapika started to use a switchblade for intimidation.

Handgun: Kurapika started carrying a black handgun after being hired by Oito. So far he has used it only for purposes of intimidation.

Abilities & Powers



Kurapika has all the benefits granted by his status as a Hunter. As a Zodiac, his authority in the *Hunter Association* is inferior only to that of the chairman herself. Being Light Nostrade's right-hand man, he had power over the clan and is now the boss of Light's new organization. Kurapika's powers increase greatly as the series progresses. Hisoka was the first to grow interested in him, listing him as one of several "unripe fruit" with vast potential during the *Hunter Exam*.^[29] Although at the beginning Kurapika was weaker than Killua, during the Yorknew City arc he had become stronger than him due to his Nen abilities. Indeed, Kurapika is one of the few characters (the others being Hisoka and *Silva*) to have killed a member of the infamous *Phantom Troupe*, and a very potent *one* at that.^[60] Kurapika's exceptional intelligence is matched by high combat prowess and iron will that stems from his desire for revenge. He is also





Kurapika's Scarlet Eyes

Scarlet Eyes: When a member of the [Kurta Clan](#) becomes enraged, their eyes turn a vivid shade of red, which triggers an amazing increase in physical strength. In this state, even as a child, Kurapika could gain the upper hand in terms of speed and strength against three adults and easily overpowered them. However, Kurapika admitted that when his eyes turn scarlet, he loses all restraint and rationality and becomes primal, which also occurs whenever he sees a spider.^[21] Furthermore, overusing his Scarlet Eyes can have severe repercussions on his health, as doing so caused him to become incapacitated and feverish for more than one day without Melody's Nen ability managing to lower his body temperature.^[81] His current limit is about 3 hours, after which the pain and fatigue become too intense and he passes out^[103] for 3 times as long. Kurapika also speculates that repeated long uses or ones induced by stealing particularly powerful abilities may cause him to reach the limit earlier than 3 hours.^[104] At some point during his Nen training, Kurapika learned to turn his eyes scarlet at will and acquired the ability to control his emotions.^[120]

Advanced Hearing: Kurapika has a keener sense of hearing than average humans, which enables him to perceive revelatory sounds^[8] and overhear conversations others would miss.^[20]

Preternatural Perception: Even prior to learning Nen, he was one of the few candidates of the Hunter Exam to notice being followed by a proctor during the Third Phase. His first meeting with [Izunavi](#) demonstrated that he has a developed instinct, as he dodged an acorn imbued with Nen without knowing anything of inner energy, but understanding in a moment it would have been lethal for him to be hit.^[121]

Enhanced Strength: After training at [Zebro's](#) house, Kurapika managed to open the first door of the [Testing Gate](#), whose total weight is 4 tons. His strength increases when his eyes turn





Kurapika deflecting bullets

Immense Speed and Reflexes: Kurapika struck Uvogin various times before he could react and even disappeared out of sight in a space clear of hideouts with a leap.^[59] He can catch bullets with one of his chains^[46] and restrain a target with another in 0.5 seconds from a fair distance,^[123] and in approximately 0.2 or 0.3 from only a few meters.^[77]

Enhanced Agility: Kurapika can jump several meters in the air and hit his opponents from various angles with acrobatic moves without losing his balance.^[59] This is first proven when he leaps on top of a chandelier during the exam to be hired by [Light Nostrade](#)^[46] and later in the confrontation against Uvogin.^[59]

Enhanced Endurance: Possibly due to the loathing he harbors toward the Phantom Troupe and the absolute determination to win the fight, Kurapika seemed almost unfazed by Uvogin breaking his arm.^[59]

Genius-Level Intellect: Kurapika is one of the most brilliant characters in the series. Because of this, he was appointed leader of [Neon's](#) bodyguards after the demise of [Dalzollene](#).^[56] He outsmarted minds of [Chrollo's](#) level with carefully planned strategies, and his predictions have rarely turned out to be wrong. He also has an immense deal of knowledge about many topics, ranging from psychology to other cultures, from history to forensic, a quality that surprised his brethren when he was only a child. Due to his longing for new notions, he is a fast learner with an impressive memory. Kurapika's analytical skills are so outstanding they have led to the spreading of the rumor, among [Muherr's](#) assassins, that he is able to read minds.^[1] When searching for Halkenburg on the Kakin bodyguard registration, he used the vaguest of clues to choose whom he felt to be Halkenburg, something praised by Oito.^[92]





and endanger not only himself, but his friends as well. On the Black Whale he exhibited greater composure than before and has performed his greatest strategic feat yet, becoming the lynchpin of a stalemate, or at least an impediment, of the succession contest with an endless series of ad hoc tactics, mixing truth and lies, secrets and deliberately disclosed information.^[113] His disclosure of the existence of Nen and his classes constituted the biggest game-changer of the succession contest, forcing an impasse and increasing the odds of lower-ranked princes to survive.^{[110][112][113]}

Proficient Hand-to-Hand Combatant: Kurapika was able to land several punches and kicks on a fighter specialized in unarmed combat such as Uvogin with almost no damage on his part.^[59]

Master Weapon Specialist: With the full extent of his abilities in the field being unclear, Kurapika used a pair of *bokken* swords linked by a thread before learning Nen, and could wield them also as a *nunchaku*. In the 1999 anime, it was revealed the *bokken* swords were actually two sheathed blades. He displayed the ability to use them skillfully against Hisoka. When he worked as Neon's bodyguard, he carried a knife with him, although he used it solely for intimidation. However, the weapon Kurapika specializes in currently are his chains, which he learned to use in battle with great skill in a rather short amount of time. He can move them with such mastery that they act as natural extensions of his limbs, being even able to entangle targets at a distance of almost 30 meters in less than a second.^[59] The chains are suited for both offensive and defensive purposes (usually the **Dowsing Chain**),^[46] as well as immobilizing the opponent (**Chain Jail**).^[54]

Bilingual: Kurapika's mother tongue is the language spoken by the Kurta, but he has also acquired perfect proficiency in the language used in [the world](#) at large.^[4]

NVC Expert: Even without the usage of his chain, Kurapika is adept at recognizing lies by looking at his interlocutor's eyes. He demonstrated it when inquiring about Melody's motivation for becoming a bodyguard: he not only understood her answer was sincere, but also that she was hiding important details.^[50] When trying to identify a mole within the Zodiacs, he could tell it was Saiyu just by observing his body language.^[91]





Kurapika conjures his chain

Kurapika is a **Conjurer**, a Nen user that can create objects out of thin air according to his imagination, but he becomes a **Specialist** when his eyes turn scarlet.^[122] He learned Nen in a very short time and is deemed a very skilled user. In terms of theoretical knowledge, he can divide Nen apprentices **by aptitude**,^[106] and is an expert in the mechanics of **Limitations** and **Manipulation** Nen.^[107] Kurapika has Nen abilities that incorporate elements of **Emission**, **Manipulation**,^[120] and **Enhancement**;^[122] in addition, he has exhibited proficiency in **Transmutation**,^[107] proving himself a well-rounded Nen user and one of the very few who can access all six Nen categories. The weapon that he conjures is a unique one—five chains that extend from each finger on his right hand. Some of the fingers were specially designed to deal vengeance on the Phantom Troupe.^[54] To increase the effectiveness of his chains against them, Kurapika placed strict Limitations on the usage of his chains.^[122] Since the chains are materialized, their size and length can be controlled to a certain degree.^[54] He is able to conceal his chain through **ln** in order to bind his opponent without their knowledge until it is too late. Kurapika is also proficient in other branches on Nen, such as **Shu**,^[59] which, combined with **Emperor Time**, gives his chains the ability to shatter rock, and **Gyo**.^[59] He has reached a level of skill high enough that he can remain in a state of **Ten** without conscious thought.^[105]





Kurapika's different chains

By using a Limitation that puts his own life at stake, his abilities received a great boost.^{[54][122]} In fact, one of his chains is so strong that Uvogin, an experienced fighter, assumed that it was a real chain that Kurapika was manipulating.^[60] The combination of his Limitation, the increase in skill granted by his Specialization ability, and the aura boost granted by his Scarlet Eyes allowed him to reduce the gap in strength against a master Enhancer such as Uvogin.^[59] Repeated usage of his Scarlet Eyes combined with Nen takes a heavy toll on his mind and body,^[60] causing him an incapacitating high fever that, after the death of Pakunoda, lasted several days





Type: **Conjuration**

Dowsing Chain (導く薬指の鎖, *The Guiding Ring Finger Chain*)^[note 3]

A chain ending with a small, **ball-shaped weight** that Kurapika frequently uses in combat, for offensive and defensive purposes.^[46] Its main utility is as a medium for **pendulum dowsing**, with the ball moving in accordance with Kurapika's "dowsing" objective at a given time. Hence useful for investigation, the chain can be used to determine the location of missing individuals (by moving in their direction)^[65] and identify if someone is lying (by swinging back and forth).^[46] If the chain's ability is used in a group, it works better if the persons questioned reply one at a time.^[95] Under ordinary conditions, Kurapika must be directly in front of the target for the lie detection to be effective; however, when **Emperor Time** is active, he can also use that ability through video recordings, provided he has met the subject before. Kurapika himself is unaware of how this side of his power works, his guess being that, through the conveyance of the chain and extreme focus, he can unconsciously detect subtle indications that someone is lying.^[90]

Type: **Conjuration**

Chain Jail (チェーンジェイル 束縛する中指の鎖, *The Restraining Middle Finger Chain*)^[note 3]

An extremely durable chain with a **hook** for an end piece, whose sole purpose is to capture Spiders and strip them of their freedom.^[54] It forces captives into a state of **Zetsu**, shutting off their aura and preventing the use of Nen abilities; consequently, it is only possible to escape from **Chain Jail** using brute force, although not even **Uvogin**, the physically strongest Spider, could break free from it.^[60] The chain's conjuration speed is such that Kurapika can fully restrain a distant target in half a second.^[123] To create **Chain Jail**, Kurapika imposed the Limitation that it may only be used on members of the Phantom Troupe, with the added stipulation that violating this rule will result in his death.^[54]





When Kurapika's eyes shift into scarlet, he changes from a Conjurer to a **Specialist**. This ability allows him to utilize all the types of **Nen** to 100% efficiency (for a Conjurer).^[122] Kurapika explains this using the terms "**Level**", "**Force**", and "**Accuracy**": his "Levels" in the various Nen categories remain the same during **Emperor Time**, but his "Force" and "Accuracy" for every category are raised to 100%. Thus, if Kurapika's "Level" in Conjunction was 10, his "Level" in **Emission** (the polar opposite aura type) would remain 4 at the most, but his "Force" and "Accuracy" in any Emission ability would increase from 40% to 100%, making him evenly matched against a Level 4 Emitter.^[120] However, the price to pay is considerable, as every second spent in this mode shortens Kurapika's lifespan by one hour.^[99]

Type: **Conjunction**

Holy Chain (ホーリーチェーン 癒す親指の鎖, *The Healing Thumb Chain*)^[note 3]

Via its **cross** pendant, this chain cures wounds by drawing from **Enhancement**-type Nen. When Kurapika is in his Specialist state, the chain can heal serious injuries, such as a fractured arm, within seconds.^[60]

Type: **Conjunction**

Judgment Chain (ジャッジメントチェーン 律する小指の鎖, *The Arbiter Little Finger Chain*)^[note 3]

Via the blade on its end, the so-called Stake of Retribution (いまし くさび 戒めの杭, *Imashi Kusabi Imashime no Kushi*), this chain





is confirmed that he would be arrested in a special **Removed** for **Due to Kurapika's low affinity for aura** mastery over **Emission** and **Manipulation**, **Judgment Chain** can only be used in conjunction with **Emperor Time**.^[120]

Type: **Conjuration**

Steal Chain (スチールチェーン, *The Thieving Index Finger Chain*)^[note 3]

With an end piece shaped like a **syringe**, this chain, upon piercing a target's body, drains their aura and steals one of their Nen abilities. While their aura is being drained (a process that seems painful), the target is forced into a state similar to Zetsu. Subsequently, the target is unable to use the stolen ability until it is returned to them. There are no conditions attached to stealing an ability aside from piercing the target with the syringe: thus far, Kurapika has stolen two abilities, one after the owner's Nen type had been revealed and the general mechanics of the ability explained,^[96] and another that was about to be used without any prior knowledge. The original owner's death does not result in Kurapika losing possession of a stolen ability.^[99]

Type: **Specialization**

Stealth Dolphin (ステルスドルフィン, *The Index Finger's Emperor Time*)





inject it into them. If the ability is loaned, a listening device is conjured in the recipient's ear that enables them to see the dolphin and communicate with it via telepathy. The dolphin can counsel the recipient on how to use the ability,^[99] and will utilize it itself when given the order by the recipient of the loaned ability.^[102] When Kurapika or someone he has loaned an ability to activates it, it is fueled with the aura that **Steal Chain** took from its owner, ensuring that it is used with its original power.^[113]

A side-effect of **Stealth Dolphin** is that when it is used on a non-user it will allow them to see aura^[100] and, after the loaned ability is activated, semi-force all of their Aura Nodes open, essentially making them Nen users, although training is still necessary to control one's own aura flow and prevent its leakage.^[113]

Suppose Kurapika equips the dolphin with a stolen ability and transfers it to someone else. In that case, he can use **Steal Chain** again and steal another ability. Transferring it does not allow him to exit **Emperor Time** until he can dismiss the dolphin, which can only be done if **Stealth Dolphin** does not hold an ability. Kurapika does not need to load **Stealth Dolphin** with an ability, but if he does, he is unable to dismiss it until the ability is used at least once, even if the loading is only done for purposes of analyzing the ability.^[99] Regardless of who controls it, a stolen ability can be used only once, after which it is returned to the original user. As a downside, as long as all stolen abilities are not returned, **Emperor Time** will remain active. The dolphin will regularly notify Kurapika of how long **Emperor Time** has been active for unless it is put on standby, in which case it can be made to disappear.^[96] Should Kurapika faint while someone else is using an ability loaned to them by him, that person will pass out as well.^[104]

Former Stolen Abilities





An ability Kurapika stole from Sayird via his index finger chain^[96] before giving it to Oito.^[99] The user launches an aura ball at a bug or any other small living being, capturing and gaining control over it. The largest creature the user can control is about the size of a hamster. The user gains knowledge of anything the manipulated animal sees or hears. For this reason, the ability is particularly useful when utilized on flies or mosquitoes, but since they have many natural enemies, they often die while under the effect of the ability. Faster animals may be hard to catch. The ability cannot be used on living beings conjured via aura.^[96] The controlled animal maintains the user's capability of seeing aura. This ability seems to consume very little aura, as even someone who was originally not a Nen user could maintain it for one hour without visible strain.^[103] Furthermore, it is not deactivated if the user passes out. It was returned to Sayird after one use.^[104]

Type: Unknown

エアブロー
Air Blow (虚空拳, *Empty Air Fist*)

An ability Kurapika stole from Vincent via his index finger chain. Little is known about it. The original user attempted to activate it through his left palm in order to break the guard of a Nen user who was capable of stopping bullets with his aura. It does not seem to require direct contact with the target to work.^[99]

ハル・サマ





An ability Kurapika "stole" from Bill, with his permission, via his index finger chain. Kurapika transferred Bill's Nen to other individuals to awaken their Nen during the Water Divination ceremony. The ability dramatically accelerates the growth of a living being when the user brings the palms of their hands close to it. Bill made it sprout in mere moments by using the ability on a seed inside a glass of water. Bill told Maor that he can use **Erigeron** on humans to improve their Nen abilities, although the effects on untrained or unskilled individuals are weak.^[113]

Manga Appearances



Hunter Exam arc	[Expand]
Heavens Arena arc	[Expand]
Yorknew City arc	[Expand]
Greed Island arc	[Expand]
13th Hunter Chairman Election arc	[Expand]
Succession Contest arc	[Expand]

Battles & Competitions





- Kurapika's Memories:
 - **Kurapika** vs. Thugs^[5]
- Hunter Exam arc:
 - **Kurapika** vs. Great Stamp^{†[14]}
 - **Kurapika** vs. Majtani (Trick Tower)^{[21][23]}
 - **Kurapika and Leorio Paradinight** vs. Tonpa and Sommy (Zevil Island)^[27]
 - **Kurapika** vs. Hisoka Morow* (Final Phase)^[33]
- Yorknew City arc:
 - **Kurapika, Bashed, Baise, and Melody** vs. Shachmono Tocino and Squala^{[45][46]}
 - **Kurapika** vs. Uvugin[†] (Gordeau Desert)^{[57][58][59][122][60]}
- Succession Contest arc:
 - **Kurapika** vs. Sayird^{*[95][96]}
 - **Kurapika and Bill** vs. Vincent^[99]

Competitions

- Hunter Exam arc:
 - Kurapika, **Gon Freecss**, and Leorio Paradinight vs. Gotoh, Hishita, and two other butlers (coin game)^[41]

Quotes



- (To Leorio) "*Their eyes were stolen from every single body. All of them... Killed for [More quotes] what **death** creates. So I've **sworn** to **capture** the Phantom Troupe... And **recover** the **eyes of my clan**!!*"^[6]
- (To Leorio) "*My **own** pride is **nothing** compared to my **kinsmen's suffering**.*"^[6]
- (To Leorio) "*My **mind** perceived that tattoo was a fake, but my **emotions**... I just saw **red**... and... to be honest... Whenever I see a spider, **any** spider, my rationality collapses, and I turn **primal**! Heh... I suppose that's reassuring. It means the **rage** inside me has not yet **faded**.*"^[21]





- (Referring to Gon, Killua, and Leorio) *"I've been blessed with good friends."*^[120]
- *"I must get **those two** back...!! That's my top priority!! I don't want to lose any other... **Never again!!**"*^[79]
- (To Mizaistom, who mentioned the Scarlet Eyes) *"From this point on, choose your words wisely. This is no place for you outsiders. I am indeed looking for their eyes. What of it?"*^[87]
- *"A **daughter** of the **Mafia**. Teacher. Lawyer. Musician. Investor. Priest. Doctor. Swindler. Board of members from multiple corporations. Tycoons. The founder of a religion. Politician. Artist. And... **a king's son**... I've threatened, coaxed, paid people off... I lost **something** every time I got back a part of my **brethren**. But this will soon end... This... This is the last monster with the last of the eyes...! Among them... **Pairo**... My journey may finally begin. But... where would I go...? There is no home for me to return to... and nobody to welcome me back. I have nothing left."*^[88]

Trivia



- In [the official databook](#), his name is also spelled as "**Curarpikt**".^[2]
 - In one of Hunter × Hunter's card collections, the character is also alternatively named as "**Kurapica**".^[129]
- In the Japanese manga, Kurapika uses the pronoun "watashi," which is a formal, gender-neutral pronoun most often used by women. As a child, Kurapika used the pronoun "ore," which is an informal pronoun used by men. A child that uses "ore" is trying to give an older impression and appear tough.
- Despite his clan's name, Kurapika has never been shown with a full name. However, "Kurapika Kurta" is the name given by the fans. Among the four main characters, Kurapika is the only one whose last name has not been mentioned yet.
- Kurapika wears two earrings, although only one is seen throughout the series.
- Kurapika is the only character who falls under two different Nen categories.
- During Kurapika's Water Divination on the Black Whale, his aura caused the water to change colors and the leaf to spin^[112] (his result as a Specialist).
- After killing Uvogin, Kurapika temporarily stopped wearing his chains out in the open.^{[65][67][66]}
This probably contributed to him not being recognized as the "Chain Dude" by the Troupe members who passed themselves off for auction staff when he bid at the Underground Auction





- In the **Hunter × Hunter The Real 4D** attraction movie (<https://www.youtube.com/watch?v=nZuDNA4DE>) at Universal Studios Japan (<https://www.usj.co.jp/web/en/us/events/universal-island-japan-2022/hunter-hunter>), Kurapika's bounty was 400 million.
- According to the "Hunter × Hunter Manual" section found in the Yu ☆ Yu ☆ Hakusho official character book (Shueisha Jump remix),* Kurapika's stats are:

Story Arcs	Mind	Skill	Body	Nen	Ingenuity	Intelligence
Hunter Exam arc	3/5	2/5	2/5	0/5	2/5	3/5
Yorknew City arc	3/5	3/5	3/5	4/5	2/5	4/5

Anime and Manga Differences

Kurapika's earrings

- In the 1999 anime adaptation, both of his earrings are shown only once.^[130]
- In the manga, Kurapika changes outfits between taking the **Hunter Exam** and going with Gon and Leorio to rescue Killua. In the 2011 anime adaptation, he has the same outfit from the **Hunter Exam**.
- An **analysis** of Kurapika's character arc treatment in the 1999 anime adaptation, supported by some storyboard archives, resulted in a hypothesis that the director might have originally planned to kill Kurapika in a final battle against Chrollo to end the series.

Intertextuality and References

- In a 1999 *doujinshi* titled "Weekly Togashi Empire" (週刊富樫帝国, *Shūkan Togashi Teikoku*), **Togashi** revealed that Kurapika was based on T.M.Revolution, a singer and songwriter whose real name is **Takanori Nishikawa**.^[131]





- both are cunning master strategists who always plan their attacks in advance;
 - both are prodigies who rapidly learned how to control their superhuman abilities;
 - both are highly intelligent with vast knowledge in many fields;
 - both have an androgynous appearance that has led readers to wonder if they were in fact girls. In one chapter, Kurapika is mistaken as being a girl by his archenemy, while on the **last episode** of *YuYu Hakusho*, Kurama is mistaken for **Kuwabara's** girlfriend;
 - both wear Chinese-style clothes;
 - a calm, collective, and friendly personality belies both Kurapika's and Kurama's sinister, wrathful, and hateful feelings towards those who had hurt them;
 - both bared a profound feeling of respect and platonic love towards their friends and family, and would never sacrifice their lives in order to achieve their own personal goals;
 - both are capable hand-to-hand combatants, although they mainly fight with weapons;
 - just as Kurama can manipulate plants in order to immobilize, capture, attack and kill his enemies, Kurapika has the ability to conjure up a chain from his aura, which is used for the same purposes as Kurama's plants are. Furthermore, Kurama wielded a whip in origin, making his combat style very similar to Kurapika's;
 - in the same way that Kurama was ranked second place for the most popular character in the *YuYu Hakusho* manga, Kurapika was also voted on second place in the Hunter × Hunter popularity contest;
 - just like Kurama is the second person that **Yusuke** meets out of the main team, Kurapika is the second person on the main team that Gon meets;
 - and both Kurama and Kurapika have the same first two syllables on their names and are the only main characters to do so.
- Kurapika is similar to **Saint Seiya** character **Shun** in his androgynous appearance and the usage of chains as weapons.
 - Kurapika bears resemblance to **Lyserg Diethel** from *Shaman King* in that:
 - both have androgynous traits which have caused them to be mistaken for girls;
 - their weapons of choice are similar;
 - both have dowsing abilities;
 - both are renowned for their deduction skills; furthermore, Lyserg sought to become a detective, Kurapika a **Blacklist Hunter**;





Miscellaneous

- Kurapika was ranked second in all of the 3 [popularity polls](#) that have been conducted so far by *Weekly Shōnen Jump*: he acquired 13,498 votes in the [first character popularity poll](#); 7,176 votes in the [second poll](#), and 3,467 votes in the [third one](#).
 - In Volume 7, where the results of the first poll were published, it was revealed that voters were impressed with his resolve, and some questioned his gender.
- Kurapika is referred to as the "Chain Bastard", the nickname the Phantom Troupe gave to him, in one of the tracks for the [2011 Original Soundtrack 2](#).
- His voice actress in the Pilot OVA, Noriko Hidaka, also voices [Shalnark](#) in the 2011 adaptation.
- Kurapika is played by Akiko Kimura in the [Hunter × Hunter](#) stage play [Hunter × Hunter: Real Stage](#).
- Out of the 5 main characters^[132], Kurapika and Hisoka are the only ones whose birthdays do not fall on a Japanese holiday.
 - Nevertheless, it is indeed relevant: in Japanese culture, the number 4, due to one of its possible pronunciations, is considered the number of death**, and April is the fourth month of the year. This date reflects his determination to apprehend or kill the members of the Phantom Troupe, and he is indeed referred to as a "god of death" in one of their predictions.
 - The number of the month and day of his birthday are the same: Kurapika shares this characteristic with the other three protagonists and Hisoka.

Translations around the World





Arabic	كورايبكا (<i>Kurabika</i>)
Chinese	酷拉皮卡 (<i>Kù lā píkǎ</i>)
Greek	Κουράπικα (<i>Kourápika</i>)
Korean	크라피카 (<i>Keurapika</i>)
Malaysian	Clapika
Russian	Курапика (<i>Kurapika</i>)
Thai	คุราปีก้า (<i>Khu rā pīkā</i>)

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2. Hunter × Hunter Hunter Association Official Issue: Hunter's Guide; Character & World Official Databook (pg. 42 and 50)
3. Yoshihiro Togashi x Naoko Takeuchi Wedding Calendar (1999)
4. Hunter × Hunter - Volume 0, Chapter 1
5. Hunter × Hunter - Volume 0, Chapter 2
6. Hunter × Hunter - Volume 1, Chapter 7
7. Hunter × Hunter - Volume 1, Chapter 2
8. Hunter × Hunter - Volume 1, Chapter 3
9. Hunter × Hunter - Volume 1, Chapter 4
10. Hunter × Hunter - Volume 1, Chapter 5
11. Hunter × Hunter - Volume 1, Chapter 6
12. Hunter × Hunter - Volume 1, Chapter 8
13. Hunter × Hunter - Volume 2, Chapter 9
14. Hunter × Hunter - Volume 2, Chapter 10
15. Hunter × Hunter - Volume 2, Chapter 11
16. Hunter × Hunter - Volume 2, Chapter 12
17. Hunter × Hunter - Volume 2, Chapter 14
18. Hunter × Hunter - Volume 2, Chapter 15





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23. Hunter × Hunter - Volume 3, Chapter 20
24. Hunter × Hunter - Volume 3, Chapter 21
25. Hunter × Hunter - Volume 3, Chapter 22
26. Hunter × Hunter - Volume 3, Chapter 23
27. Hunter × Hunter - Volume 3, Chapter 25
28. Hunter × Hunter - Volume 3, Chapter 26
29. Hunter × Hunter - Volume 4, Chapter 27
30. Hunter × Hunter - Volume 4, Chapter 30
31. Hunter × Hunter - Volume 4, Chapter 31
32. Hunter × Hunter - Volume 4, Chapter 33
33. Hunter × Hunter - Volume 4, Chapter 35
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35. Hunter × Hunter - Volume 5, Chapter 38
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- 132. https://twitter.com/Togashi_ex/status/1548140370566885381/photo/1

Notes



1. The year is of dubious canonicity due to his age in the databook.
2. Here, Kurapika calls Shimano (シマノ) "Shimanu" ("シマヌ"). It is not clear why he chose to do so.
3. The Viz translation omitted the "Chain" part of each chain's second name and the name "Dowsing Chain" entirely, using:
 - **The Guiding Ring Finger** (without the main name "Dowsing Chain")^[124]
 - **Chain Jail: "The Restraining Middle Finger"**^[125]
 - **Holy Chain: "Healing Thumb"**^[126]
 - **Thieving Index Finger: Steal Chain**^[127]
4. The second name of **Emperor Time** was changed to *Absolute Mastery* in the Viz translation.^[128]

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