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 [VER01]XXXXXXXXXXXXXXXXXXXXX|           VERSION HISTORY           |XXXXXXXXXXXXXXXXXXXXXXXXXXXXX  
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Version 0.10 - 11/16/2010

-Began the guide

Version 0.70 - 11/30/2010

-Completed all sections except the Item, Skill, Special, and Monster Databases.

Version 0.71 - 12/1/2010

-Added Attack Chance and Blocking info.  
-few corrections here and there.

Version 0.8 - 12/2/2010

-Item database completed  
-minor corrections  
-edited parts about the Delivery facility, employee stats in the Tiger's Den section, and Absolute Hero Dungeon's boss minions. Thanks to Tanto\_H and spweasel for those.  
-re-organized the Skill and Special Attacks Database categories for Other Weapons, Shields, etc.  
-Rare metal and Explosive Barrel info updated. Thanks to Encapturer for these.

Version 0.82 - 12/2/2010

-Formula for max stat level requirement changed. It's more accurate now.  
-minor corrections in item database.

Version 0.84 - 12/3/2010

-Elaborated some parts in the Stats and Skills sections.  
-Added exact stat boost amount for Concentrator, Leg Booster, etc.  
-EN rates added onto Stats section.

Version 0.9 - 12/4/2010

-Barrier section completed. Thanks to 6o4huynh for the barrier types at LV3.  
-Minor corrections for boss enemies

Version 0.95 - 12/6/2010

- Completed the Special Attacks database. Only a few tidbits of info missing.
- Added mod items to the Item Database. Thanks to Encapturer, spweasel, and Haledire for help with some obscure device effects.
- Added Combination Specials in the Skills section.
- some more corrections and elaborations in certain parts.

#### Version 0.98 - 12/7/2010

- Added info regarding boss-replacement Goons for Mastery and Dengeki dungeons.
- Skill database mostly complete. Missing just a few skills.
- Unlosing Modes included with skill database.
- once again, a bunch of edited things, elaborated sections, and whatnot.
- cleared up some info about reducing damage from ice and magma floors as well as immunity from Magma rooms.

#### Version 0.99 - 12/8/2010

- Added extra battle info on Level-3
- Changed the "True Unlosing Ranger bonus" into "NIS Dungeon" bonus in the stat mechanics section.
- Info on HIT stat updated.
- various corrections and updates on some Database info.

#### Version 1.00 - 12/10/2010

- Corrected some info about elemental affinity vs an enemy's elemental resistance. The enemy's affinity is subtracted from yours, not multiplied.
- Monster database completed with important info. Special Attacks will be added later.
- Took down the stat boost table in the Costumes section.
- Changed all references of Metal "Cactus" into Metal Spiky.

#### Version 1.1 - 12/17/2010

- Corrected the requirements for Delivery facility, added the requirement for the Usual Cafe, and included a note regarding the need for the Facility Manager NPC to unlock some facilities. Thanks to Eternal\_Abyss for the info on unlocking Usual Cafe.
- Added Tutorial 4 and 5 in walkthrough.
- Special Attacks database 100% complete.
- Milk item's attack details corrected.

#### Version 1.2 - 1/1/2011

- Few corrections in the stat mechanics section.
- Additional info for Mermaid Tail in the item database.
- Completed some skill information in the skill database.
- Rare Metals info updated, thanks to SirBlank for info.
- Space Police requirement updated, thanks to Mistere Man for info.
- Damage Formula section added in Advanced Info.
- links for Max Damage and Special Attacks compilation videos added in the Damage Formula and Special Attacks section.
- Added info for Recharge Battery. Thanks to Mistere Man and spweasel.
- Corrected the unlock requirement for Absolute Hero Mastery Dungeon.

#### Version 1.21 - 1/9/2011

- Corrections on elemental affinity for Flonne and Etna bosses.
- Changed a few terms in the damage formula. SkillMod1 = AttackMod, SkillMod2 = DamageMod.
- added info for Quick Shot in both Skills Database and Damage Formula section.

#### Version 1.25 - 1/17/2011

- Light Shadow skill info added.
- Wrapped Blanket item info added. Thanks to demonfang0

Version 1.26 - 3/30/2011

-Changed the facility stat for Usual Cafe from Transport to Info. Just a minor update. :)

Version 2.0 - 5/28/2012

-95% of the updates in this version were done by spweasel in a collaborative effort. Thanks a bunch!

-Added info on Elemental Drain, Vengeful God, and several other skills

-Various corrections, clarified info, and table fixes.

-Added EN consumption/starvation damage info.

-Reworded a handful of things to hopefully improve clarity.

-Reformatted the special attack lists in the Enemy Database.

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[INT02]XXXXXXXXXXXXXXXXX| INTRODUCTION AND PURPOSE |XXXXXXXXXXXXXXXXXXXXXXXXX  
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Greetings, xarugas here, and welcome to my ZHP guide. Before anything else let me make something perfectly clear in all-caps glory:

THIS IS NOT A STEP-BY-STEP WALKTHROUGH

The dungeons on each level (or chapter) of the game are randomly generated. There's not much point giving specific instructions on a floor-by-floor basis if everything's random. Of course, I'll be giving a general strategy for each level so don't worry about that.

This is a NIS game, and if you've been following the NIS franchise you should know that the main game is just the tip of the iceberg. The REAL deal begins once you start grinding levels, collecting items, and powering up your hero to however you want. Because of this, most of the guide will be focusing on the many features, systems, and challenges the game has to offer. This guide will be a one-stop source for ZHP information, hopefully comparable to a full-blown wiki database.

Now let's get the show started, Reading Ranger!

X=====X  
|-----|  
|XXXXXXXXXXXXXXXXXXXXXXXXX| II. THE BASICS |XXXXXXXXXXXXXXXXXXXXXXXXX|  
|-----|  
X=====X

-----  
[INT03]XXXXXXXXXX| What is Z.H.P.? |XXXXXXXXXX  
-----

ZHP stands for Zettai Hero Project. Zettai is "absolute" in Japanese. Why NISA decided to localize only the first word in "Zettai Hero Kaizou Keikaku" is beyond me.

Anyway, ZHP is NIS' first ever roguelike. If you're not familiar with the genre, you should read up on it in wikipedia. :P Roguelikes are basically turn-based dungeon crawling games that involve a few evil features. One such feature is permadeath, wherein you usually lose A LOT of progress for dying. Item loss, level downs, or even brutal character deletion are just a few of the common penalties in roguelikes. Rest assured that ZHP is one of the easier roguelikes that ISN'T a crappy game.

You control a single hero character and run through multiple randomly-generated dungeons while battling a multitude of different enemy types and bosses. You have over-the-top skills, a large repertoire of equipment, and an insanely large stat cap, it's basically a Disgaea roguelike.

Since this is a NIS game you HAVE to expect a ridiculous plot and a hilarious cast of characters. ZHP does not disappoint in both aspects. In fact, the game has one of the best voice-acting in the entire NIS library, and probably has one of the most enjoyable stories as well.

Anyway, enough with the idle talk. This game is huge and there will be a lot of stuff to cover, so let's get started. :)

-----  
[CON04]XXXXXXXXXX| Controls |XXXXXXXXXX  
-----

Most of the controls for specialized menus are displayed onscreen, but there are some button combinations that aren't mentioned in-game.

#### BASE / CARAVAN CONTROLS

=====

- D-Pad/Analog - Move
- Triangle - Menu
- Square - Jump
- X - Talk, Confirm
- O - Cancel, Speed-up text
- L/R Trigger - Rotate Camera
- Hold O - Speed-up movement
- Square + L/R - Camera Control: Zoom-in/out, Top view

#### MENU CONTROLS

=====

- D-Pad - Scroll up/down
  - Toggle status pages left/right (Status menu)
  - Toggle item screen left/right (Item menu, Base only)
- Analog - Toggle item status (Item/Equip menu)
- Triangle - Organize items (Item menu)
- Square - Unequip item (Equip menu)
  - Transfer item between item screens (Item menu, Base only)
  - Cancel selected Skill (Skill Cast menu)
- X - Confirm
  - Manually Arrange items (Item menu)
- O - Cancel
- L/R Trigger - Toggle storage pages (Item menu, base only)

#### DUNGEON CONTROLS

=====

- D-Pad - Move 1 space towards direction
- Triangle - Menu
- Square - Show dungeon grid
- Square + D-Pad - Change direction (without moving)
- X - Attack

- Hold O + D-Pad - Speed-up movement
- L/R Trigger - Rotate Camera
- Square + L/R - Toggle Top-view camera
- Analog Up - Pick-up/Throw object in front
- Analog Down - Open Item menu
- Square + Analog Up - Open Skill Cast menu
- Square + Analog Down - Open Skill Activate menu
- O + X - Skip turn
- START - Toggles between Item and Equip menu (in item/equip menu only)
- SELECT - Toggle the Minimap

#### CUTSCENE CONTROLS

=====

- Triangle - Skip cutscene/dialogue
- X - Continue dialogue
- O - Speed-up dialogue

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[STA05]XXXXXXXXXX|                               Stats                               |XXXXXXXXXX
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As with any RPG game you will have stats that determine your hero's fighting capability. Unlike most games that make use of the terms ATK and DEF, ZHP's stats are a little unique so it's best to get used to them early on.

#### Level

-----

>>This is your character's level. Unlike most RPGs, this level isn't permanent. Whenever you exit a dungeon and go back to the base, your level will revert back to lvl. Where does all your hard-earned level-ups go to? Read on.

#### Total Level (TL from now on)

-----

>>Upon clearing a dungeon (or dying) you will enter the Dungeon Clear Screen, where the game will take all the levels you've gained within the dungeon and add them to your TL. TL is permanent and it directly affects your Base Stats at lvl. You gain a fixed bonus to your Base Stats for every set interval of TLs. This interval becomes larger as you accumulate more levels. Also as a fun-factor bonus, the higher your TL is, the higher your jump will be in the base (with the square button).

#### EXP - Experience

-----

>>Pretty basic RPG stuff. You gain EXP from killing enemies. Once you reach the necessary amount, you level up. Some enemies can Steal your EXP and drop your level so watch out.

#### HP - Hit Points

-----

>>Pretty obvious. This is your life bar and you die when it reaches zero. HP auto-regenerates at 0.5% of max HP while moving as long as you have at least 1% EN.

#### EN - Energy

-----



>>>Displayed as a percentage below your HP bar, EN decreases gradually as you perform actions in the dungeon. Under normal circumstances, you lose 1% EN for every 5 steps you take. Throwing, jumping from a balloon, having a special attack in your cast stock, dual wielding weapons, carrying objects or enemies, and equipping the Energy Leaker Mod Item all increase EN used, while the Energy Saver Mod Item and No Pain, No Gain skill decrease it.

>>>While Dual Wielding Weapons (see below), you consume 1 EN for attempting to attack and an additional 4 EN if you hit an enemy.

>>>Throwing an item/object/enemy consumes 1 EN for each space thrown. Similarly, 1 EN per space is consumed while jumping from a balloon.

>>>See the Item and Skill Databases for items and skills that restore EN. Some equipment can also be eaten for a quick boost.

>>>When you drop to 0% EN, you begin to starve, dealing damage to you every turn and preventing natural HP regeneration. This persists until you either die or restore EN somehow.

>>>If you have Energy Saver and/or No Pain, No Gain and do not have any of the effects that increase EN consumption (Dual Wielding excluded for some reason), starvation damage is set to 1 damage each turn.

>>>Otherwise, damage can usually be estimated by:

$$\text{Damage} = \text{Max HP} * (\text{EN Consumption}) / 202 \text{ (rounded down)}$$

>>>Under certain unknown circumstances, Starvation damage will differ from this amount significantly. The above seems to be fairly accurate for most of the testing spweasel did on this.

>>>Anything that consumes EN (throwing objects, making attacks while Dual Wielding, etc.) will also deal starvation damage - just insert the amount consumed in the above formula as "EN Consumption". Since this bypasses the 1 damage per turn granted by No Pain, No Gain and Energy Saver, Dual Wielding while starving is still quite painful.

>>>Having a Special in your cast stock causes the game to ignore No Pain, No Gain as well as Energy Saver/Leaker and just use a separate set of values for energy consumption.

>>>The following chart details EN consumption PER TURN based on which skills you have equipped and whether you have a Special in your casting stock:

DW = Dual Wield  
 NPNG = No Pain, No Gain  
 CO = Carrying an Object

ACTION	No NPNG			No Pain, No Gain			Casting (Ignores NPNG & Energy S/L)
	No S/L	Saver	Leaker	No S/L	Saver	Leaker	
Normal	.2	.1	.4	.1	0	.2	.4
Dual Wield	.4	.2	.8	.2	0	.4	.6
Carrying	1.2	.9	2.4	.6	.4	1.2	2.4
DW + CO	2.4	1.8	4.8	1.2	.8	2.4	3.6

-----  
>>The circular emblem to the left of your HP bar is the unlosing mode gauge. It fills up from attacking or getting hit by enemies. Once it gets half-full, a letter "U" appears and you gain the Unlosing Mode command in the dungeon menu. Using any of the 6 different Unlosing Modes (listed in the Skills Database) will empty the gauge.

>>Once you get upgraded to True Unlosing Ranger, the gauge can be filled up completely and the Unlosing Modes will be much more powerful. This upgrade stays unlocked.

#### SAT - Short-range Attack

-----

>>This is your basic attack stat that affects the damage of short-ranged weapons and skills.

#### SDF - Short-range Defense

-----

>>As you may have guessed, this is your defense stat against short-ranged damage.

#### LAT - Long-range Attack

-----

>>A second attack stat, this one affects the damage of long-ranged weapons and skills.

#### LDF - Long-range Defense

-----

>>Your defense against long-ranged damage.

#### HIT - Accuracy

-----

>>This determines your hit rate. The higher this stat is compared to your target's SPD, the better your chances of actually landing a hit. Attacking a target from the sides or from behind greatly increases your hit rate. This also applies to enemies attacking you. The formula for accuracy is the same as the Disgaea games:

Accuracy from the front (minimum 0%) = (Your HIT / Enemy's SPD) \* 100

Accuracy from the side (minimum 40%) = (Your HIT / Enemy's SPD) \* 125

Accuracy from the back (minimum 80%) = ((Your HIT / Enemy's SPD) \* 150) + 9

NOTE: Decimals are dropped, there's no rounding up/down.

>>HIT is also the damage stat for thrown enemies and "jumping" attacks (using a Jump Device or dropping from High Ground to land on a target), so the higher your HIT, the bigger your damage will be when throwing enemies into one another.

#### SPD - Evasion

-----

>>Since you have hit rate, you also have dodge rate. The higher your SPD is compared to your enemy's HIT, the better your chances of dodging an attack. Once again, being attacked from behind or from the sides reduces the effectiveness of SPD.

#### JM - Jump

-----

>>The maximum height your hero can jump to within dungeons. You can never get stuck in dungeons due to low JM since all map-layouts that have high places

also have platforms to reach those places. It's not a very important stat to worry about.

## Elemental Affinity

>>Displayed as red, green, and blue logos are your elemental affinities for Fire, Wind, and Water elements. These stats are listed as a percentage and they reduce the damage you take from elemental attacks AND increase the damage you deal with elemental attacks. For example, if you have 50% in Fire, you will take 50% less damage from fire attacks and you will do 50% more damage with fire-based attacks and specials like Flame Thrower. This works the other way around for negative elements, making you weak with/against the element instead.

>>Since it doesn't matter whether the target is weak to your element or not to receive the damage boost, it's very practical to use elemental attacks if your affinities are high. If you land such an attack against an enemy WEAK to your element, then the damage modifiers will stack up for some uber numbers.

>>If you attack an enemy strong against your element, their resistance modifier is subtracted from your own affinity so your damage will be decreased.

e.g.: with your 20% fire vs a target's 30% fire, your damage will be lowered by 10%. If you have 50% fire against 30% fire, your damage boost will only be +20%.

>>If you manage to have an attack with more than one element (via skills), the game first checks to see if the enemy has a negative affinity to any of those elements. If they do, that element is used for the attack (if they are weak to more than one, priority is Fire > Wind > Water).

If they don't have a negative affinity to any element you are attacking with, the game instead uses your Fire affinity (unless your attack is Wind + Water, in which case Wind is used instead).

## STAT CAPS

=====

There's a hard cap for each stat (except HP):

Level	9999
Total Level	999,999
JM	99
SAT, SDF,	40,000,000
LAT, LDF,	
HIT, SPD	
Elements	99%

-----  
[ITE06]XXXXXXXXXX| Items |XXXXXXXXXXXX  
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Items are your tools of destruction and survival. Since ZHP is similar to roguelikes, the item system is a bit different than what you might be used to from playing other NIS games. Here are some basic information about items. For a detailed list of each items' stats and features, see the Item Database further below.

COND - Condition

-----

>>The first and most important thing you should know about items is the COND stat. All items have a COND stat but the only ones you should focus on are the equipment. Simply put, it's the durability of your gear. The condition of your gears drop whenever you connect with an attack (for weapons) and/or if you get hit by an attack (for armors).

Each item has their own specific COND degradation rate. Most weapons drop at 3% per hit while others drop at 1% or even 10%. Certain items drop COND when attacking AND taking damage. All of these differences will be listed in the Item Database.

When items drop to 0% COND, most (if not all) of its skills and special effects are completely disabled, and the only way to repair lost COND is to use the Blacksmith. Also, the stat boosts of an item partially depends on COND. Here's a table of the effects of COND on the item's stats:

Terrible (Red)	>> 0% - 10% COND	= x0.3 modifier
Average (Yellow)	>> 11% - 50% COND	= x0.6 modifier
Normal (White)	>> 51% - 100% COND	= x1 modifier
Above 100% (White)	>> 101% or more COND	= (COND/100) modifier

As you can see, items in the red barely affect your stats at all, so it's best to either switch to a different item or repair it. This isn't much of an issue in the earlier parts of the game where base stats alone can handle dungeons; but once you reach the post-game where items can boost your stats to the millions, COND management becomes a vital factor for combat.

COND also affects the stat bonuses of Booster Plugs from the Shadowgram. More info on this in the Advanced Shadowgram section.

#### Equipment Stats

>>Unlike most RPGs where equips boost your stats by a flat amount, ZHP's gear boosts your stats by percentage (except JM). This feature coupled with the effects of COND and Booster Plugs make for some massive stat boosts.

#### Picking Up & Throwing Items

>>In dungeons, you have the option of picking up items on the ground and throwing them. Picking up and throwing items will cost a turn each. Throwing items directly from your inventory only costs 1 turn. The damage dealt by items are based on your stats.

>>You can also drop items from your inventory or exchange items from the ground by accessing the "Pick Up" or "Feet" command in the dungeon menu.

>>Some items are there for the sole purpose of being thrown. Things like Poison Bottle, Hammer, Paralyze Box, and Flashbomb are throwing items specialized in causing status effects. Throwing recovery items like potions heal the target.

>>You can throw stuff diagonally as well. Those of you who know about this from the Disgaea games should know how. For those who don't, simply switch your throwing direction from front to right/left rapidly then hit X in between them to throw diagonally.

#### WP - World Hero Association Points

>>This is ZHP's currency. Not much else to say. :)

#### Dual Wielding

-----  
>>Since you have 2 Arm slots, you are able to equip 2 weapons ("Dual Wield" them) and attack twice in the same turn. Dual Wielding consumes your EN and COND very quickly, so it is a good idea to save it for tough enemies only.

>>Generally, Left and Right Arm parts as well as Shields are not considered weapons for purposes of Dual Wielding. So if you have, say, Longsword + Hammer Arm equipped, only one attack will be made.

>>As an exception to the exception, Paw Arm R/L, Robot Arm R/L, and Dragon Claw are treated like regular weapons for Dual Wielding.

-----  
[SPE07]XXXXXX| Skills, Special Attacks, and Status Ailments |XXXXXX  
-----

Skills and Special Attacks are abilities you'll find in almost every equipment in the game. Skills are usually passive traits that affect your stats and give you other effects like reduced EN consumption, EXP bonuses, elemental immunity, etc. Special Attacks are a more powerful type of attack that costs EN and some of the corresponding item's COND to use.

#### Skill Effects

-----  
>>Most skills provide unique effects and immunities to different forms of damage. Some skills unlock new special attacks. Skills don't require any EN and are always active, with the sole exception of when the item drops to 0% COND.

#### Casting and Activating Special Attacks

-----  
>>Unlike most Disgaea games where you can use skills/magic on the same turn you choose them, in ZHP you have to cast the attack first BEFORE being able to use it on a target. To cast a special, either open the dungeon menu and select Cast, or simply press the shortcut Square + Analog Up. You will see a list of specials available to you, their EN cost, damage type, etc. The selected special is registered into your Cast stock.

>>To activate the special, simply hit the Square + Analog Down shortcut or choose the Activate command in the menu. Casting specials consumes EN, while Activating specials consumes some of the item's COND. You won't be able to activate specials if your Unlosing Mode gauge is full.

>>You can "un-cast" a special by pressing Square in the Activate menu. It won't refund your EN cost though. You can also un-cast a special by unequipping the item that provides it.

>>While you have a special set to your Cast bar, your EN consumption increases. It's important to use a skill as soon as possible after you cast it so you don't waste EN.

>>Some Booster Devices and Skills affect your use of Specials. Some can reduce the EN cost, upgrade the Special itself, or even allow you to Cast more than one. All of these effects will be listed under their respective items in the database sections.

#### Combination Specials

-----

>>As stated above, there is a certain effect that allows you to Cast more than one special. This comes from the Casting Device mod item. Although stock casting 2 specials is nice, there's a certain feature that comes with it: Combination Specials. These are special attacks that are a combination of a weapon skill (sword, spear, axe, gun) and a magic spell (staff specials).

>>To unlock a Combination, simply cast the 2 ingredient skills. The Combination special will automatically show up on top of your Cast list, and it will be the only one selectable.

>>Unlike normal specials, you can't un-cast a Combination...the normal way at least. Unequipping either weapon will still un-cast the special it is linked to, thus canceling the combination.

>>For info on the multiple combinations, see the Combination Specials section in the Special Attacks Database.

#### Blocking Enemy Special Attacks

>>Enemies have specials too, and they usually hit pretty hard. To prevent them from hitting you, use the Block command in the dungeon menu. Once you are in block mode, any special attack that hits you from the front will be nullified completely. If you're hit from the side or the back, blocking won't work.

>>The trick to blocking enemy specials is to block when you see a Staff icon on top of the enemy's head, indicating that he's casting a special attack.

#### Attack Chance

>>If you use an elemental Special Attack against an enemy particularly weak to that element, you will gain an extra turn. This is called Attack Chance. This won't work on enemies with similar elemental affinities e.g.: Goons are at -30% for every element, so they're technically not weak to any one element and thus you won't be able to get an Attack Chance from them.

>>Attack Chances do not occur on regular attacks or throws made with an elemental skill equipped, even if the enemy is weak to that element.

#### STATUS AILMENTS

=====  
A common feature in most RPGs are status ailments that cause various negative effects to your character. Although ZHP's status ailments aren't very problematic compared to other RPGs, they still deserve to be mentioned.

SLEEP >>Mobility is lost, though for some reason you can still attack normally. All attacks will have 100% chance to hit you when asleep, and they will always be critical hits. One hit is enough to wake you up.

SLOW >>While slowed down, enemies will have 2 turns for every turn you make. It's exactly like the Super-Gravity room's effect.

PARALYZE >>Mobility is lost until Paralysis wears off (or cured), you can still attack though. Attacks will always hit you while paralyzed.

POISON >>You lose a portion of your HP for every turn you take while poisoned.

BLIND >>The screen turns black, leaving your visible sight range limited to your hero.

CONFUSE >>Your D-pad movements will be messed up, making you move in random directions. Attacking whilst confused will also cause your attacks to target random directions.

FORGET >>Casting and Activating Special Attacks are disabled.

-----  
[BAR08]XXXXXXXXXX| Barriers |XXXXXXXXXXXX  
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Barriers are a type of tactical attack that creates an area with special effects. It's similar to the Geo Effects in Disgaea games. Although these should technically be included in skills and specials, I decided to give them their own section due to their unique mechanics.

#### CREATING BARRIERS

=====

>>First of all, you need to have either of the 3 levels of Barrier skills. These skills are found in the axe-type weapon Gold Hammer. This item is the focal point of the entire barrier system, since every swing you make with the Gold Hammer equipped will create 3 Barrier Stones onscreen which you use to actually form the barrier.

>>Once you have Barrier Stones, throw or place them in separate points in the map. This will create an enclosed area wherein the barrier will form. Here's a diagram:

```

      B          B = Barrier Stone
      X          X = Barrier formed
      XXX
      XXXXX
      BXXXXXB
```

There can only be a total of 4 barrier stones onscreen. The game won't let you throw or place any more than that. You can't create more than 4 stones by using the Gold Hammer either.

>>Before you create the barrier though, you have to cast and activate it as a special attack. The types of barriers you can form depends on the Barrier skill's level, while the effect and length of the barrier depends on how many Barrier Stones you use. Each barrier type costs 5 EN.

-----

BARRIER SKILL	TYPE	Effect per turn
Barrier LV1	Heal	Heals 15% HP (3 stones) or 20% HP (4 stones)
	Damage	Damages 15% HP (3 stones) or 20% HP (4 stones)
Barrier LV2	Poison	Causes POISON
	Paralyze	Causes PARALYZE
	Sleep	Causes SLEEP
	Confuse	Causes CONFUSE
	Seal	Causes FORGET
Barrier LV3	Reverse	Damage becomes healing and vice-verse
	Fullness	No EN loss
	Quarantine	No mobility while inside. Anything outside can't enter the barrier.

=====

>>Regardless of the type, Barriers made with 3 stones last for 20 turns, while





Plugs gain a flat stat boost equal to the amount of tiles the energy flows in before reaching the device (12 tiles of energy = 12% stat boost). Container devices gain an inventory capacity bonus depending on how many energies are directed to it. The effects for each device will be listed in the Item Database for Mod Items.

>>Hero Energy also affects Skills, usually multiplying their effect. The Skill Database will include these information as well.

#### BASE STATUS, LEVEL-UP STATUS

=====

>>These menus shown in the left side of the shadowgram screen show your current stat values. These are advanced stuff and you shouldn't worry about them at the start of the game. As such, this part will be discussed further in the Advanced Shadowgram section.

-----  
[DUN10]XXXXXXXXX| Dungeons |XXXXXXXXXX  
-----

The real meat of ZHP's gameplay will come from the many available dungeons. Almost all dungeons have a special feature. Each of these features will be listed in the dungeon properties on the next few sections. This section will focus on listing the different interactive features a dungeon may have.

#### MINIMAP

=====

This is a general overview map of the entire dungeon. You will have to traverse the dungeon to actually reveal the map, though. Entire rooms are revealed by moving into them just once, while paths are revealed per tile you move. Squares on the minimap designate a couple of things:

- Green - Your position
- Red - Enemy
- Orange - Trap/Object
- Yellow - Item
- White - Exit
- Purple - Adversary

You can toggle the size or even turn off the minimap by pressing SELECT.

#### ENEMIES

=====

No NIS game will be complete without hordes of uniquely designed monsters. The first 3 tutorials will tell you enough about monsters but here are a few bits of info just so you don't say I forgot to tell you. ;)

#### Stationary and Mobile

-----

>>Enemies can either be Stationary or Mobile. The stationary ones don't move, (duh) and they don't change directions either. Mobile monsters move every time you take a turn, just like any other roguelike.

#### View Range

-----

>>Each enemy has their own view range, shown as white boxes around the unit. When you enter the enemy's view range they will notice you and enter Alert mode.

## Alert Mode

-----

>>Once an enemy is put into alert mode, their view range turns Red and they will start moving every single turn in order to chase you down and kill you.

>>If an alerted enemy steps into the view range of another enemy, that enemy will also enter alert mode. Think of it like an alerted enemy telling his buddies that you're there. :)

## Death Cry

-----

>>Most enemies let out their own death cry whenever you kill them. If an enemy does a death cry while their view range overlaps another enemy's view range, that enemy will hear it and cause it to enter alert mode.

>>When not in alert mode, enemies killed from behind won't have death cries.

## TRAPS

=====

What would dungeons be without traps? There are a variety of traps waiting to cripple you in many different ways, so knowing them is crucial to survival. Once a trap is activated, it appears as an orange square on the minimap. All traps can be activated an infinite number of times, even by enemies.

### BEAR TRAP

>>Basic chomp-type trap. Stops your movement for 6 turns.

### SPIKE TRAP

>>Spikes rise from 4 holes on the ground. Causes 20% HP damage, reduces Leg COND by 10% and may drop some of your items on the ground.

### ARROW TRAP

>>A button on the floor makes a few arrows shoot at you. Causes damage and may inflict Poison ailment.

### LOG TRAP

>>A button on the floor activates a large log-swing that causes 10% HP damage and sends you flying to the opposite direction.

### MINE TRAP

>>Large red button triggers an explosion that causes 50% HP damage.

### PITFALL TRAP

>>A pitch-black hole appears and drops you onto the next floor.

### CONFUSE TRAP

>>A yellow platform with a question mark on it. Inflicts Confuse ailment for 6 turns.

### BLIND TRAP

>>Same appearance as a Confuse Trap, but inflicts Blind for 15 turns instead.

### SATELLITE CANNON

>>White platform that activates a cannon in the current room. After the 20-turn countdown, the cannon blasts the entire room and kills everything in it, including you (if you don't escape).

### BOULDER TRAP

>>A silver platform spawns a giant boulder somewhere in the same room. The boulder then moves toward your hero 1 tile per turn. Getting hit by the

boulder causes 10% HP damage and randomly destroys (as in deletes) one of your equipped items.

#### STEEL WEIGHT TRAP

>>Only found in paths, stepping across these black traps causes a large weight to drop down and block the path. It vanishes after 40 turns. This is the only trap that isn't invisible by default.

#### OBJECTS

=====

You'll find these interactive objects throughout different dungeons. Some are useful while some are dangerous. They appear as Orange squares on the minimap.

#### BLOCKADE

>>Comes in the form of Gargoyles, Steel Walls, Snowballs, and whatnot, any form of solid object can be used to block paths or trap enemies by lifting and throwing them into place.

#### CLONING MIRROR

>>An immovable object that clones any monster standing in front of it. Good for Zombie-powerleveling.

#### CANNON

>>Jumping into this cannon will shoot you off to a different area in the floor. No damage of course. :)

#### BALLOON

>>Carrying these pink balloons will allow you to float in the air after moving off an edge, used mostly in Level-4.

#### ROCKET

>>Carrying these yellow rockets will make you dash 3 spaces ahead instead of 1.

#### MINECART

>>Found in mine-paths, these allow you to move 2 spaces per turn. You can kill enemies instantly by running them over with these.

#### SPEEDBOAT

>>Same as Rocket and Minecart, this time for water dungeons.

#### EXPLOSIVE BARREL

>>Attacking or throwing this object will cause an explosion that damages a small area. If used on a crumbling path, the blast destroys that path completely (it'll still regenerate if the dungeon features allow it though).

#### CARDBOARD BOX

>>While this object is lifted you will be invisible to enemy sight.

#### TOY REMOTE

>>After lifting this object, hit Square+Analog Down to summon an RC Car. You can use this car to scout the dungeon without risk of getting spotted, and detonate it by pressing X. This feature can be used infinitely but note that your EN still drops even while using the car.

#### RIGHT-ANGLE MIRROR

>>Only found in Level-4's boss fight, use these mirrors to direct the beam of light. Attacking them will make the mirror rotate.

#### STATIONARY MIRROR

>>Another type of mirror found in Level-4's boss fight. They don't rotate but you can carry them around to shield yourself from the light beams.

#### SATELLITE

>>Lifting this object will display the location of the exit on your minimap. Unless you enter the room where the exit is at, this effect only lasts while carrying the satellite.

#### SPY CAMERA

>>Moving into the sight-range of this object will make it sound an alarm that puts all enemies in the current floor into alert mode.

#### SPECIAL ROOMS

=====

These randomly generated rooms show up everywhere in dungeons. After entering one, the game shows you a pop-up warning to notify you of the generated room. Most of these are pretty disadvantageous so watch out.

#### MAGMA

>>Turns the room into a field of magma. Causes 5% HP damage per turn taken inside. Can't be reduced by Fire elemental resistance, but can be nulled via Dragonet Scale skill.

#### TOXIC JUNGLE

>>Reduces all equipped items' COND by 5% per step taken inside. This room is pretty bad, I suggest finding a way around it if possible or unequipping your gear before moving in it.

#### TREASURE

>>A room with no enemies, with a lot of items and WP.

#### ANTI-GRAVITY

>>Inside this room you have 2 turns for every enemy turn.

#### SUPER-GRAVITY

>>Inside this room enemies have 2 turns for every turn you make.

#### BARRING ROOM

>>Disables a certain type of action. There are multiple types of barring rooms:

- No Items
- No Specials
- No Lifting
- No Regular Attacks
- No Blocking

#### SPLURGE

>>Reduces your current WP by 1% every turn spent inside the room.

#### CAGE

>>Blocks off all paths and spawns a strong monster inside. Paths open only once you kill the monster. On rare occurrences, more than one monster will be in this room (either knocked in there or you carried it over). In this case, you have to kill all monsters to open the paths.

#### HERO INTERCEPTION BASE

>>The typical Monster House from most roguelikes. Once triggered, all enemies inside the room wake up from the Sleep ailment and enters into alert mode. These rooms usually have a lot of items scattered around.

SPRING

>>A tranquil room with a spring in it. Throwing items into the spring will make another one (better or worse) pop-out randomly. It's best use is to turn Darkdeath items into their G-Darkdeath upgrades. Throwing enemies into the spring will either kill them or spit them back out.

ROSENQUEEN SHOP

=====

>>This is a special room where you can purchase or sell items. The shopkeeper is a high-level Harpy unit with a "SHOP" sign above its head. On the floor are items for sale.

>>If you pick up, equip, or use an item that's for sale, Harpies will spawn on each of the room's exits. To pay for the items you took, talk to any of the Harpies. If there are any items on the floor that aren't originally part of the sale, the Harpies will ask you if you want to sell those items for a small price.

SHOPLIFTING

-----

>>If you exit the Shop's area without paying for an item you took, the Harpies will label you a shoplifter, turn hostile and hunt you down. Guard dogs in the form of Dragon-class units will also spawn one by one all over the map, each one being higher-leveled than the last. Another disadvantage of shoplifting is that your Insurer's item protection effects will be canceled for the rest of the dungeon (your deposited premium stays intact).

>>If you kill all the shopkeepers before exiting the shop, no one will yell "shoplifter!" and you'll be free to pillage as much as you want. Since the Harpies aren't hostile enemies, you can't attack them normally. The only way to make them into enemies is to hit them with a special attack or throw something at them.

>>If you can't kill the shopkeepers, an effective way of shoplifting is to use an Angel Halo's Portal Warp skill to set a warp outside of the shop, then use it to warp out of the shop once you have shoplifted an item. Another method is to use the Napalm Bomb skill, Jump Device item, or even a Log Trap to exit the shop.

!!

[SAV11]XXXXXXXXXX| Saving, Resetting, & Dying |XXXXXXXXXX

!!

A common feature in Roguelikes is permadeath. Basically, if you die, you lose all your items, cash, and levels, and in some extreme cases even your entire save file. ZHP isn't THAT extreme, but it's not as lenient to death penalties either.

Death Penalty

-----

>>When you die inside a dungeon you lose all the equipment and items you are carrying as well as all your WP. You still enter a dungeon clear screen so don't worry about the levels you gained.

>>The penalty isn't limited to death. If you exit the game in ANY way while

you're still inside a dungeon, it will be counted as a death and you still incur the penalty - only without Insurance/Capsules saving your items/WP.

These exits include:

- selecting the "Give Up" option in the menu
- using the HOME menu of the PSP to quit the game
- PSP shuts down

!!!WARNING!!! Put your PSP to Sleep mode at YOUR OWN RISK! There have been many cases where players accidentally shuts down the PSP instead of putting it to sleep mode. Unless you KNOW EXACTLY WHAT YOU'RE DOING, I strongly discourage putting the PSP into Sleep mode while you're in a dungeon to prevent any unfortunate accidents.

#### Saving in Dungeons

>>If you have to stop playing mid-way into a dungeon run, the best way to go about it is to get to your Caravan stop. Once you're in the Caravan, you can access the Menu and Save your game manually. Once you've saved, you can exit the game just fine and load up the save later on.

>>Remember, exit the game AFTER you save in the Caravan but BEFORE you proceed to the next floor. The reason for this is that the game auto-saves right when you leave the base or caravan to enter a dungeon. If you saved in the caravan BUT proceeded to the next floor, exiting the game will count as a death since your current save file is set as an in-dungeon save, not a caravan/base save.

#### Saving in the Base

>>After you exit a dungeon, it's a good habit to save your game manually. The auto-save feature of the game is a little bit sketchy, if you clear or exit a dungeon then exit the game without saving in the base, you could incur the death penalty. Taking extra precaution by saving manually isn't a bad thing.

#### BACK-UP YOUR SAVE FILE!

>>I can't stress this enough. In a game where multiple things happen onscreen all at once, having the game freeze is somewhat inevitable. There have been a lot of gamer reports that involve the game freezing in the Loading Screen between floor transitions and some other random crash bugs (many of these cases involve a UMD copy of the game). Because of this, I strongly advise that you back-up your save file onto your computer.

>>I personally back-up my save file whenever I enter a Mastery Dungeon or any Dungeon I plan to spend more than 1 hour in (like Index dungeon for grinding) Since these dungeons can last for hours (especially the vet and absolute hero dungeons) it's wise to have a back-up just in case something bad happens during your run.

-----  
[HOM12]XXXXXXXXXX| Home Base |XXXXXXXXXX  
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The Home Base is your typical "town" in NIS games. You will have access to all of your facilities as well as a couple of NPCs here.

#### NPCs

====

Portal NPC

-----

>>This is where you select which dungeon to enter. Before Chapter 6 the NPC is Etranger. From Chapter 6-10 the NPC is Noa.

General Shop NPC

-----

>>The Harpy right in front of the Portal NPC sells a wide selection of Recovery Items. Some of the higher-level recovery items can only be found in dungeons.

Music Store NPC

-----

>>A Petit Dragon located at the top-right area of the base is the music shop. You can purchase and listen to the different tracks found in the game here. You can also set one BGM or song as your default dungeon music by selecting it with the Triangle button.

Facility Manager NPC

-----

>>This one is a Serpent located right next to the Music Store NPC. This NPC helps you manage which Facility is active in your base, as well as transfer various employees you have in your roster. You can also delete employees here via the "View Employees" menu.

>>This NPC becomes available after clearing Level-4's first Dungeon.

Record Hut NPC

-----

>>Right behind the Portal NPC to the left is a Fox NPC that keeps track of your in-game records:

- Character Record - Displays info on each unit class including item drops.
- Item Record - Displays info on each item for every category and rank.
- Various Records - Shows various in-game records such as max damage, game time, boss battles, etc.
- Endings - Lists the various alternate endings you've unlocked.

-----

[FAC13]XXXXXXXXXX	Facilities	XXXXXXXXXXXX
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The base has 6 spaces for Facilities. These will help your dungeon crawling in many ways. Listed here are each Facility and how to unlock them. Since a few Facilities are more complex than others, they will have their own separate section found in the Advanced Info chapter.

Some facilities have effects that you can use inside a dungeon. These will be displayed in the Facilities menu. For information on how to increase the number of facility uses, see the Tiger's Den section in Advanced Info.

NOTE: Most facilities can only be unlocked when you already have the Facility Manager NPC unlocked (clear Level-4's first dungeon).

X=====X  
X HOME X  
X=====X=====

Unlock: Clear Tutorial 3  
Dungeon Command: Wife's Lunchbox

>>Obtain an EN restoring item, depending on current Home status:

- Bad - Spiteful Lunch - 5% EN
- Good - Newlywed Lunch - 50% EN
- Best - Devoted Lunch - 100% EN

Your Home enables your Item Storage as well as the Wife's Lunchbox command in dungeons. To increase your item storage capacity, you must pay your Wife a set amount of WP for living expenses. The max capacity is 36 pages of 14 items each, for a total of 504 items in storage. To get there you have to pay around 300,000 WP.

For each use of the Wife's Lunchbox command, your current living expenses goes down. Once it drops below a certain point, your Home will turn into a wreck and your wife will start giving you bad lunch. To get Devoted Lunch, you must pay a total of 10mil WP for living expenses.

=====

X=====X

X BLACKSMITH X

X=====X=====

Unlock: Clear Tutorial 3

Dungeon Command: Traveling Smith

>>Access the smith's services to repair or synthesize items  
ONCE per use.

This is where you repair and synthesize your items. The assistant can also change the color of your items to a different rank's color as long as you've obtained that item's rank at least once.

The smith's services can only be used once per Traveling Smith command in dungeons, and you can't use the "Repair All" option as well. This limits you to 9 repairs/synthesis per dungeon. This is separate from using the smith inside Caravan stops of course.

=====

X=====X

X DARK CLINIC X

X=====X=====

Unlock: Begin Level-2

Dungeon Command: None

This facility grants you access to the Shadowgram. In the Caravan stop you can place Booster Devices (but not Chips) and switch to your 2nd shadowgram.

The  
Mod Item shop will sell a handful of items ranging from Plug-S boosters, Containers, Capsules, Life Support, and Changers. The shop's inventory grows depending on your progress in the game.

=====

X=====X

X CARAVAN X



X=====X=====

Unlock: Begin Level-3

Dungeon Command: None

One of the most important facilities of all, the Caravan will appear on certain floors of a dungeon to grant you access to the base facilities. You will also be able to save and quit in these caravan stops, so this will be a vital part to conquering the Mastery Dungeons. You can freely set the floor/s you want the caravan to appear to, with each Facility level giving one more floor stop for a total of 9 stops.

The Excavator will also put random items for sale in the caravan stop. A lot of the items in-game can only be obtained through the Excavator's shop so make it a habit to check up on his shop every chance you get.

Most of the facilities can only be used once per caravan stop. For example, if you open up the Dark Clinic's Mod Item shop once then exit, you won't be able to open that shop again. Because of this, make sure you buy whatever you need before exiting the shop/facility service. Only the General Shop NPC has unlimited uses.

=====

X=====X

X DELIVERY X

X=====X=====

Unlock: Die 3 times

Dungeon Command: Delivery

>>Deliver a set of items to your Storage per use.

Another staple facility for Mastery Dungeons. This will allow you to safely send items from the dungeon back to your storage. At first you'll be able to send only 1 item per command, but at facility level 9 the maximum becomes 4 per delivery and 9 uses, giving you a total of 36 items to send. This is good for storing rare items you don't want to risk losing.

=====

X=====X

X CHURCH X

X=====X=====

Unlock: Reach Total Level 100.

Dungeon Command: None

Remember those Stronger Enemy Bills in Disgaea games? Here's its ZHP counterpart. You can raise and lower enemy base levels here. Note that this isn't a flat level boost: it follows a certain formula. You can go all the way to +9 if the Church is at facility level 9.

This only affects monster levels, not monster rank. Monsters have to be at a certain minimum level before they can drop their Items (other than meat) so this facility will help you reach that minimum level early on.

=====

X=====X

X INSURER X

X=====X=====

Unlock: Die 10 times  
Dungeon Command: None

The Insurer is a facility that will save some of your items from being lost after death...for a price. The amount of WP you pay for your Premium will determine the amount of items you can save. You can also use it as a bank and withdraw WP beyond the max premium rate (100k WP). Each premium is used up every time you enter and exit a dungeon, so in order to keep the item insurance going, you have to keep paying.

Be warned: as long as the Insurer has at least 100k WP and is active in your base, it will keep using up 100k WP per dungeon until it runs out to keep the insurance going. If you want to store your WP without the Insurer's constant 100k drop, simply remove it from your base. Not only will your WP stay put, you will also be able to shoplift without them draining your money. At facility level 9 the Insurer will have a default of 9 insured items saved even without paying.

The insured items begin with your 5 equipment, then continues to your inventory items in numerical order, so if you're close to imminent death, you may want to arrange your items to ensure that the more important ones get saved first.

=====

X=====X

X SPACE POLICE X

X=====X=====

Unlock: Clear any dungeon after unlocking the Facility Manager NPC.

Dungeon Command: Emergency Morph

>>Call for a change in equipments with a flashy morph sequence

This nifty facility allows you to "morph" into a set of gear inside dungeons. You get to choose the desired item set in the space police's menu, and when you use the Emergency Morph command, you will equip those items on-the-fly. You must have enough inventory space for the items being unequipped through the morph. If you have a killer item set you want to save for the boss, this is the hero's way of flaunting them.

At facility level 9 you can set 9 different item sets, morphing into them in that order.

=====

X=====X

X USUAL CAFE X

X=====X=====

Unlock: Clear at least 10 floors in any Mastery Cave

Dungeon Command: None

A simple facility that gives you the option to change your Hero's name, your items, and your Employees. Not much else to say. :)

=====

X=====X

X SATELLITE CANNON X

X=====X=====

Unlock: Activate a Satellite Cannon Trap

Dungeon Command: Support Fire

>>Call a satellite cannon attack onto the room you're in.

Same effect as the trap itself, except you control when and where the attack will hit. You can have up to 9 uses of this facility at level 9.

=====

X=====X

X TIGER'S DEN X

X=====X=====

Unlock: Recruit 10 employees

Dungeon Command: None

Increases the stats of all employees currently posted on all active base facilities. You see how I keep saying "facility level 9" in the previous descriptions? Well, the Tiger's Den increases your employees' stats, and in turn boosts the level of your facilities to enhance their effects.

For a much more detailed coverage of the Tiger's Den, see the Advanced Info section.

=====

X=====X

X COSPATIO X

X=====X=====

Unlock: Obtain any extra costume

Dungeon Command: None

Switch to any of your currently obtained Costumes here. Each costume's effects are listed in the Costumes section in Advanced Info.

=====

X=====X

|-----|

|XXXXXXXXXXXXXXXXXXXXXXXXX| III. WALKTHROUGH |XXXXXXXXXXXXXXXXXXXXXXXXX|

|-----|

X=====X

As stated in the prelude, I won't be telling you how to go through each floor of every dungeon since it's all randomly-generated, and I won't be telling you what level you need to be to win. What I will provide here are each dungeon's features and boss fights. Here are some general advice on how to play through each dungeon:

>>Bring meat items. You can never have enough EN-restoring items. Collect every meat item you find so you can use them on later dungeons.

>>Keep upgrading your shadowgram whenever you have an excess amount of items. I don't recommend throwing 0% COND items to enemies unless you REALLY REALLY need to. The damage thrown items do is based off your stats so it's not all that great as a last resort anyway.

>>In addition to the above, repair your 0% COND items so you can bring







use the Balloons to float from one room to the next. If you walk off the edge of a room, you fall down and get respawned back at the starting point with your HP depleted.

#### BOSS BATTLE

=====

BOSS: B.Geo

Enemies: x9 Cloudie Earl

This level is popular for being the "hardest story dungeon" of all JUST because of this very boss fight. It's because of all the mirror-work involved in order to actually beat the boss.

The goal in this fight is to use the mirrors to reflect the 2 light beams onto the large mirror right behind you at the start of the fight. Lift 2 right-angle mirrors and position them in front of the central mirror. Next, lift 2 more mirrors and align them horizontally with the first 2 and vertically with the light beams. Attack each mirror so they will reflect towards each other, then lift the Gargoyle blockades that's hindering the light. Hopefully this diagram will make things easier to figure out:

Light Source	Light Source	
V	V	V = light path
V	V	GB = Gargoyle blockade
V	V	/ or \ = positioned mirrors.
GB	GB	

\    \  
          /    /

=====  
Large Mirror

With the positioning above, once you remove the blockades, the light will move like this:

Light Source	Light Source	
V	V	V, < and > = light path
V	V	GB = Gargoyle blockade
V	V	/ or \ = positioned mirrors.
VGB	VGB	
V	V	

\>>>>\  
  V    /<<<<<</  
  V    V  
  V    V

=====  
Large Mirror

This will break the barrier surrounding B.Geo and you'll be able to reach him.

#### ALTERNATE ENDING

=====

If you kill every single Cloudie Earl enemy (Geo's Love) including the 6 or so that spawns, the battle will end and you will see an alternate ending.

Dungeon 5 - Phantoms on the Beach >> 10 Floors

CLEAR REWARD: Fist of Love skill

FEATURES

=====

High Tide - rooms and paths will randomly vanish after a certain number of turns. They won't vanish under your feet so don't worry about falling or something. Rooms reappear after a while.

BOSS BATTLE

=====

Mid-Boss: B.Etranger

Enemies: x4 Vendas  
          x2 Banshee  
          x2 Volcano

If you listened to the instructions at the start of the fight, you can choose to either kill B.Etranger or her minions. If you beat all of her minions (new ones don't spawn, don't worry), you'll be facing Submarilyn.

BOSS: Submarilyn

Enemies: x2 Vendas  
          x2 Banshee  
          Volcano  
          x2 Cat Saber

Submarilyn is the first interactive boss that actually fights back. Whenever it attacks you will see the AoE (area of effect) as yellow squares. Simply get out of the attack's range to avoid getting hit. The boss has 3 forms of attack:

Torpedo Rain - rains a bunch of torpedoes onto the stage. Some won't explode on impact.

Water Beam - shoots a large beam that covers up a large portion of the stage.

Breach - the sub disappears and slams upwards from underwater, destroying some walkable platforms. The platforms return after a while.

The only way to attack the Sub is to throw its own Torpedoes back at it. Keep a lookout for the duds that it fires, then grab the closest one. Some duds still explode if you take too long to grab it so be quick. After throwing 2 torpedoes back at the sub, it will get stunned for you to attack its core. Repeat this process a few more times and it will soon die.

ALTERNATE BATTLE

=====

BOSS: Etranger

If you kill B.Etranger instead of her minions, the real one will challenge you to a fight. She'll be wearing a full set of Mermaid Gear at lv20 so it might be a little difficult. This fight is faster to end than the submarilyn one so I suggest new game+ peeps to take this one instead.







Poison Blobs - the plant will spit 4 poison blobs at your general location.

The blobs will stay in place as obstacles for a few turns and will burst into large poison barriers if not destroyed.

Tentacles - the tentacles surrounding the stage will attack 4 areas randomly, noted by the yellow AoE.

Vacuum - this attack is what you should look out for. The plant will try to suck in a large area in front of it. Anything in that AoE will get eaten. If you get eaten, you take a lot of damage and it doesn't count towards the 3-food rule.

Enemies will also continuously spawn from the edges of the stage. These will be good feeding material once you've exhausted the red pillars found in the stage. Make sure that B.Noire is safe from any of the plant's attacks. If he gets killed from poison or the tentacle's attacks (or even from getting eaten), you immediately get the alternate battle and subsequently an abrupt alternate ending.

Once the plant is killed, you'll finally be able to reach B.Jean and beat him.

#### ALTERNATE BATTLE

=====

BOSS: B.Jean

If B.Noire gets killed (or if you did it yourself) the plant battle ends and you fight B.Jean. Although this IS a faster way of finishing this level, it ends your playthrough with an alternate ending, so yeah.

-----  
[LEV09]      LEVEL-9      |XXXXX  
-----

#### Dungeon 9 - Frontier of Ice

##### FEATURES

=====

Ice Breaker - similar to Level-6's dungeon, this time both rooms AND paths can collapse after the durability counter hits 0. Rooms and paths DON'T return this time.

##### BOSS BATTLE

=====

BOSS: B.Anko, B.Mitsuo, B.Choco

Enemies: B.Main

This place reminds me of that ice gym in Pokemon Gold/Silver lol. 90% of the stage is covered in slippery ice. If you take one step into it, you will slide continuously in that direction until you hit a blockade, wall, or an enemy. How do you get to the boss then? You throw snowballs at the floor to act as blockades. You need to do things quickly or else a breeze will blow you and all the enemies towards the opposite end. Finally, once you throw a snowball onto any spot in the stage, it will sink in and be un-liftable.

Since this is a quick-and-dirt walkthrough, I decided to give you a diagram on exactly where to throw the snowballs:



```

      X<-----3   |
0000000000      ^   |
                |   | > Slippery ice
                |   |
                S |   |
                ^-->20 |
                |   |
--0000000000---|---- /
                1

```

O = wall

Rough diagram I know. :P Step a few spaces to the right of the 3rd snowball in front of the starting point (1), then throw a snowball 5 spaces up. (S) Carry another ball and slide towards the first one, then slide to the right onto a wall (2). Next, slide all the way up (3) then throw the ball leftward 5 spaces away (X). The rest should be obvious. :)

ALTERNATE ENDING

=====

If you killed B.Main, you just caused yourself a death penalty and an alternate ending. :D

```

-----
[LEV10]    LEVEL-X                                     |XXXXX
-----

```

Dungeon 10 - Locked Bastion

FEATURES

=====

Moving Exit - The stairs in this dungeon move. Simple but annoying since the floors are huge and it will take a while before you find the exit unless you take advantage of the satellites scattered in the dungeon.

MID-BOSS - Troublemaker H.

=====

In floor 8 you get to fight the Troublemaker Hero who's been causing all that ruckus around Bizarro Earth. Straightforward battle, nothing special. :)

BOSS BATTLE

=====

BOSS 1: Troublemaker H.

BOSS 2: B.Evilman Boy

Enemies: Warrior

- Sylph
- Trick Clown
- Almasty
- Gloom Night
- Apis
- Orc
- Akbaba
- Crystalan
- Franbed
- Nidhogg

The first fight is against the Troublemaker Hero once again. The next and

final boss fight will be against the Bizarro counterpart of Darkdeath Evilman's creator. He will be equipped with the entire Darkdeath set so now's your chance to steal these great items. The boss is at lv70 and attacks twice per hit so I suggest you level up a bit and optimize your shadowgram before fighting him.

-----  
[NEW11]XXXXXXXXXX| NEW GAME+ |XXXXXXXXXXXX  
-----

After beating the game and watching the credits roll, you'll instantly be brought back to the Opening Cutscene. This is technically a forced New Game+. You start all the way back from Level-1 but with literally everything you had before clearing the game. The only things that aren't retained are:

- story dungeon progress (you start at Level-1 and have to complete the story dungeons to proceed)
- dungeon clear stats (attempts, clears, and monsters defeated are back to 0)
- Last Boss battle skills (Unlosing Punch and Fist of Love are retained as Special Attacks, but you can't use them in the Last Boss battles until the proper story chapter)

With that being said, go on and play the game 40! MILLION! TIMES! Grindfest Ranger!

X=====X  
|-----|  
|XXXXXXXXXXXXXXXXXXXXXXXXX| IV. SPECIAL DUNGEONS |XXXXXXXXXXXXXXXXXXXXXXXXX|  
|-----|  
X=====X

Aside from the story dungeons you are given a myriad of different special dungeons for some hardcore replay value.

-----  
[SPC01]XXXXXXXXXX| MASTERY CAVES |XXXXXXXXXXXX  
-----

You first unlock the New Hero Level Mastery Cave (or mastery dungeon, I interchange the terms a lot) after clearing Level-4. These are massive dungeons that have way more than 10 floors, and an uber boss at the end. These are the dungeons that will test your hero's equips and stats as well as your tactical skills.

The enemy levels in each dungeon scale quite rapidly. You'll be encountering lv1000+ enemies in around floor 60 of the Mid-Tier Hero dungeon while you can find lv5000+ enemies in floor 150+ of the Absolute Hero dungeon.

The mastery dungeons are also the only places you can recruit Employees to work for your base facilities. Employees with 10 or more per stat will appear in the later floors. These employees will be marked with a "CHECK" sign above their heads, just like Innocents/Specialists from Disgaea's Item World.

Here are some general info on each dungeon:

-----

MASTERY CAVE	Floors	How to Unlock	Monster Rank
New Hero	60	Clear Level-4's first dungeon	1-3

-----

Mid-Tier Hero	100	Clear 30 floors of the New Hero dungeon	2-4
Veteran Hero	150	Clear 50 floors of the Mid-Tier Hero dungeon	3-5
Absolute Hero	200	Unlock all Dengeki Dungeons	3-6

!!  
!!  
!!

BOSSSES

=====

Here are the bosses of each Mastery Dungeon's final floor. I included the +0 and +9 stats for good measure. All equips listed are for both +0 and +9 unless specified otherwise (Laharl).

NOTE: After you clear the dungeon, a Goon-race enemy with the same equipments will replace the boss on subsequent runs. The boss will return in the next playthru.

New Hero Dungeon BOSS - Flonne

STATS	+0 Church	+9 Church	EQUIPS	Minions
Lv	600	1698	1* Angel Halo	x3 Cloudie Duke
HP	55278	143853	1* Ice Staff	
SAT	12021	34875	Darkdeath RA	
SDF	12322	34803	Darkdeath Body	
LAT	18708	50150		
LDF	7581	23250		
HIT	9099	27900		
SPD	11823	29983		
Fire	0%	0%		
Wind	0%	0%		
Water	50%	50%		

Mid-Tier Hero Dungeon BOSS - Etna

STATS	+0 Church	+9 Church	EQUIPS	Minions
Lv	1200	3379	1* Steel Lance	x2 Marchosias
HP	381354	1016192	Darkdeath LA	x2 Thanatos
SAT	328387	923637	Darkdeath Leg	
SDF	189289	593109	Bat Wing	
LAT	78737	221442		
LDF	55488	156056		
HIT	72686	227754		
SPD	104573	278224		
Fire	0%	0%		
Wind	50%	50%		
Water	0%	0%		

Veteran Hero Dungeon BOSS - Laharl

STATS	+0 Church	+9 Church	EQUIPS	Minions
Lv	2400	6738	Darkdeath Head	x4 Bahamut

HP	18270560	40000000	1* Longsword	
SAT	4380560	12616400	1* Longsword	
SDF	1849408	5486096		
LAT	1245072	3590880	(+9)	
LDF	887700	2562164	Darkdeath Head	
HIT	1576992	4425504	6* Longsword	
SPD	1642168	4359300	6* Longsword	
Fire	50%	50%		
Wind	0%	0%		
Water	0%	0%		

=====  
Absolute Hero Dungeon BOSS - Valvolga  
=====

STATS	+0 Church	+9 Church	EQUIPS*	Minions	
Lv	8000	9999	Micky Face	x4 Kagutsuchi	
HP	40000000	40000000	Oph-Dry Body	x2 Eryndom	
SAT	16645314	40000000	Val Wing		
SDF	15365322	40000000			
LAT	16218636	40000000			
LDF	15365322	40000000			
HIT	15792000	40000000			
SPD	16218636	40000000			
Fire	99%	99%			
Wind	99%	99%			
Water	99%	99%			

=====  
\*Valvolga's equips cannot be stolen. You must beat him to obtain his set from a cutscene after clearing the dungeon. The items will be delivered to your inventory, and if your inventory is full, the game will ask you to replace 3 of your items for the Valvolga items (you can choose decline if you want).  
=====

Absolute Hero Dungeon Features  
=====

Among the mastery dungeons, only the Absolute Hero Level has its own special features. These features are a combination of Dengeki Dungeon and story level features:

- Attacks Disabled > No regular attacks.
- Ruins > Level-3's high grounds + Level-9's disappearing rooms.
- Pitfall Edge > Same as Level-8's stage feature.
- Ice Floor > Walking across Ice floors causes damage. Cannot be nulled.
- Magma Floor > Walking across Magma floors cause damage. Cannot be nulled.  
The full minimap is revealed by default.
- Barrier Floor > killing any type of enemy creates a barrier floor.
- Desert Field > Same as Level-7's stage feature.
- Fusing Rule > Enemies adjacent to each other will combine.
- No View Range > Enemy View Range is disabled.
- Limited Sight > Visible sight range is severely limited.
- Crumbling Path > Same as Level-6's stage feature.
- Ice Breaker > Same as Level-9's stage feature.
- Ocean Field > Rooms are separated by water. Use speedboats to travel.
- Duplication > Enemies split into 2 when hit by a non-lethal attack.

-----

NIS games often have a lot of cameos from across its franchise. In ZHP, the Dengeki Dungeons include cameos of characters from popular Dengeki Bunko manga. Each dungeon has a special feature just like the story levels, and the boss for each dungeon is a Dengeki Bunko character.

To unlock the dungeons, you must collect and use items called Dengeki Cards. Upon using the card, you get to unlock any Dengeki Dungeon of your choice.

There are 16 cards in total, and they can ONLY be purchased from the Caravan's Excavator. They're also distributed among the first 3 Mastery dungeons, so in order to unlock all the dungeons, you have to unlock all the Mastery dungeons as well to gain access to all of the cards. Each card can only be purchased once, though if you fail to use the card and lose it, the card will be available for purchase again.

#### Dengeki Cards Distribution

=====

Dengeki Card 1-6 - New Hero Dungeon  
Dengeki Card 7-11 - Mid-Tier Hero Dungeon  
Dengeki Card 12-16 - Veteran Hero Dungeon

#### Dengeki Items

=====

These items are special equipment that have only one item rank, but can go all the way up to a synth level of +99. They usually have strong special attacks and great stat boosts as well. These items are only obtainable in Dengeki Dungeons, either from the loot you find in the dungeon itself or from the Caravan's Excavator. For a list of Dengeki items of each category, see the Item Database.

Since each dungeon's boss fight is just against a single enemy, I won't go into detail on how to fight them. Instead, I will list down each dungeon's special features and just the boss' name.

NOTE: After clearing the Dengeki Dungeon, the boss will be replaced with a Goon-race enemy who will be equipped with the original boss' gear.

#### Accel World - Silver Crow

=====

>>This is the only Dengeki Dungeon with 15 floors. You have an 1800 turn timer, and you must complete the dungeon within the turn limit or else you get booted out. The map is also a desert field so finding the exit may be a bit hard.

#### Asura Cryin' - Tohru Kitsutaka

=====

>>Similar to the desert field in terms of free-range paths, but this time with icy floors. Also, taking turns on top of these floors will cause Ice damage that cannot be nulled (only reduced by elemental resistance).

#### Inukami! - Yoko

=====

>>Same as Asura Cryin' but with a magma field instead. The Fire damage from the floor cannot be nulled as well, but can be reduced. This one's a bit easier though since the minimap is completely revealed by default.

#### Spice and Wolf - Horo

=====



>>Enemies create a random barrier field when killed from the front or side. This feature can cause some really ugly situations with the combination of Poison, 10% Damage, and Invincibility fields. See the Barriers section for info on the different types.

Oreimo - Kirino Kosaka

=====

>>Rooms disappear over time and don't return. The stage layout is the same as Level-3's wherein you have to jump down from higher ground to move from room to room.

Kino's Journey - Kino

=====

>>Bringing items is forbidden. This excludes your equips. You can still call for Emergency Morphs but NOT Wife's Lunchbox.

Ballad of a Shinigami - Momo

=====

>>Same as Level-8's pitfall edge feature (and Hook Shot transportation) with the added twist of permanently disappearing rooms.

Shana - Shana

=====

>>Regular attacks are disabled. Some people have big problems with this. You can still throw enemies or items to cause damage, and special attacks are usable so you have Unlosing Punch or Fist of Love (if you're not using any extra costume) by default. Bringing a heap of meat items can also help your constant EN consumption from specials.

Durarara! - Celty

=====

>>Sight Range is limited. Basically, your in-room sight range is reduced to in-path sight range, while your original in-path range is now almost close to the Blind ailment.

A Certain Magic Index - Index

=====

>>Adjacent enemies combine after 1 turn. The lower-leveled enemy will assimilate into the higher-leveled one and their levels will be added. If it sounds like an exploitable feature to you, then you're half-way there. Check the Powerleveling section for a great way to abuse this feature.

Toradora! - Taiga Aisaka

=====

>>Enemy's view range is invisible. Not a very problematic feature, really.

Haruka Nogizaka's Secret - Haruka Nogizaka

=====

>>Exactly the same as Level-4: rooms float and you need to travel via Balloon.

Baccano! - Firo

=====

>>Each floor has one or more Hero Interception Bases. The floors are generally 2-4 rooms big so it's not as hard as you may think.

Boogiepop Phantom - Boogiepop

=====

>>Enemies split into 2 when hit with a non-lethal attack. You won't get overwhelmed by swarming enemies if you can OHKO them anyway.

Bludgeoning Angel Dokuro - Dokuro

=====

>>Paths disappear temporarily, just like in Level-6.

Lucky Chance! - Kichi

=====

>>Rooms are separated by ocean water and you need to use a speedboat to travel across them. Think of it as desert field's free-range path + mine cart traveling.

-----  
[SPC03]XXXXXXXXXX| Nippon Ichi: Netherworld Wars |XXXXXXXXXX  
-----

This is the final secret dungeon in the game, unlocked from the very next Dungeon Clear Screen you enter after completing all 16 Dengeki Dungeons. This dungeon is the culmination of the side-story included in the Dengeki Dungeons and the first 3 Mastery Dungeons. I really don't want to spoil the boss here so yeah (you'll notice the boss' name somewhere else in the guide anyway).

The special feature of this dungeon is the duplication effect of the Boogiepop Phantom dungeon. There's a catch though: the only available enemy type is the Metal Spiky. You've probably found some of these critters in Level-1 and know that they're pretty hard to kill let alone hit. The good news is, Metal Cacti gives levels when killed, not EXP. It's a fixed level bonus and because of this you can reach lv9999 in a matter of minutes with the proper strategy. Finally, after beating this dungeon you gain a temporary increase to all your stats. For more info on this, see the Stat Mechanics section.

Other than the special feature, the exclusive enemy type and boss, this dungeon is just like any other 10 floor run. For a more detailed section on how to kill and grind against the Metal Cacti, see the Powerleveling Section.

X=====X  
|-----|  
|XXXXXXXXXXXXXXXXXXXXXXXXX| V. ADVANCED INFO |XXXXXXXXXXXXXXXXXXXXXXXXX|  
|-----|  
X=====X

-----  
[END01]XXXXXXXXXX| ALTERNATE ENDINGS |XXXXXXXXXX  
-----

Just like any NIS game, ZHP has a multitude of different endings. Some are simple, some are weird. This game has a total of 18 different endings, all recorded in the Record Hut NPC. Here's a list of how to obtain each ending, WITHOUT saying the ending's name to be spoiler-free. :)

- Prologue - Defeat the Last Boss in the opening cutscene
- Level-1 - Beat B.Maria instead of Franchoise, then beat B.Jose
  - Defeat the Last Boss in Level-1
- Level-2 - Defeat the Last Boss in Level-2
- Level-3 - Defeat the Last Boss in Level-3
- Level-4 - Beat all of the Cloudie Earl "Love" units without fighting B.Geo
  - Defeat the Last Boss in Level-4
- Level-5 - Defeat the Last Boss in Level-5
- Level-6 - Defeat the Last Boss in Level-6
- Level-7 - Beat both B.Kyoya and B.Mana instead of the Desertaurus

- Defeat the Last Boss in Level-7
- Level-8 - Beat B.Noire first, then beat B.Jean
  - Defeat the Last Boss in Level-8
- Level-9 - Beat B.Main !!WARNING!! This counts as a death!
  - Defeat the Last Boss in Level-9
- Level-X - Defeat the final Last Boss in Level-X
  - Flee from the first Last Boss in Level-X
  - Flee from the second Last Boss in Level-X

You might be wondering how you're supposed to beat the Last Boss in those between-chapters battles if the game only allows you to do that in the VERY last battle in Level-X. Truth is, if your stats are high enough, you will be able to deal a critical death blow on the boss right before your HP drops to 0. This will finish the fight and end the current playthrough.

Though I don't have an exact table on how much stats you need to beat a certain Last Boss battle, I DO know that you need a total stat minimum of 5000 at lvl to beat the Level-9 battle (Level-X can be beaten no matter how high your stats are). This stat total includes your equipment bonuses, so it should be easy enough to reach with a good shadowgram setup.

-----  
 [DEN02]XXXXXXXXXX| TIGER'S DEN |XXXXXXXXXX  
 -----

As mentioned in the Facilities section, the Tiger's Den is a special facility that increases the stats of employees on all currently active base facilities. Here are the mechanics.

#### Employee Stats

-----

>>Each employee has 6 stats: Love, Healing, Info, Smithing, Battle, and Transport. Each of these stats directly affect a facility's functions. The higher these stats, the more options your facility will gain. Here's a list of which stats affect which facilities:

Home	- Love
Blacksmith	- Smithing
Caravan	- Battle, Transport
Insurer	- Info
Church	- Love, Healing
Dark clinic	- Healing
Delivery	- Transport
Tiger's Den	- All
COSPATIO	- Transport
Space Police	- Battle
Usual Cafe	- Info
Satellite Cannon	- Info, Smithing

#### Facility Function

-----

>>When a Facility's employees gain a certain amount of stats, the functions of the facility increase. For example, the Home facility will be able to give you lunchboxes more than once, the Space Police facility will be able to contain more than one set of emergency morphs, while the Church facility will be able to boost enemy levels beyond +1.

>>The maximum function of each facility caps at 9, and follows this formula:

Single Stat: (Facility Stat / 10) - 1

Double Stat: ((Facility Stat 1 + Facility Stat 2) / 20) - 1

Caravan, Church, and Satellite Cannon are the only facilities that use 2 stats, the rest use only one (Tiger's Den is a special case, explained later).

>>To make things simple, here's the stat amount you need to reach to boost a facility's function:

Function Level	Single Stat	Double Stat*
1	1	1
2	30	60
3	40	80
4	50	100
5	60	120
6	70	140
7	80	160
8	90	180
9	100	200

\* - total of both abilities

>>Finally, here are the effects of boosting a facility's functions:

- Home - up to 9 calls for Wife's Lunchbox (in dungeon)
- Blacksmith - up to 9 uses for Smithing services (in dungeon)
- Caravan - up to 9 floor stops for Caravan
- Insurer - up to 9 items saved even without paying insurance
- Church - up to +9 difficulty
- Delivery - 4 items per delivery, up to 9 uses (in dungeon)
- Space Police - up to 9 Emergency Morph sets (in dungeon)

#### Raising Employee Stats

>>Of course, all the above info are useless if you don't have a way to raise the stats of your employees. This is where Tiger's Den comes to play. While the Tiger's Den is active in your base, all employees on your currently active base facilities will gain stats depending on how many floors you did when you exit a dungeon.

>>The stat that increases is the corresponding stat for that facility. The Home facility will raise the Love stat of its employees, while the Caravan facility will raise both the Battle and Transport stats of its employees. The full list is on Employee Stats above.

>>Now that you know which stats will be raised for each facility, here's a formula on HOW MUCH the stat will actually be raised:

Single Stat Facility: Current Stat \* (the floor you escape at / 100)

Double Stat Facility: Current Stat \* (the floor you escape at / 200)

NOTE: the way you exit the dungeon is irrelevant. You can exit via clearing the dungeon, exiting through the Caravan, or even dying.

>>Due to how the formula works, employees with high stats will rise faster than those with low stats. For example, a stat of 1 will only gain +1 when you exit a dungeon at floor 100(!), while a stat of 10 will gain +1 when you exit a dungeon at floor 10. This is why it's better to hunt for employees that start out with 6 or above on the appropriate stat, so you can raise them without going through more than 20 floors. Once a stat hits 20, it will start gaining +2 every 10 floors, so it gets MUCH easier.

>>Employee stats cap at 255. Though you don't really need to go beyond 100 to get the max facility level, you still need high enough stats for employees to last in mastery dungeons. You'll sometimes notice that some of your employees are dead (as in tombstone dead) when you enter the caravan stop in the deeper floors. Having their facility stats at 255 will boost their actual stats (HP, SAT, etc) to ensure their survival no matter how deep your caravan stop is.

>>Oddly enough, only low level employees can reach the stat caps (160mil HP and 40mil for the rest) at facility stat 255, while higher level employees can't. Though I'm unsure of why this happens, I can assure you that employees will stay alive even with just 500k+ on each stat and around 1mil HP.

>>You'll notice in the Employee Stats table above, Tiger's Den uses all stats. What this means is that employees currently posted at the Den will have ALL of their stats raised instead of just 1 or 2. If you want employees with max stats on everything, this is the place.

-----  
[SHD03]XXXXXXXXXX| ADVANCED SHADOWGRAM |XXXXXXXXXXXX  
-----

Here are some advanced tips and information on using the Shadowgram.

#### Transferring Chips

-----  
>>A lot of people seem to overlook this for some reason. Simply press X on a chip to take it off temporarily, then press X on a different chip to have them switch places. You can only do this on chips that aren't covered by booster devices.

#### Transferring Devices

-----  
>>Same process as above, but you can also place Devices outside of the main grid temporarily so you can manage your chips more efficiently.

#### Toggle View Mode

-----  
>>If your shadowgram is a bit cluttered and you can't see the chips because the hero energies or booster devices are in the way, press the SELECT button to disable those effects. This is useful if you want to switch around some chips without detaching the booster devices or redirecting hero energy just to see what's underneath.

#### Unlocking Territories

-----  
>>At first, most of the spaces in the shadowgram will be locked. By gaining enough Total Levels you'll be given Unlock Points to be used for freeing up those areas. Once you get to around TL 2700+ you'll be able to unlock all unused territory in the shadowgram, giving you a total of 185 free spaces.

## 2nd Shadowgram

-----

>>After clearing the game once you'll gain access to a 2nd Shadowgram. Both shadowgrams are treated separately and you can't freely transfer chips and devices across one another. The main purpose of a 2nd shadowgram is for extra customization. Since you can switch between them inside the Dark Clinic on a Caravan stop, you have 2 different "builds" at your disposal.

## Combining Hero Energy

-----

>>You can "combine" multiple Hero Energies to form a gray-colored energy path, which will give as much energy per tile as the amount of energies combined in it. This is a great way to boost M and L-sized Plug mods to 100% and 255% respectively without excessive use of energy sources.

## Booster Plugs

-----

>>Although each Booster Device improves from each hero energy, the best way to take advantage of Hero Energy is by using Booster Plugs for equipment. Since these devices give a flat stat boost to your equipments, having them maxed will create massive modifiers that can pump your stats to the millions.

>>The Booster Plugs come in 3 sizes. Each size has a hero energy limit:

Plug-S - +50%

Plug-M - +100%

Plug-L - +255%

Remember how COND modifies the stats of the item? Well, COND also modifies the booster plug's bonus the exact same way. If you have a 694% COND item being powered up by a maxed out +255% Plug-L booster, the final stat bonus will be  $6.94 * 255 = 1769.7\%$ ! That's a massive x17.7 stat modifier! Note that these modifiers DON'T affect elemental affinity and JM, just the main 6 stats and HP.

>>A single 255% booster plug outclasses 5 separate plugs at 50% each. It's of your best interest to find Plug-L devices as early as you can to boost your hero's stats to insane amounts.

## Stat Boosters

-----

>>Similar to booster plugs, these mods increase a given stat by a base amount of 10%. The amount further increases by 10% for every Hero Energy directed onto the booster.

>>Although a direct boost to stats seems ideal, the overall effect is still not as good as a single Plug-L Booster set to +255%, so I suggest focusing your hero energy on booster plugs instead.

## Status Screen

-----

>>The shadowgram's status screen (on the left) contains 2 menus: Base Status and Level Up Status. I'll be discussing these in the Stat Mechanics section as BStat and LvStat.

## Optimized Shadowgram

-----

>>Though the purpose of the shadowgram is to encourage the player's creativity in making an optimized layout, some people want the easy way out. Here's a link to an image in the JPN Wiki showing a shadowgram with 2 L-sized Booster

Plugs powered up to 255% each:

<http://www39.atwiki.jp/zhero/?plugin=ref&serial=6>

Mod in Head area - Absorber  
Yellow Cross - Life Support  
Mod in Leg area - Energy Saver  
Mods in Chest area - L-sized Plugs

>>Though this setup is probably the best to reach the stat caps at low levels, there is very limited space for other mods which can hinder your playstyle.

>>Here's a more optimized version of the above shadowgram, suggested by spweasel: <http://imageshack.us/photo/my-images/195/shadowgram.jpg/>

>>Here's my personal shadowgram setup which gives me max stats at lv4800 when combined with certain gear:  
<http://img.photobucket.com/albums/v456/Xarugas03/xarugram.png>

-----  
[MEC04]XXXXXXXXXX| STAT MECHANICS |XXXXXXXXXX  
-----

Here we are, one of the biggest sections in the guide. Here I will discuss the mechanics that involve stats and how to maximize your hero's combat-potential to its fullest.

#### HERO's BASE STATS

=====

The numbers you see in the Status screen are your Base Stats. These stats are the sum of multiple factors, each described here:

#### Original Stats

-----

Simply put, it's the stats your Hero start with at the beginning of your first playthru. These stats are fixed:

HP 60  
SAT 50  
SDF 40  
LAT 50  
LDF 40  
HIT 36  
SPD 30

#### Total Level Bonus

-----

The TL Bonus is a permanent stat increase that you gain whenever you reach a certain TL. The intervals for each TL Bonus gain becomes higher each time you reach it, even going up to 500 levels for just a +1 boost. The max TL Bonus is +200 which you obtain once you hit TL 70,000. I'd give a full-blown chart for TL bonus intervals but that's a tedious process I'm probably not crazy enough to attempt.

#### Special Stat Bonus

-----

Upon beginning Level-X, the hero becomes a True Unlosing Ranger. Clear at least 1 floor of ANY dungeon after that and your hero gains a temporary stat bonus that lasts until the next playthrough. If you want to squeeze in every last stat you can get before taking on the Mastery Dungeons or if you simply want to

get optimal stats, then this bonus is a must-have.

HP +10  
SAT +5  
SDF +5  
LAT +5  
LDF +5  
HIT +4  
SPD +10

#### Shadowgram Base Status

-----  
I've mentioned this in the Shadowgram Basics and Advanced Shadowgram sections, only to direct you here, since it's more of a stat mechanic than a shadowgram issue. Anyway, in the Base Status menu you will see something like this:

HP 260 + 0  
SAT 250 + 300  
SDF 240 + 102  
LAT 250 + 0  
LDF 240 + 6  
HIT 236 + 149  
SPD 230 + 30

The first number on each stat is the sum of the previous factors I discussed: Original Stats, Special Stat Bonus, and Total Level Bonus. The second number is the total Chip value you have on your shadowgram. The total of each is what we'll call the Base Stats (BStat).

The maximum value for BStat withOUT chips is:

	Original Stats		Max TL Bonus		Special Stat Bonus	
HP	60	+	200	+	10	= 270
SAT	50	+	200	+	5	= 255
SDF	40	+	200	+	5	= 245
LAT	50	+	200	+	5	= 255
LDF	40	+	200	+	5	= 245
HIT	36	+	200	+	4	= 240
SPD	30	+	200	+	10	= 240

#### STAT GROWTH PER LEVEL

=====  
Now that you know how to find your BStat, we'll be discussing the most important part of maximizing stats: Stat growth. In the Shadowgram screen you will find the Level-Up Status menu, which looks similar to the Base Status:

HP 91 + 0  
SAT 87 + 300  
SDF 84 + 102  
LAT 87 + 0  
LDF 84 + 6  
HIT 82 + 149  
SPD 80 + 30

The first number this time is  $(1\text{st number of Base Status}/3) + 4$ . So if you have a non-chipped BStat of 250 SAT, the first number of Level-Up Status' SAT will be 87. HP uses a different formula, it adds 5 instead of 4 in the end. The second number is still the Chip value.



The total of both numbers on each stat is your baseline for stat growth, or simply Level-Up Stat (LvStat). Every time you gain a level inside dungeons, your BStat increases by a random percentage of your LvStat, which is usually in the range of 80%-110%.

The Original stats, TL bonus, and Special Stat Bonus are all fixed variables. The only one that you can freely modify is the Chip value. Since chip value directly affects your Stat Growth per Level, the more chips you have for 1 stat, the higher that stat rises per level-up.

#### STAT MAXING

=====

Since levels aren't permanent in ZHP, this form of stat maxing focuses on getting just the right setup you need to reach the stat cap of 40mil at a practical level.

Once you have the best equipments you can get and reached the highest Chip-less BStat possible (TL 70k with Special Stat bonus), you can calculate for the exact level you will reach the stat cap for a certain chip value:

$$\text{Level} = [(40,000,000 - \text{CStat})/\text{TSMOD}] / (\text{LvStat} * 0.9) + 2$$

$$\text{CStat} = \text{BStat} * \text{TSMOD}$$

$$\text{TSMOD} = 1 + [(\text{EStat} + (\text{Plug} * \text{COND}/100) + \text{SBooster})/100]$$

$$\text{Growth} = \text{LvStat} * 0.9$$

#### TERMS

-----

TSMOD - The final stat modifier from the sum of each equipment stat bonus (EStat), booster plug device (Plug), and Stat Booster items (SBooster).

e.g.: 5 equips at 50% SAT each -> EStat = 250%  
2 Plug-L boosters at 255% each, powering up a 694% COND item = 3539%  
SAT booster is present = 10%  
TSMOD = 38.99

BStat - as discussed at the start of this section, this is the sum of the 2 numbers displayed in the Base Status menu (or simply put, your lvl stats without equips).

CStat - Current stats with equips. Just equip your gear and check your lvl stats.

LvStat - baseline for stat growth per level, the sum of the 2 numbers displayed in Level-Up Status. This value is modified by an 80%-110% randomizer, but the average stat growth per level is close to 90%, so to make things simple, let's just use 0.9.

NOTE: Since the formula will be dealing with a lot of decimals, +2 is added at the end to make sure the required level is correct. The stat growth per level is random anyway so this formula can't get 100% accurate results. The result here is at most +/-2 levels than what you'll get in-game.

#### EXAMPLE CALCULATION

-----

>>The stat to max is SAT. TL bonus is maxed at +200 and we have the Special Stat Bonus. Chip value is 300 giving us a BStat of 555.

>>The equipment and Plug boosts are as follows:

Item	SAT
694% COND G-Darkdeath Head	= 138%
694% COND 6* Dragon Claw	= 451%
694% COND Human Driller	= 242%
694% COND G-Darkdeath Leg	= 138%
694% COND Val Wing	= 208%
+255% Plug-L Head	= 1770%
+255% Plug-L Leg	= 1770%
SAT Booster	= 10%
	= 4727%
TSMOD	= 48.27

>>SAT's LVStat is  $89+300 = 389$ . With the 90% randomizer we have an estimated stat growth of 350 SAT per level-up.

>>After all the math, we get a result of lv2291. With this setup we reach 40mil SAT at around lv2368. Holy Shit Ranger!

#### FINAL WORDS

Use the above formula to find your ideal Chip value to Level ratio. With a high enough chip value and stat modifiers, getting 40mil on each stat is very possible. However, due to the balance of stats the level you need to reach will be around lv8500-9500, which is impractical for Mastery Dungeon purposes.

Hopefully this info will help you build your hero's stats properly. ;)

-----  
[SYN05]XXXXXXXXXX| SYNTHESIS |XXXXXXXXXXXX  
-----

Synthesis is a special service available from the Blacksmith. It allows you to combine 2 items of the same category to create better items.

#### SYNTHESIS MECHANICS

>>The item you choose first is called the Base Item. This is what the output item will become. The second item you choose is the Synth Item, and will be gone after the synthesis is complete.

>>You can only synthesize 2 items of the same category. Although there are a total of 12 equipment categories, the Sword, Spear and Axe categories are considered as a group when synthesizing (i.e.: you can synthesize a Dagger with a Steel Lance).

#### EQUIPMENT CATEGORIES

-----  
Headgear  
Left Arm  
Right Arm  
Leg  
Expansion  
Sword/Staff/Spear/Axe  
Gun  
Other Weapons - these are all Dengeki Items btw  
Shield

>>After synthesizing an item, it gains a green number called the Synth Level. There is a Synth Level limit that depends entirely on the Base Item's rank:

1\* items max at +9  
2\* items max at +19  
3\* items max at +29  
4\* items max at +39  
5\* items max at +69  
6\* and Dengeki/Boss items max at +99

>>The very first purpose of synthesizing items is to increase the maximum COND of an item. The Base Item's COND increases depending on its rank. e.g. a 1\* item gains 1% COND per Synth Level, while 6\* items gains 6% COND per Synth Level, thus a 6\* item at +50 Synth Level will have a total of 400% COND.

>>Synthesizing an item with ANOTHER synthesized item (already has a Synth Level) however, yields a different COND boost. The Base Item's COND will increase depending on the Synth Item's rank times its Synth Level.

e.g.: Darkdeath Head is the Base Item. The Synth Item is a +99 6\* Appetite Engine. The COND boost will be: 6 (item rank) x 99 (synth level) = 594%  
Add that to the Darkdeath Head's default COND of 100% and you get a whopping 694% COND item!

>>You can still synthesize items on a max-Synth Level item. Although this won't increase that item's max COND any higher, it's a good way to transfer and change the skills you want on the item.

>>Note that in order to get a max COND of 694% your Base Item MUST be either a 6\* or Dengeki/Boss Item that hasn't been previously synthesized (no synth level) OR has only been synthesized with 6\* items.

>>As mentioned in the Item section at the start of the guide, COND boosts the item's stats. A 694% COND item will boost the item's base stats by x6.94, so the Darkdeath Head used in the example above will end up having stats at 69% and 138%.

>>Remember that negative stats on items also get modified by the item's COND. With this in mind, it's best to avoid using items with negative stats as the Base, or you'll end up having a -100% item that drops your stats to 1.

>>The second benefit of synthesis is to customize the skills and special attacks of your item. Whenever you synthesize, you'll be able to pick among the ingredients which skills and specials to put on the resulting item. The skill point limit for Items are:

1\* - 2\* : 8 skill points  
3\* - 4\* : 9 skill points  
5\* - 6\* : 10 skill points  
Unlosing equips : 10 skill points  
Darkdeath/G-Darkdeath equips : 10 skill points  
Valvolga Set : 10 skill points  
Dengeki Items : 10 skill points

There are, however, a few exceptions. Manipulator, Hook Shot, Fishing Rod, Paw Arm L, and Paw Arm R have only 3 skill points no matter what the rank, while Gold Hammer has 10 skill points from 1\*-6\*.

Each skill/special has a designated skill point that will be used when

transferring skills onto the resulting item.

e.g.: Poison Null and Boulder Null costs 4 points each, so you can have both skills in an item. Mine Null costs 4 points while Flamethrower costs 8, so you can't have both skills in a single item.

For each skill and special attack's Skill Cost, see their corresponding database sections.

#### RARE METALS

=====

>>Rare Metals are special items you can find ONLY as loot in Mastery Dungeons. They won't appear in the excavator or dropped from from enemies. They come in 7 colors:

Grey - no stat bonus  
Red - 1% SAT  
Orange - 1% SDF  
Yellow - 1% LAT  
Blue - 1% LDF  
Green - 1% HIT  
Teal - 1% SPD

>>Synthesizing with Rare Metals will boost the base stat of an item by 1% of the corresponding stat. Each Synth Level from a synthesized rare metal also increases the Base Item's max COND by its corresponding rank (6\* items get +6% max COND when synthing with a Rare Metal).

>>However, this will still add +1 to the item's Synth Level. It's only useful if an item doesn't have any boost to a certain stat and you want to fix that by using a Rare Metal, thus the 1% can still be modified by the item's COND.

e.g.: Lucilia Ornament has no SAT boost. You synth a SAT Rare Metal onto it and now it has 1% SAT. If you synth the Lucilia Ornament up to 600+% COND, it will now have 6% SAT because of the COND bonus.

The tradeoff here is that you lose 1 Synth Level per Rare Metal you synth, so you won't be able to reach the max COND of 694% for Dengeki and Boss items this way. Synthing 99 rare metals onto a 6\* item, however, is an effective way to boost its COND to 600+% while increasing the item's base stats.

>>Unlike normal equips, you cannot synthesize Rare Metals onto max-Synth Level items. This was done so you don't abuse the system (i.e.: max out a Dengeki item's COND then use Rare Metals to boost each 0% stat without using up Synth Levels).

#### PROPER WAY TO SYNTHESIZE

=====

Here are the steps needed to create an uber 694% COND item.

1. Obtain a 6\* item of the category you want. For example, a 6\* Skull Face for the headgear category. This will be your first Base Item.
2. Decide which item you want to boost to 694% COND. It has to be a 6\* item or a Dengeki/Boss item. Let's use a Darkdeath Head for this example. This will be your final Base Item.
3. Decide which skills you want to have on your final item. Let's use Bushido and Stealth for this example. Bushido comes from Feudal Lord while Stealth

comes from Curse Band.

4. Collect a lot of fodder items of the same category for synthesizing. Rank is irrelevant as long as the category is the same.
5. Synthesize the fodder items into each other until you hit the max synth level for each (if your fodder items are 1\*, you end up with +9 items).
6. Synthesize each max Synth Level item onto the primary Synth Item (the 6\* Skull Face). Remember to ALWAYS pick the Skull Mask first so it stays as the Base Item.
7. Once you reach a Synth Level of +96, synthesize the Feudal Lord and Curse Band onto the Skull Mask, this time transferring the Bushido and Stealth abilities onto the mask. You'll have a +98 Skull Face after this.
8. Using the Darkdeath Head as the base item, synthesize the +98 Skull Face onto it. Select the skills once more and voila! +99 Darkdeath Head with 694% COND!

EARLY 6\* ITEMS

=====

Before you can create 694% COND items, you must have a 6\* item first. Since the Absolute Hero Dungeon is the only place you'll find Rank 6 Monsters, it's not a very practical way of collecting 6\* items especially if you're under-equipped.

Here's a list of alternative locations for obtaining your first 6\* item, in order of difficulty:

TARGET	6* ITEM	CATEGORY	LOCATION
Noire	Skull Face	Headgear	Level-8 Boss Battle**
Cloudie Duke	Lightning Drum Hover Cloud	Expansion Leg	New Hero Mastery Dungeon 60F
Thanatos	Skull Face Curse Hand	Headgear Left Arm	Mid-Tier Mastery Dungeon 100F
Marchosias	Holy Knuckle Holy Wing Angel Halo Jewel Wand	Right Arm Expansion Headgear Staff	
Bahamut	Dragon Claw	Left Arm	Veteran Mastery Dungeon 150F**
Laharl	Longsword	Sword/Staff/ Spear/Axe	

\*\*These boss targets will disappear after you beat them once. They will be replaced with a Goon-race enemy and will have the original boss' same equipments.

FARMING FODDER ITEMS

=====

Since you'll be using a lot of fodder items to synth a +99, you should have an

efficient way of farming them. Here are some common suggestions on how to farm these items quickly:

ITEM CATEGORY	METHOD
Headgear Left Arm	Dengeki Dungeon: A Certain Magical Index. The early floors are guaranteed to have zombies AND mirrors, so simply clone until you have 15 zombies and kill them continuously for a continuous flow of Curse Band and Curse Hand. It helps if you have a large inventory capacity as well as a maxed out Delivery facility.
Sword/Staff/ Spear/Axe	Level-8 The Filthy Curse or Ballad of a Shinigami Dengeki Dungeon. You'll find at least 2 Hook Shots per floor on the very room you start in. Collect them and drop to the next floor. Rinse and repeat.
Right Arm Expansion Leg Gun Other Weapons Shield	Set your Caravan to stop on every floor from 1-9. Run Level-8 or the Dengeki Dungeon: Ballad of a Shinigami and purchase the appropriate item from the Excavator. The shop will have at least 1 of the category you're farming for on every run. It's not as fast as the above methods but it's the most consistent way for these categories.

[DAM06]XXXXXXXXXX | DAMAGE FORMULA | XXXXXXXXXXXX

Just like any other NIS RPG game, ZHP has its own fairly complex damage formula. This section will detail almost everything you'll need to know about how to compute your damage output.

The Chinese forum found in <http://www.cngba.com/thread-18710700-1-1.html> is the reference for the info in this section. It was translated by pangjhj and brought to the GameFAQs board by spweasel. Some changes were made for accuracy and convenience.

\*\*\*\*Warning: While some errors in the original formula have been discovered and corrected, others certainly exist. Take this as a general guideline rather than an absolute truth.

THE FORMULA  
=====

$$[(XAT + RnBoost \times LvBoost) \times (TypeMod1 + AttackMod) \times Variance - XDF / 2] \times TypeMod2 \times DirMod \times Elem \times (1 + DamageMod) \times (1 + ENESMod)$$

TERMS  
-----

XAT - Attack type's damage stat (SAT, LAT, or HIT). Info on each item and special attack's damage stats are listed in the Item and Special Attacks

Database. Throws are based on HIT.

RnBoost - Special Attack damage rank boost (See table below)

S = 30-40            C = 10  
A = 20                D = 5-8  
B = 15                E = 3

LvBoost - Level boost. Formula is:

lv400 or below =  $1 + [100 + (1 \times lv)]/100$   
lv401 to 900 =  $1 + [500 + (0.5 \times (lv - 400))]/100$   
lv901 to 9999 =  $1 + [750 + (0.2 \times (lv - 900))]/100$

\*\*\*\*\*NOTE: The effects of RnBoost and LvBoost are quite small to the point of being negligible. It won't hurt to omit them from your calculations.

TypeMod1 - Attack type modifier 1.

Regular attacks/Throws = 1  
Spears' piercing attacks = 0.7 (when Spears hit more than 1 target)  
Spears' normal attacks = 0.9 (except for Human Driller)  
Special Attacks = 1.3 to 1.8 (See table below)

\*\*\*\*\*NOTE: Spear damage is strange. There seems to be some kind of damage penalty even for single targets, but exactly how much a penalty and where it is applied is speculation at this point.

XDF - Enemy's defense stat corresponding to your attack's damage stat; SDF for SAT-based and HIT-based attacks, LDF for LAT-based attacks.

AttackMod - Effects that increase XAT. Includes the following:

Critical Hit = .5  
Unlosing SAT = 1.10 for SAT-based attacks  
Unlosing LAT = 1.08 for LAT-based attacks  
Desperation =  $.25 + (.01 \times \text{Hero Energy})$   
Quick Shot = empty spaces  $\times (.05 + (.05 \times \text{Hero Energy}))$   
Bushido =  $.25 + (1 \times \text{Hero Energy})$  if attacking the target's front  
Practice Swing = Displayed effect  
Count Attack = Displayed effect

\*\*\*\*\*NOTES: Unlosing SAT and LAT are currently unconfirmed.  
The total bonus cannot exceed 20.

Variance - Damage randomizer. Value ranges from 1 to 1.1

TypeMod2 = Attack type modifier 2:

Special Attacks = .45  
Magic-type Specials = 0.3  
Regular Attacks = 0.333

DirMod - Damage modifier according to target's positioning:

Front = 1  
Side = 1.2  
Back = 1.4

Elem - Elemental attack modifier:

Elemental Attacks =  $1 + (\text{Your Element} - \text{Target's Element})/100$   
Non-Elemental Attacks = 1

\*\*\*\*\*NOTE: The Elemental bonus cannot exceed 1.99.

DamageMod - Effects that increase total damage dealt. Includes the following:

SAT Boost = .25 + (.05 x Hero Energy) for SAT Special Attacks

LAT Boost = .25 + (.05 x Hero Energy) for LAT Special Attacks

Hungry Soul = [100 - current EN)/100]

E Force = .1 + (.02 x Hero Energy) for Elemental Attacks

ENESMod - Damage modification due to Energy Saver/Leaker:

Energy Saver = -.25

Energy Leaker = .25

```
=====X=====X
TypeMod1 Special Attack Values | Rank |
=====X=====X
SPECIAL ATTACK          | Value | Value |
=====X=====X
Headgear                |      |      |
-----|-----|-----|
Insect Wrestle          | 1.3  | D    |
Anger Lift              | 1.3  | D    |
Whisk Toss              | 1.3  | E    |
Head Star               | 1.4  | A    |
Tera Star               | 1.6  | S    |
Round Trip              | 1.3  | D    |
Evil Blink              | 1.3  | E    |
Curses                  | 1.3  | E    |
Bite Viper              | 1.3  | D    |
Bone Cold               | 1.3  | D    |
360 Death Ring         | 1.3  | D    |
Masked Dance            | 1.3  | D    |
Magic Hour              | 1.3  | E    |
Eye Beam                | 1.4  | B    |
Weasel Fire             | 1.5  | C    |
-----|-----|-----|
Left Arm                |      |      |
-----|-----|-----|
Phantom Drill           | 1.3  | D    |
Dragon Slash            | 1.4  | D    |
Icebreaker              | 1.5  | E    |
Blizzard Punch         | 1.5  | C    |
Hard Collision          | 1.3  | D    |
Lots o' Holes           | 1.3  | E    |
Cross Cannon            | 1.4  | C    |
Rock Hand               | 1.4  | C    |
Bubble Blade            | 1.3  | D    |
Snake Beam              | 1.3  | D    |
Snake Bind              | 1.4  | C    |
Lightning Hammer       | 1.3  | B    |
Unlosing Maul           | 1.4  | A    |
Curse Finger           | 1.3  | C    |
Grudge                  | 1.4  | A    |
Rocket Meteor           | 1.3  | C    |
Thousand Blades        | 1.4  | C    |
Buzzing Cat             | 1.3  | B    |
Chick March             | 1.3  | C    |
-----|-----|-----|
Right Arm               |      |      |
-----|-----|-----|
Punching Gun            | 1.3  | D    |
Bedrock End             | 1.3  | D    |
Fire Flight             | 1.3  | D    |
```



Phoenix Rise	1.4	C
Arm Press	1.3	D
Lightning Hook	1.3	D
Tarzan Kick	1.4	D
Ball Swing	1.3	D
Bowling	1.3	C
Atlantic	1.3	C
Enemy Shoot	1.3	D
Flash	1.4	D
Stake Bunker	1.3	B
Last Resort	1.3	S
Munch	1.3	D
Chomp	1.4	C
Squiggly Arm	1.3	D
Release Yourself	1.3	A
Holy Upper	1.3	C
Holy Straight	1.3	B
Funnel Blow	1.3	D
Multi Strat	1.3	D
Buzzing Cat	1.3	B

-----|-----|-----|  
 Leg

Dragon's Nest	1.3	D
Tidal Wave	1.3	D
Bottom Star	1.4	A
Cat March	1.3	D
Spinning Shell	1.3	D
Firefly	1.3	E
Flipper Prinny	1.3	D
Self Destruct	1.3	D
Delta Dream	1.4	A
Snake Submission	1.3	D
Midnight Run	1.3	D
Death Drive	1.4	B
Tailcopter	1.3	C
Napalm Bomb	1.3	C
Absorption	1.3	D
Buzzsaw Kick	1.3	D
Weasel Slash	1.3	C

-----|-----|-----|  
 Expansion

Feather Blade	1.3	E
Rear Star	1.4	A
Rocket Circus	1.3	D
Devil Wings	1.3	D
Phosphor Wings	1.3	D
Twin Shot	1.3	D
Matador	1.3	E
Arrow Rain	1.3	D
Particle Cannon	1.3	E
Big Fish	1.3	D
Rune Monarch	1.3	D
Dimension Hold	1.3	C
Flame Thrower	1.5	A
Georgius Lance	1.3	C
Frogs! Burst!	1.4	C

-----|-----|-----|  
 Sword

Single Slash	1.3	E
Ground Blade	1.4	D
Dynamic Slash	1.5	B
Cross Slash	1.3	S
Chain Sword	1.4	S
V-Extreme	1.5	S
Crimson Wings	1.6	A
Wood Sword Combo	1.3	A
Touoh Slash	1.4	S
Single Thrust	1.7	A
S-Stream	1.8	S
Double Slash	1.4	S
Cake Cut	1.3	B
Knife Throw	1.3	B
Critical Strike	1.4	B
Milk Spray	1.4	C
-----		
Spear		
-----		
Flash Spear	1.3	E
Dragon's Lance	1.4	C
Charge Lance	1.5	B
Blind Strike	1.3	A
Hurricane	1.4	S
Wind Mill	1.5	S
Manic Drill	1.3	C
-----		
Axe		
-----		
Barrier Split	1.3	D
Shadow Scythe	1.3	C
Ground Splitter	1.3	S
Twin Tomahawk	1.4	A
Yo-Yo Axe	1.4	S
Combo Eruption	1.6	S
Pipirupi~	1.7	A
Smash Hammer	1.3	A
-----		
Staff		
-----		
Fire	1.3	D
Mega Fire	1.4	C
Omega Fire	1.5	B
Wind	1.3	D
Mega Wind	1.4	C
Omega Wind	1.5	B
Cool	1.3	D
Mega Cool	1.4	C
Omega Cool	1.5	B
Meteor Impact	1.3	S
-----		
Gun		
-----		
Last Shot	1.3	D
Gimlet Gun	1.3	C
Pendaburst	1.3	B
Gun Play	1.3	C
Twin Buster	1.3	B
Akimbo Rage	1.5	S

Quick Draw	1.3	C
Neurolyzer	1.3	C
-----		
Other Weapons		
-----		
Platinum Wind	1.3	C
Longbow	1.3	C
-----		
Shield		
-----		
Shield Bash	1.3	D
Pog Flip	1.3	C
-----		
Unlosing Ranger		
-----		
Unlosing Punch	1.3	D
Fist of Love	1.4	C
-----		
Combination		
-----		
Killthemall	1.5	S
Fire Slash	1.4	C
Wind Slash	1.4	C
Cool Slash	1.4	C
Fire Blade	1.5	B
Wind Blade	1.5	B
Aqua Blade	1.5	B
Dynamic Flame	1.6	A
Dynamic Storm	1.6	A
Dynamic Freeze	1.6	A
Flame Spear	1.4	C
Storm Spear	1.4	C
Freeze Spear	1.4	C
Flame Lance	1.4	B
Wind Lance	1.4	B
Cold Lance	1.4	B
Flame Lancer	1.4	A
Storm Lancer	1.4	A
Ice Lancer	1.4	A
Flame Split	1.4	C
Tornado Split	1.4	C
Freeze Split	1.4	C
Fire Scythe	1.5	B
Wind Scythe	1.5	B
Cool Scythe	1.5	B
Grounder Fire	1.6	S
Grounder Wind	1.6	S
Grounder Ice	1.6	S
Last Fire	1.4	C
Last Wind	1.4	C
Last Ice	1.4	C
Gimlet Flame	1.4	B
Gimlet Wind	1.4	B
Gimlet Ice	1.4	B
Penta Flame	1.4	A
Penta Storm	1.4	A
Penta Freeze	1.4	A
=====X=====		

SAMPLE CALCULATION

=====  
STATS

lv5800

25 million SAT

5 million enemy SDF

90% Fire affinity

-50% enemy Fire affinity

Bushido at 825% boost

Energy Saver

The attack to be done is Flame Thrower from the front. It's a SAT-based rank A special attack.

VALUES

XAT = 25,000,000

RnBoost = 20 (A rank)

LvBoost = 18.3

TypeMod1 = 1.5 (Flame Thrower's TypeMod1 value)

AttackMod = 8.25 (Bushido)

Variance = 1.1 (let's say we do maximum randomized damage)

XDF = 5,000,000

TypeMod2 = .45 (special attack)

DirMod = 1

Elem = 1.99 (the maximum amount)

DamageMod = -.25 (Energy Saver)

CALCULATION

$$[(XAT + RnBoost \times LvBoost) \times (TypeMod1 + AttackMod) \times Variance - XDF / 2]$$
$$\times TypeMod2 \times DirMod \times Elem \times (1 + DamageMod) \times (1 + ENESMod)$$

$$[(25,000,000 + 20 \times 18.3) \times (1.5 + 8.25) \times 1.1 - 5,000,000 / 2]$$
$$\times .45 \times 1 \times 1.99 \times (1 + 0) \times (1 - .25)$$

$$[(25,000,366 \times 9.75 \times 1.1) - 2,500,000] \times .67$$

Final Damage = 178,403,026

MAX DAMAGE

=====

Although it's nice to have a formula to compute for your damage output with any setup, if you simply want to reach the maximum damage possible in ZHP (999mil), then here's a sure-fire setup:

40mil SAT/LAT

0% EN + Hungry Soul

825% Bushido

+99% Auto-Charged special attack

99% Elemental affinity

Any elemental SAT/LAT special attack

Head to the NIS Dungeon and level-up until you have 40,000,000 in the appropriate damage stat. Proceed to the 10th floor and Cast the special attack. Walk around to drop your EN to 0% and boost the Auto-Charge bonus to +99%. Finally, position yourself in front of the floor 10 boss and Activate your special attack. :)

Here's a max damage video demonstrating the above setup:

<https://www.youtube.com/watch?v=DsqKar0bWpA>

Alternately, you can replace Bushido and Auto-Charge with a Practice Swing counter at 2000% or more. For best results, use Unlosing SPD to attack the Boss from the Back.

```
X=====X
|-----|
|XXXXXXXXXXXX|          VI. SECRETS, TIPS & TRICKS          |XXXXXXXXXXXX|
|-----|
X=====X
```

```
-----
[GIG01]XXXXXXXXXX|          G-DARKDEATH GEAR          |XXXXXXXXXX
-----
```

To obtain G-Darkdeath gear, you need to throw regular Darkdeath equipment into a Spring Room's pond. There will be a chance that the item will be thrown back to you, upgraded into its Giga version.

The first time you throw items in, the upgrade chance is high (around 75%). All subsequent throws after that have a rather low chance of upgrade, so the best way to upgrade Darkdeath items is to only throw in one item per Spring.

Spring Rooms appear randomly, but have a very unique map appearance. If you see a single walkable tile surrounded by unwalkable tiles, that room is a Spring. You can equip the Map Maker skill (via Cat Ears) to find Spring Rooms very quickly. The first floor of the Mid-Tier Hero Mastery Dungeon works nicely for this purpose - you can set the Caravan to the first floor and have a reasonable chance of finding a spring. Back up your save first, though, since the Spring may not return your item.

To accelerate this process:

1. Deposit all of your items and equipment in storage.
2. Deposit all of your WP at the Insurer.
3. Switch the Insurer with a different facility. (to avoid wasting WP)
4. Give whatever piece of Darkdeath gear you are upgrading to the Space Police.
5. Give an unmodified Cat Ears to the Space Police as well.
6. Save your game. (backing it up won't hurt, either)
7. Enter the dungeon and Emergency morph into your Cat Ears and Darkdeath item.
8. Unequip the DD gear and throw it into the spring.
9. Give Up from the menu if there's no Spring on the floor or if your item gets eaten by the spring.
10. Reload your save and repeat from step 7 if needed.

This takes advantage of the fact that the Death Penalty does not include items held by the Space Police. So long as the game doesn't autosave, it won't know that you moved the Darkdeath items/Cat Ears to your inventory.

For reference, the game autosaves whenever you:

- Enter a dungeon
- Return to Base (after defeat, victory, or from the Caravan)
- Enter the Caravan
- Exit the Caravan to return to the dungeon
- Call for Delivery (untested, but I wouldn't risk it)

```
-----
[POW02]XXXXXXXXXX|          POWERLEVELING          |XXXXXXXXXX
-----
```

-----  
Since the game involves 999,999 total levels and 9999 in-dungeon levels, it is almost necessary to find an efficient leveling method that can be used in any dungeon. Fortunately, the only places you REALLY need to grind levels are the Mastery Dungeons. If you have great gear and an optimized shadowgram, you don't need levels beyond the ones you obtain from running its 60, 100, and 150 floors. But when you DO need some in-dungeon leveling, here are the most tried and tested methods.

-----  
[PWL01]XXXXXXXXXX| Zombie-Mirror |XXXXXXXXXX  
-----

The most basic form of grinding. The Cinder race of enemies (zombies from now on for simplicity's sake) are blessed with the skill that auto-revives them after 15 turns of being dead. They're essentially an infinite source of EXP. Another nice treat is the Cloning Mirror, which duplicates whatever monster in front of it. You see where I'm getting at?

Since this method is pretty simple there isn't much to elaborate. Simply lure or carry->throw a zombie in front of a mirror to let it duplicate. Kill the first one so that the clone can move in its place, then kill that one. It takes a few turns for the mirror to activate again so you'll need to wait. Only one monster can occupy a single space, so having a pile of zombies in one spot allows you to kill them continuously.

The New Hero, Mid-Tier, and Veteran level Mastery Dungeons all have Cloning Mirrors (though rarer in the latter two) but the zombies won't appear in the later floors. If you think your gear won't handle the boss without a few levels, then it's best to grind a bit.

-----  
[PWL02]XXXXXXXXXX| Index Dungeon |XXXXXXXXXX  
-----

Because of the fusing aspect of the "A Certain Magic Index" Dengeki dungeon, grinding levels here is a bit more complicated than just using Mirrors to duplicate Zombies. Here's a VERY detailed method on how to do this efficiently and safely.

NOTE: This is a newbie-friendly guide. Once you've mastered how to clone AND fuse the zombies together, you'll be able to change your methods to fit your playstyle.

#### REQUIREMENTS

=====

First, you'll need to have the Index Dungeon unlocked (duh). Set your caravan to around floor 15 or so then jump down the Mastery Dungeon and hope that your excavator has a dengeki ticket. Once you have one, unlock the "A Certain Magic Index" Dengeki Dungeon. Next, you'll need the following items:

Silk Hat - use this ONLY when you've cloned 10 zombies already. Unequip it when fusing to avoid COND decrease. Might want to bring extras just in case.

Curse Band - use this in the first few floors to slip past enemies while looking for the proper grind area.

Gas Mask - once you're done grinding, this will protect you from poison fields left by the Serpent units.

Bring a couple of meats, a few potions and 1 or 2 weapons as well. I'll leave the facilities up to you.

#### PREPARATION

=====

Have the cape and Curse Band equipped. The zombies start appearing on the 2nd floor, so rush through the enemies (curse band helps) and find the stairs. On the 2nd floor, you'll want to find an area that resembles this diagram:

```
Q Q Q Q Q Q
Q Q Q < Q Q
Q Q Q Q Q Q
Q Q Q Q Q Q
Q = = = = =
```

Q - free space

< - mirror facing left

= - clear straight path exiting the area (preferably towards the stairs)

This is just a recommendation. The most important thing is to have at least 2 free walkable spaces all around the mirror. If you can't find one, head to the next floor. Just hope that you find one early since zombies disappear in the later floors. I suggest backing up your save file before entering the dungeon just in case you don't get the proper area. When you have it, find a random zombie and carry it in. Next is the cloning method:

#### CLONING to 10

=====

You'll want to clone until you have a total of 10 zombies. I know 15 is the best amount since you'll be attacking infinitely but you'll have a very hard time fusing the zombies properly. Though 11 works just fine, 10 is foolproof especially when the zombies don't cooperate. Once you've fused zombies up to lv9999, feel free to clone until you have 15 zombies to speed up the leveling. Here's your diagram:

```
X Q T Q Q Q
X D M < Q Q
X B H K Q Q
X Q Q Q Q Q
X = = = = =
```

Q - free space

< - mirror facing left

= - exit path

**IMPORTANT:** make sure you can consistently OHKO a zombie before you start cloning.

1. Position yourself at point H then throw the zombie on point K, which is right next to the mirror's side.
2. Lift the zombie from point K, throw it onto point T. Without leaving point H, wait for the zombie to walk toward you to point M.
3. On point M, the mirror will duplicate it, creating a zombie on point D. Lift the zombie at point M and throw it onto point K. Kill it.

4. By now, the duplicated zombie would've either moved to point M or B. In any case, lift and throw it onto point K then kill it.
5. Stay at point H and attack the air for a while until a zombie revives facing AWAY from you, then move to point B.
6. Walk along row X for 15 turns. Now you've reset the other zombie's revive cycles, allowing them to revive one after the other.
7. Move back to point H and kill zombies until the last one revives.
8. Repeat steps 2-7 until you have a total of 10 zombies on point K.

It's important to walk for 15 turns outside of a newly revived zombie's view to reset all of the zombies' revive cycles. This will make sure that there are no gaps in between zombie revives. You can also take this time to grab items and such. Holding O speeds up the movement and prevents item pick-ups. This is nifty for walking around the floor littered with stuff.

Assuming you can OHKO each zombie, you will have 5 free turns after each 10 zombie interval. Don't forget to use Unlosing LDF whenever possible, but make sure you use it during the 5 free turns.

#### FUSING

=====

This part needs a little experimentation depending on how good your stats are. My method fuses 2 zombies of the same level, thus doubling their level and boosting their stats by quite a lot. To have a rough idea on when you should start fusing, you should first be able to OHKO zombies for more than 3 times their HP with a 0% cond weapon. Now for the fusing process:

```
X Q T Q Q Q
X D M < Q Q
X B H K Q Q
X Q Q Q Q Q
X = = = = =
```

Q - free space  
 < - mirror facing left  
 = - exit path

1. You have 10 zombies on point K. After the 5 free turns, kill zombie#1 to 9.
2. When zombie#10 revives, lift and throw it onto point M to duplicate it. After the zombie's turn, it will fuse.
3. Lift the newly fused zombie at point M and toss it onto point K. Kill it.
4. You will have 1 free turn before zombie#1 revives.
5. Kill zombies until one of them revives facing away from you, then move back to point B and walk across row X for 15 turns to reset all the zombies' revive cycles. Now you'll need to "prepare" the next zombie to fuse by making him zombie#10
6. Using the Menu->Enemies option, find a zombie that hasn't been fused yet and kill it (i.e. 5 zombies are lv10 while 5 are lv5. Kill a lv5 one). If the NEXT zombie revives facing away from you, then proceed to the next step. If not, repeat this entire step.
7. You've killed a non-fused zombie, and the next one in line is facing away from you. Move back to point B then walk along row X for 15 turns. Since you reset the cycle, the current zombie standing becomes #1, while the non-fused one that you killed earlier became #10.
8. Repeat steps 1-7 until you've fused all non-fused zombies and equalized their levels.

If you suddenly can't OHKO the newly-fused zombie, STOP fusing! Equip a Curse Hand (you'll see a lot of them around you) to boost your SAT and take off your Silk Hat while you're at it. Resume fusing ONLY after you can OHKO consistently



(again, with a 0% COND weapon to be sure)

#### FINISHING UP

=====

Once you reach the desired level, wait for a zombie to revive facing away from you then take the exit. Wear your Gas Mask so that the poison fields won't whittle your ungodly HP down. Take the caravan exit or simply clear the dungeon to get your total levels.

Whenever I say "walk along row X", I simply mean walk on spaces outside of the (faced away) zombie's view range (some layouts won't have an entire row 2 spaces behind you).

#### ABSOLUTE HERO MASTERY DUNGEON

=====

Since the final Mastery Cave has floors of every Dengeki Dungeon feature, you will encounter some floors with the Index dungeon's fusing rule. It's ALWAYS going to be an industrial-type floor, and it will almost always have a Cloning Mirror. When you find one of these floors with a zombie in it, take full advantage of it to pump your level (and stats, more importantly) to prepare for the boss.

-----  
[PWL03]XXXXXXXXXX| Shopkeeper Dragons |XXXXXXXXXX  
-----

When shoplifting from RosenQueen Shops inside dungeons, the map will swarm with an infinite amount of "Guard Dog" Dragon-class units. Each unit will be higher-leveled than the previous one, and you'll ultimately end up with a map full of lv9999 Dragons. Although this is a good form of infinite EXP, if you're not readily equipped to kill lv9999 Dragons then you're facing imminent death. This leveling method is probably the most optimal one to use for the Mid-Tier and Veteran Mastery Dungeons where zombies and Mirrors are rare.

For this type of leveling method, you have to walk through the map to find and kill the Dragons. They won't spawn in alert mode so you'll have to find them yourself if you don't want to wait.

For information on how to shoplift, see the info on RosenQueen Shop back in the "Dungeons" section.

-----  
[PWL04]XXXXXXXXXX| NIS Dungeon |XXXXXXXXXX  
-----

The Nippon Ichi: Netherworld Wars dungeon contains only Metal Cacti enemies. (rivals and RosenQueen Shopkeeper Harpies are the exceptions) The Metal Spiky doesn't give off exp normally, instead it boosts your level depending on your current level. It also has Boogiepop Phantom's dungeon feature of duplicating enemies when hit with a non-lethal attack.

Once you reach lv100+, you gain 100 levels per Metal Spiky you kill, all the way to lv9999, so you only need to kill 98 cacti to hit max level. Because of this, the NIS dungeon is THE fastest place to max out on Total Levels.

#### REQUIREMENTS

=====

Since the enemies won't attack you at all and you only do 1 damage to them anyway, the only things you need are items that will help keep your EN consumption as low as possible.

Appetite Engine - this will be vital to keeping your EN consumption down since you'll be carrying and throwing objects a lot before you can setup your grind spot.

Spear-type Weapon - any ranged weapon will do, but spears are optimal since they don't lose 5% COND per attack like guns do. The Human Driller is your best option since it only loses 1% COND per attack. Be sure to bring duplicates unless you have a high-level Blacksmith facility.

Recovery Items - bring 2-4 recovery items just in case you end up killing all but one Metal Spiky in the floor.

+9 Church - this is optional. You can stay at +0 but you'll need to grind at floors 7-9. If you have it at +9, you can grind at floor 1 thanks to the Cacti's higher HP.

#### PREPARATION

=====

Once you enter the dungeon, move through the place to uncover the entire map. Don't mind the cacti you find. Once you have the entire map uncovered, find a simple square/rectangle room without high mountains (unless you have enough JM to reach them). You also need to find enough Blockade objects to cover up all the exits of the grind spot you picked.

Next, you'll be herding the Metal Cacti into the grind spot. Because of their 2-spaces-per-turn movement, they can be a little difficult to manage if you don't know their movement pattern:

```
^
|
| Movement
| Path
<-----Metal Spiky
          |
          |
          |
----->Hero
```

Simply put, when you align yourself with a cactus, it will move to the opposite direction and away from you until it is at least 2 spaces away. This works with either horizontal or vertical alignment. Knowing this, it's quite easy to herd the cactus into a path:

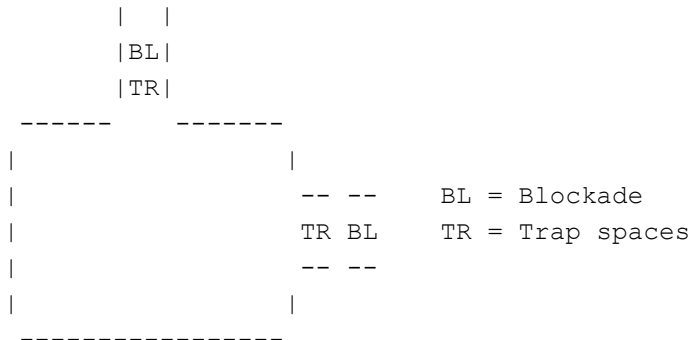
```
      | |
      | | Upwards Path
      | |
      | |
-----
|M           | Row 1      M = Metal Spiky
|           | Row 2      H = Hero
|           | Row 3
|           | Row 4
|           H
-----
```

Starting with the diagram above, if you align yourself with the cactus while you're in Row 1 or 2, it will only move left and right WITHOUT going into the upwards path. This is because if it goes to the upward path you will still be within 2 spaces distance. Since the cactus wants to be at least 2 spaces away,

it will opt to move only left and right.

If you align yourself with the cactus while you're in Row 3 or 4, it will move to the right and go into the upwards path when it can. This is how you herd the Spikies. It may sound complicated but doing it is actually quite easy, and it's just a matter of trial and error since there are no risks or time limits involved.

Once you've trapped a bunch of them into your grind spot (5 should be enough), seal all the exits with Blockades by throwing them 1 space into the path:



KILLING THE CACTUS

=====

Looking at the diagram above, note the TR spots. Using the same herding method, you lure a spiky into that single space to trap it, then start hitting it with a spear from 2 spaces away.

Due to the enemy-splitting feature of the NIS dungeon, each attack you do will cut the spiky's HP by half and create a duplicate of it on the space right below it (in front of you) This will go on until it halves its HP all the way to 1. If you're doing this in floor 1 with +9 Church, each full HP spiky will take 5 hits, creating 4 new ones at varying HPs. After killing one, trap another into the space and continue. This isn't really hard to figure out. ;)

If the spikies' numbers are dwindling down and you still need to kill more for levels, throw a healing item onto one of them. Repair your weapon when necessary.

That's all there is to it. Getting to lv9999 takes roughly 20 minutes depending on how fast you do things. If you're like me who wants to test out uber damage numbers, this is the place to do it since it's the only place you can reach lv9999 in record time. The enemy to test-kill is the boss at floor 10. Happy grinding!

```

-----
[COS03]XXXXXXXXXX|                         |XXXXXXXXXXXX
-----
  
```

Here's a list of costumes and how to unlock them, followed by a list of which costumes have elemental affinity bonuses.

HOW TO UNLOCK

=====

- Flonne - Beat Flonne in Mastery Cave: New Hero Level
- Etna - Beat Etna in Mastery Cave: Mid-Tier Hero Level
- Laharl - Beat Laharl in Mastery Cave: Veteran Hero Level

Asagi - Beat Asagi in Nippon Ichi: Netherworld Wars  
 Etranger - Beat Level-X and watch the ending  
 Dangerama - Beat the Last Boss in the Prologue battle  
 Taiga - Clear the "Toradora!" Dengeki Dungeon  
 Index - Clear the "A Certain Magic Index" Dengeki Dungeon  
 Kichi - Clear the "Lucky Chance!" Dengeki Dungeon  
 Tohru - Clear the "Asura Cryin'" Dengeki Dungeon  
 Kino - Clear the "Kino's Journey" Dengeki Dungeon  
 Kirino - Clear the "Oreimo" Dengeki Dungeon  
 Shana - Clear the "Shana" Dengeki Dungeon  
 Silver Crow - Clear the "Accel World" Dengeki Dungeon  
 Celty - Clear the "Durarara!" Dengeki Dungeon  
 Dokuro - Clear the "Bludgeoning Angel Dokuro" Dengeki Dungeon  
 Haruka - Clear the "Haruka Nogizaka's Secret" Dengeki Dungeon  
 Firo - Clear the "Baccano!" Dengeki Dungeon  
 Boogiepop - Clear the "Boogiepop Phantom" Dengeki Dungeon  
 Horo - Clear the "Spice and Wolf" Dengeki Dungeon  
 Momo - Clear the "Ballad of a Shinigami" Dengeki Dungeon  
 Yoko - Clear the "Inukami!" Dengeki Dungeon

#### ELEMENTAL AFFINITY

=====

#### FIRE

----

Laharl : 50%  
 Asagi : 20%  
 Dangerama : -20%  
 Shana : 50%  
 Index : 50%  
 Silver Crow : 30%

#### WIND

----

Etna : 50%  
 Asagi : 20%  
 Dangerama : -20%  
 Index : 50%  
 Silver Crow : 30%

#### WATER

-----

Flonne : 50%  
 Asagi : 20%  
 Dangerama : -20%  
 Shana : -50%  
 Index : 50%  
 Silver Crow : 30%

#### Easy Disgaea Costumes

-----

>>There's an easier way to obtain the Flonne, Etna, and Laharl costumes than to clear their own mastery dungeons. At any point in the story, go to the Prinny located at the lower-most portion of the Home Base. Talk to it 10 times in rapid succession and a large pop-up message confirming the "code" will appear, unlocking the 3 costumes.

>>It helps if you set the Text Speed to Cheetah or faster, and if you skip the Prinny's dialogue by holding O while pressing X repeatedly.

As mentioned in the Home Base section, the top right Petit Dragon NPC sells Music tracks. Once you finish the game you'll have all the main BGMs and songs unlocked, so I won't be indicating how to unlock each one.

#### BACKGROUND MUSIC

=====

BGM01 - End of the World  
BGM02 - Darkdeath Evilman  
BGM03 - The Peoples, They Are Horrified!  
BGM04 - Ray of Hope  
BGM05 - Cataclysmic Ravine  
BGM06 - Burn Up, Unlosing Ranger!  
BGM07 - Hero Modification Project  
BGM08 - Victory Brings a Big Bonus  
BGM09 - Special Event  
BGM10 - Happy All-Out War  
BGM11 - Locked Bastion  
BGM12 - Unlosing Ranger Suffers in Grief  
BGM13 - Unlosing Ranger, GO!  
BGM14 - Bizarro Earth  
BGM15 - Bizarre Adventures  
BGM16 - Awaiting Divine Judgment  
BGM17 - Screams of the Gears  
BGM18 - Corpse Mines  
BGM19 - Phantoms on the Beach  
BGM20 - RosenQueen Co., Bizarro Earth Branch  
BGM21 - Castle of Ultimate Regret  
BGM22 - The Filthy Curse  
BGM23 - The Scar That Never Heals  
BGM24 - The Great Moment  
BGM25 - Frontier of Ice  
BGM26 - Last Battle -Toy Version-  
BGM27 - Last Battle  
BGM28 - Last Last Battle!  
BGM29 - Fool's Paradise

#### SONGS

=====

SONG 01 - Absolute Victory Unlosing Ranger Theme Medley  
SONG 02 - Absolute Hero  
SONG 03 - Sign of Courage  
SONG 04 - L'Amour Etranger

#### THEME SONG VERSIONS

=====

These are modified versions of the Unlosing Ranger theme. To unlock these for purchase in the Music Store, you must equip a certain set of equipment to match the entire song. Each item corresponds to a specific portion of the lyrics, and each version has their own color.

Blue - SONG 01-01 - Ranger (unlocked by default)  
Pink - SONG 01-02 - Galaxy Magical Girl

Fuschia - SONG 01-03 - Freakish Creature  
 Teal - SONG 01-04 - Fantasy RPG  
 Orange - SONG 01-05 - Junk Mech  
 Flesh - SONG 01-06 - Super Robot  
 Red - SONG 01-07 - Asia in the Eyes of Westerners  
 Olive - SONG 01-08 - Dark Hero  
 Green - SONG 01-09 - Animal  
 Violet - SONG 01-10 - Last Boss

Since each item has their own lyric color, it's up to you to mix and match to complete the songs. However, for the purpose of this guide, here's a list of item sets that will unlock the songs. These are made from the items I currently have on my own game, so by no means is this a fixed list.

The only exception is the Last Boss version which can only be unlocked by wearing all Darkdeath or G-Darkdeath Gear.

PINK - Galaxy Magical Girl

-----  
 >>Cat Ears  
 Lucilia L Glove  
 Lucilia R Glove  
 Flower Frill  
 Plump Bosom

FUCHSIA - Freakish Creature

-----  
 >>>Snake Hair  
 Curse Hand  
 Chain Hook  
 Soul Exorcism  
 Eye Bit

TEAL - Fantasy RPG

-----  
 >>Mermaid Helm  
 Mermaid Arm L  
 Mermaid Arm R  
 Mermaid Tail  
 Mermaid Fin

ORANGE - Junk Mech

-----  
 >>>Drill Head  
 Drill L  
 Drill R  
 Napalm Body  
 R Booster

FLESH - Super Robot

-----  
 >>Robo Popo Mask  
 Rocket Punch L  
 Rocket Punch R  
 Army Tank  
 Ranged Cannon

RED - Asia in the Eyes of Westerners

-----  
 >>>Feudal Lord  
 Wok  
 Wok  
 Cat Table  
 Lightning Drum

OLIVE - Dark Hero

-----  
 >>Evil Eye  
 Dual Arm L  
 Dual Arm R  
 Scorpion Body  
 Bat Wing

GREEN - Animal

-----  
 >>>Appetite Engine  
 Paw Arm L  
 Paw Arm R  
 Turtle Leg  
 Volcano Shell

VIOLET - Last Boss

-----  
 >>>Darkdeath Head  
 Darkdeath LA  
 Darkdeath RA  
 Darkdeath Leg  
 Darkdeath Body

Now we begin with the big stuff: every single item available in the game. First off, a general format for all EQUIPMENT:

```

|-----|
| ++ Item Name ++ |=====|
|-----| In-game Description
|=====|
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: Range / DMG Stat
|-----|-----|-----|-----|-----|-----|-----|XX-----|
| HP    |    |    |    |    |    |    |XX COND Rates: ATK / DMG
| SAT   |    |    |    |    |    |    |XX-----|
| SDF   |    |    |    |    |    |    |XX Chip Type: Stat
| LAT   |    |    |    |    |    |    |XX-----|
| LDF   |    |    |    |    |    |    |XX Skill:
| HIT   |    |    |    |    |    |    |XX-----|
| SPD   |    |    |    |    |    |    |XX >> Special Attacks <<
| JM    |    |    |    |    |    |    |XX=====|
| Fire  |    |    |    |    |    |    |XX Rank - Special 1
| Wind  |    |    |    |    |    |    |XX Rank - Special 2
| Water |    |    |    |    |    |    |XX
|=====|

```

NOTES: Anything else that doesn't belong in the above tables will be noted here

#### TERMS

=====

- Attack: Range / DMG Stat - Range of normal attacks and whether the weapon uses SAT or LAT for damage. Weapons only.
- COND Rates: ATK / DMG - Rate of COND degradation in % from hitting a target (ATK) or getting hit by an enemy attack (DMG).
- Chip Type: Stat - the Chip stat of the item. Rank determines the level of chips. See the Shadowgram Basics section.
- Skill - Default skill of the item.
- Special Attacks - Special Attacks available for the item. Some items gain new special attacks at higher ranks. They will be shown here.

As discussed in the Synthesis Section, Skill Points depends on the rank and type of the item. I won't be listing them in each individual item section so here's a quick reference:

- 1\* - 2\* items : 8 skill points
- 3\* - 4\* items : 9 skill points
- 5\* - 6\* items : 10 skill points
- Boss/Unique equips : 10 skill points
- Dengeki Items : 10 skill points
- Special Weapons : 3 skill points
- Gold Hammer : 10 skill points

>>Boss/Unique equips include the entire Darkdeath and G-Darkdeath set, items that start with the word "Unlosing", Valvolga's set (Micky Face, Oph-Dry Body, and Val Wing), and Dangerama Hat

>>Dengeki Items are items with the words "Dengeki Collaboration" in their description.

>>Special Weapons are the ff: Hook Shot, Fishing Rod, Manipulator, Paw Arm L, and Paw Arm R. Gold Hammer is an Axe-type weapon with 10 skill points for some reason. :D

!!  
!!  
To find a specific item, hit CRL+F and type 2 plus signs "+" followed by a SPACE then the name of the item. Each item here is spelled exactly how the game spells it.

!!  
!!

-----  
[HED01]XXXXXXXXXX | HEADGEAR |XXXXXXXXXXXX  
-----

STATS	1*	2*	3*	4*	5*	6*	XX
++ Prinny Hat ++  =====							
I feel like Prinny tonight, like Prinny tonight!							
=====							
HP	10%	15%	20%	25%	30%	35%	XX
SAT							XX
SDF							XX
LAT							XX
LDF							XX
HIT	10%	10%	10%	10%	10%	10%	XX
SPD							XX
JM							XX
Fire							XX
Wind							XX
Water	10%	10%	10%	10%	10%	10%	XX

STATS	1*	2*	3*	4*	5*	6*	XX
++ Scissor Hat ++  =====							
It's not the size of the scissors, but how they cut.							
=====							
HP							XX
SAT	15%	20%	25%	30%	35%	40%	XX
SDF							XX
LAT							XX
LDF							XX
HIT							XX
SPD							XX
JM							XX
Fire							XX
Wind	-15%	-15%	-15%	-15%	-15%	-15%	XX
Water							XX

-----  
| |



```

| ++ Lantern ++ |=====
| _____ | A monkfish's lantern. Softly lights up the area.
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | | |XX COND Rates: 0 / 3
| SAT | -10% | -12% | -14% | -16% | -18% | -20% |XX-----
| SDF | -10% | -12% | -14% | -16% | -18% | -20% |XX Chip Type: HIT
| LAT | 20% | 25% | 30% | 35% | 40% | 45% |XX-----
| LDF | | | | | | | |XX Skill: FOV Expand
| HIT | 10% | 12% | 14% | 16% | 18% | 20% |XX-----
| SPD | | | | | | | |XX >> Special Attacks <<
| JM | | | | | | | |XX=====
| Fire | -20% | -20% | -20% | -20% | -20% | -20% |XX Solar Flare
| Wind | | | | | | | |XX
| Water | 20% | 20% | 20% | 20% | 20% | 20% |XX

```

```

| _____ |
| ++ Drill Head ++ |=====
| _____ | Jump too high and you'll get stuck in the ceiling
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | | |XX COND Rates: 2 / 2
| SAT | 10% | 15% | 20% | 25% | 30% | 35% |XX-----
| SDF | 5% | 7% | 9% | 11% | 13% | 15% |XX Chip Type: HIT
| LAT | | | | | | | |XX-----
| LDF | | | | | | | |XX Skill: Boulder Null
| HIT | | | | | | | |XX-----
| SPD | | | | | | | |XX >> Special Attacks <<
| JM | | | | | | | |XX=====
| Fire | | | | | | | |XX Anger Lift
| Wind | | | | | | | |XX
| Water | | | | | | | |XX

```

```

| _____ |
| ++ Appetite Engine ++ |=====
| _____ | A heroic appetite is necessary to carbo-load.
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | -5% | -10% | -15% | -20% | -25% | -30% |XX COND Rates: 0 / 3
| SAT | | | | | | | |XX-----
| SDF | | | | | | | |XX Chip Type: LDF
| LAT | | | | | | | |XX-----
| LDF | | | | | | | |XX Skill: No Pain No Gain
| HIT | 5% | 10% | 15% | 20% | 25% | 30% |XX-----
| SPD | 5% | 10% | 15% | 20% | 25% | 30% |XX >> Special Attacks <<
| JM | | | | | | | |XX=====
| Fire | -20% | -20% | -20% | -20% | -20% | -20% |XX None
| Wind | | | | | | | |XX
| Water | | | | | | | |XX

```

NOTE: Can be eaten for EN recovery.

```

| _____ |
| ++ Beautiful Beard ++ |=====

```

| \_\_\_\_\_ | A beautiful bear. You are now a gentleman.

```
=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | |XX COND Rates: 2 / 2
| SAT | -20% | -20% | -20% | -20% | -20% | -20% |XX-----
| SDF | -20% | -20% | -20% | -20% | -20% | -20% |XX Chip Type: HIT
| LAT | 20% | 25% | 30% | 35% | 40% | 45% |XX-----
| LDF | 20% | 20% | 20% | 20% | 20% | 20% |XX Skill: Divinity
| HIT | | | | | | |XX-----
| SPD | | | | | | |XX >> Special Attacks <<
| JM | | | | | | |XX=====
| Fire | 10% | 10% | 10% | 10% | 10% | 10% |XX None
| Wind | 10% | 10% | 10% | 10% | 10% | 10% |XX
| Water | 10% | 10% | 10% | 10% | 10% | 10% |XX
=====
```

| \_\_\_\_\_ |  
| ++ Cat Ears ++ |=====

| \_\_\_\_\_ | Raise your fist next to your cheek and say "meow".

```
=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | |XX COND Rates: 0 / 3
| SAT | | | | | | |XX-----
| SDF | | | | | | |XX Chip Type: SPD
| LAT | | | | | | |XX-----
| LDF | | | | | | |XX Skill: Map Maker
| HIT | | | | | | |XX-----
| SPD | 25% | 30% | 35% | 40% | 45% | 50% |XX >> Special Attacks <<
| JM | | | | | | |XX=====
| Fire | | | | | | |XX None
| Wind | | | | | | |XX
| Water | | | | | | |XX
=====
```

| \_\_\_\_\_ |  
| ++ Feudal Lord ++ |=====

| \_\_\_\_\_ | All feudal lords wear this. ALL of them.

```
=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | |XX COND Rates: 2 / 2
| SAT | 10% | 15% | 20% | 25% | 30% | 35% |XX-----
| SDF | | | | | | |XX Chip Type: HIT
| LAT | | | | | | |XX-----
| LDF | | | | | | |XX Skill: Bushido
| HIT | | | | | | |XX-----
| SPD | | | | | | |XX >> Special Attacks <<
| JM | | | | | | |XX=====
| Fire | | | | | | |XX Whisk Toss
| Wind | | | | | | |XX
| Water | | | | | | |XX
=====
```

| \_\_\_\_\_ |  
| ++ Dangerama Hat ++ |=====

| \_\_\_\_\_ | Dangerama's hat. Filled with the daredevil's spirit.

|=====



SAT	10%	15%	20%	25%	30%	35%	XX-----
SDF	10%	15%	20%	25%	30%	35%	XX Chip Type: HIT
LAT							XX-----
LDF							XX Skill: Devil Eye
HIT	10%	15%	20%	25%	30%	35%	XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX None
Wind							XX
Water							XX

|  
 | ++ Mermaid Helm ++ |=====

| \_\_\_\_\_ | Not a half-fish or merman. A MERMAID.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
-----	-----	-----	-----	-----	-----	-----	XX-----
HP							XX COND Rates: 2 / 2
SAT							XX-----
SDF	-10%	-10%	-10%	-10%	-10%	-10%	XX Chip Type: LAT
LAT	15%	20%	25%	30%	35%	40%	XX-----
LDF	20%	25%	30%	35%	40%	45%	XX Skill: Confuse Null
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire	-30%	-30%	-30%	-30%	-30%	-30%	XX None
Wind							XX
Water	30%	30%	30%	30%	30%	30%	XX

|  
 | ++ Evil Eye ++ |=====

| \_\_\_\_\_ | Something might happen when your 3rd eye opens!

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
-----	-----	-----	-----	-----	-----	-----	XX-----
HP	-15%	-20%	-25%	-30%	-35%	-40%	XX COND Rates: 2 / 2
SAT							XX-----
SDF							XX Chip Type: LAT
LAT	20%	25%	30%	35%	40%	45%	XX-----
LDF							XX Skill: Mimic
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX Evil Blink
Wind							XX
Water							XX

|  
 | ++ Angel Halo ++ |=====

| \_\_\_\_\_ | A ring granting angelic powers. You may still be a jerk.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
-----	-----	-----	-----	-----	-----	-----	XX-----
HP	10%	15%	20%	25%	30%	35%	XX COND Rates: 0 / 3
SAT	-10%	-10%	-15%	-15%	-20%	-20%	XX-----
SDF	-10%	-10%	-15%	-15%	-20%	-20%	XX Chip Type: LDF
LAT	10%	15%	20%	25%	30%	35%	XX-----

LDF	5%	10%	15%	20%	25%	30%	XX Skill: Portal Warp
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX None
Wind							XX
Water							XX

=====  
|  
| ++ Wizard Hat ++ |=====

---

| I put on my robe and wizard hat...  
=====

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
-----	-----	-----	-----	-----	-----	-----	XX-----
HP	-5%	-8%	-11%	-13%	-17%	-20%	XX COND Rates: 2 / 2
SAT							XX-----
SDF	-10%	-15%	-20%	-25%	-30%	-35%	XX Chip Type: LAT
LAT	20%	25%	30%	35%	40%	45%	XX-----
LDF	15%	20%	25%	30%	35%	40%	XX Skill: Mana Release
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX None
Wind							XX
Water							XX

=====  
|  
| ++ Zombie Hat ++ |=====

---

| For the kind of zombie that only knows how to hop.  
=====

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
-----	-----	-----	-----	-----	-----	-----	XX-----
HP							XX COND Rates: 0 / 3
SAT	-15%	-15%	-15%	-15%	-15%	-15%	XX-----
SDF							XX Chip Type: HIT
LAT	10%	15%	20%	25%	30%	35%	XX-----
LDF	10%	15%	20%	25%	30%	35%	XX Skill: Casting Cancel
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire	-20%	-20%	-20%	-20%	-20%	-20%	XX None
Wind							XX
Water							XX

=====  
|  
| ++ Curse Band ++ |=====

---

| The kind people wear when they want to curse others.  
=====

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
-----	-----	-----	-----	-----	-----	-----	XX-----
HP							XX COND Rates: 2 / 2
SAT							XX-----
SDF							XX Chip Type: HIT
LAT	15%	20%	25%	30%	35%	40%	XX-----
LDF	20%	25%	30%	35%	40%	45%	XX Skill: Stealth
HIT	20%	20%	20%	20%	20%	20%	XX-----
SPD							XX >> Special Attacks <<



| Water | | | | | | | |XX

=====  
|  
| ++ Robo Popo Mask ++ |=====  
| | Uh-oh, it's the AI robotic law enforcement entities!  
|=====

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP							XX COND Rates: 0 / 3
SAT	-5%	-5%	-10%	-10%	-15%	-15%	XX-----
SDF	10%	15%	20%	25%	30%	35%	XX Chip Type: HIT
LAT	-5%	-10%	-15%	-20%	-25%	-30%	XX-----
LDF	10%	15%	20%	25%	30%	35%	XX Skill: Gimmick Search
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX 3*-6* - 360 Death Ring
Wind							XX
Water	-20%	-20%	-20%	-20%	-20%	-20%	XX

=====  
|  
| ++ Wolf Mask ++ |=====  
| | Wear during a full moon. Or when you're really hungry.  
|=====

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP	-10%	-12%	-14%	-16%	-18%	-20%	XX COND Rates: 2 / 2
SAT	15%	20%	25%	30%	35%	40%	XX-----
SDF							XX Chip Type: HIT
LAT	-10%	-15%	-20%	-25%	-30%	-35%	XX-----
LDF							XX Skill: Organic Food
HIT							XX-----
SPD	10%	15%	20%	25%	30%	35%	XX >> Special Attacks <<
JM							XX=====
Fire							XX None
Wind							XX
Water							XX

=====  
NOTES: Can be eaten for EN recovery.  
=====

=====  
|  
| ++ Dwarf Helm ++ |=====  
| | Now you can be a dwarf, too!  
|=====

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP	5%	10%	15%	20%	25%	30%	XX COND Rates: 0 / 3
SAT							XX-----
SDF	10%	15%	20%	25%	30%	35%	XX Chip Type: HIT
LAT							XX-----
LDF							XX Skill: Shut-In
HIT	-5%	-5%	-5%	-5%	-5%	-5%	XX-----
SPD	-5%	-5%	-5%	-5%	-5%	-5%	XX >> Special Attacks <<
JM							XX=====
Fire	20%	20%	20%	20%	20%	20%	XX None
Wind							XX
Water							XX





```

| ++ Silk Hat ++ |=====
| _____| A plain old hat that... oh, look! Doves!
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | |XX COND Rates: 0 / 3
| SAT | | | | | | |XX-----
| SDF | -10% | -10% | -10% | -10% | -10% | -10% |XX Chip Type: HIT
| LAT | | | | | | |XX-----
| LDF | | | | | | |XX Skill: Vital Gain
| HIT | 20% | 25% | 30% | 35% | 40% | 45% |XX-----
| SPD | 30% | 35% | 40% | 45% | 50% | 55% |XX >> Special Attacks <<
| JM | | | | | | |XX=====
| Fire | | | | | | |XX Magic Hour
| Wind | | | | | | |XX
| Water | | | | | | |XX

```

```

| _____|
| ++ Catsabre Helm ++ |=====
| _____| Excuse me, sir. You seem to have a cat upon your head.
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | |XX COND Rates: 0 / 3
| SAT | | | | | | |XX-----
| SDF | | | | | | |XX Chip Type: HIT
| LAT | | | | | | |XX-----
| LDF | | | | | | |XX Skill: Gold Tooth
| HIT | | | | | | |XX-----
| SPD | 30% | 35% | 40% | 45% | 50% | 55% |XX >> Special Attacks <<
| JM | | | | | | |XX=====
| Fire | | | | | | |XX None
| Wind | | | | | | |XX
| Water | | | | | | |XX

```

```

| _____|
| ++ Robot Feelers ++ |=====
| _____| Robots have feelings, too. They're afraid to show them.
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | |XX COND Rates: 2 / 2
| SAT | | | | | | |XX-----
| SDF | | | | | | |XX Chip Type: HIT
| LAT | 10% | 15% | 20% | 25% | 30% | 35% |XX-----
| LDF | | | | | | |XX Skill: Enemy Hunt
| HIT | | | | | | |XX-----
| SPD | | | | | | |XX >> Special Attacks <<
| JM | | | | | | |XX=====
| Fire | | | | | | |XX None
| Wind | | | | | | |XX
| Water | | | | | | |XX

```

```

| _____|
| ++ Darkdeath Head ++ |=====
| _____| Darkdeath Evilman's head.
|=====

```

	STATS		1*		XX Attack: None
	-----		-----		XX-----
	HP		10%		XX COND Rates: 0 / 2
	SAT		10%		XX-----
	SDF		10%		XX Chip Type: SAT
	LAT		20%		XX-----
	LDF		10%		XX Skill: SAT Boost
	HIT		20%		XX-----
	SPD		10%		XX >> Special Attacks <<
	JM				XX=====
	Fire				XX Eye Beam
	Wind				XX
	Water				XX

|  
 | ++ G-Darkdeath Head ++ |=====|  
 | | Giga Darkdeath Evilman's head.

	STATS		1*		XX Attack: None
	-----		-----		XX-----
	HP		20%		XX COND Rates: 0 / 1
	SAT		20%		XX-----
	SDF		20%		XX Chip Type: SAT
	LAT		30%		XX-----
	LDF		20%		XX Skill: SAT Boost
	HIT		20%		XX-----
	SPD		20%		XX >> Special Attacks <<
	JM				XX=====
	Fire				XX Eye Beam
	Wind				XX
	Water				XX

|  
 | ++ Samoyed Mask ++ |=====|  
 | | Dengeki Collaboration: "Campus Kino"

	STATS		1*		XX Attack: None
	-----		-----		XX-----
	HP				XX COND Rates: 0 / 3
	SAT		20%		XX-----
	SDF				XX Chip Type: HIT
	LAT				XX-----
	LDF				XX Skill: Samoyed Mask
	HIT		20%		XX-----
	SPD				XX >> Special Attacks <<
	JM				XX=====
	Fire				XX None
	Wind				XX
	Water				XX

|  
 | ++ Leki ++ |=====|  
 | | Dengeki Collaboration: "Onmyoudo of Orito Origuchi"

	STATS		1*		XX Attack: None
	-----		-----		XX-----
	HP				XX COND Rates: 0 / 3

SAT	20%		XX-----
SDF			XX Chip Type: HIT
LAT	20%		XX-----
LDF			XX Skill: Sleepy Jelly
HIT			XX-----
SPD			XX >> Special Attacks <<
JM			XX=====
Fire			XX None
Wind			XX
Water			XX

=====

++ Wrapped Blanket ++		=====	
		Dengeki Collaboration: "Insane Girl & Youthful Boy"	

=====

STATS	1*		XX Attack: None
----- -----			XX-----
HP			XX COND Rates: 0 / 3
SAT			XX-----
SDF	40%		XX Chip Type: HIT
LAT			XX-----
LDF			XX Skill: Shock Absorb
HIT			XX-----
SPD			XX >> Special Attacks <<
JM			XX=====
Fire			XX None
Wind			XX
Water			XX

NOTE: Disables the Casting and Activating of Special Attacks (even if you Cast first then equip the item, you won't be able to Activate the Special).

=====

++ Gothic Ribbon ++		=====	
		Dengeki Collaboration: "Fragmented Grim"	

=====

STATS	1*		XX Attack: None
----- -----			XX-----
HP			XX COND Rates: 0 / 3
SAT			XX-----
SDF			XX Chip Type: HIT
LAT			XX-----
LDF	40%		XX Skill: My Pain
HIT			XX-----
SPD			XX >> Special Attacks <<
JM			XX=====
Fire			XX None
Wind			XX
Water			XX

++ Weasel Ears ++		=====	
		Dengeki Collaboration: "Afterschool Ghost Stories"	

=====

STATS	1*		XX Attack: None
----- -----			XX-----
HP			XX COND Rates: 0 / 3

SAT			XX-----
SDF			XX Chip Type: HIT
LAT	20%		XX-----
LDF			XX Skill: -
HIT	20%		XX-----
SPD	20%		XX >> Special Attacks <<
JM			XX=====
Fire			XX Weasel Fire
Wind			XX
Water			XX

=====  
|  
| ++ Lucilia Ornament ++ |=====

| Dengeki Collaboration: "Twin Stars of Westadia"  
|=====

STATS	1*		XX Attack: None
-----	-----		XX-----
HP			XX COND Rates: 0 / 3
SAT			XX-----
SDF	20%		XX Chip Type: HIT
LAT	20%		XX-----
LDF	20%		XX Skill: Star Aura
HIT			XX-----
SPD			XX >> Special Attacks <<
JM			XX=====
Fire			XX None
Wind			XX
Water			XX

=====  
|  
| ++ Dokuro's Halo ++ |=====

| Dengeki Collaboration: "Bludgeoning Angel Dokuro"  
|=====

STATS	1*		XX Attack: None
-----	-----		XX-----
HP			XX COND Rates: 0 / 3
SAT	20%		XX-----
SDF			XX Chip Type: HIT
LAT	20%		XX-----
LDF			XX Skill: -
HIT			XX-----
SPD			XX >> Special Attacks <<
JM			XX=====
Fire			XX None
Wind			XX
Water			XX

=====  
|  
| ++ "Box" ++ |=====

| Dengeki Collaboration: "Empty Box and Maria of Zero"  
|=====

STATS	1*		XX Attack: None
-----	-----		XX-----
HP			XX COND Rates: 0 / 3
SAT			XX-----
SDF			XX Chip Type: HIT
LAT	30%		XX-----

```

| LDF | 40% | | | | | | | |XX Skill: -
| HIT | | | | | | | | |XX-----
| SPD | | | | | | | | |XX >> Special Attacks <<
| JM | | | | | | | | |XX=====
| Fire | | | | | | | | |XX None
| Wind | | | | | | | | |XX
| Water | | | | | | | | |XX

```

```

-----
[LEF02]XXXXXXXXXX| LEFT ARM |XXXXXXXXXX
-----

```

```

|
| ++ Drill L ++ |=====
| | The drill that can penetrate anything.
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: 1 / SAT
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | -10% | -10% | -10% | -10% | -10% | -10% |XX COND Rates: 2 / 2
| SAT | 20% | 25% | 30% | 35% | 40% | 45% |XX-----
| SDF | 10% | 15% | 20% | 25% | 30% | 35% |XX Chip Type: SAT
| LAT | | | | | | | | |XX-----
| LDF | | | | | | | | |XX Skill: Stomping
| HIT | | | | | | | | |XX-----
| SPD | | | | | | | | |XX >> Special Attacks <<
| JM | | | | | | | | |XX=====
| Fire | | | | | | | | |XX Phantom Drill
| Wind | | | | | | | | |XX
| Water | | | | | | | | |XX

```

```

|
| ++ Dragon Claw ++ |=====
| | Pulls target to you: A dragon's claw that tears all.
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: 3 / SAT
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | | | |XX COND Rates: 3 / 0
| SAT | 40% | 45% | 50% | 55% | 60% | 65% |XX-----
| SDF | | | | | | | | |XX Chip Type: SAT
| LAT | -10% | -15% | -20% | -25% | -30% | -35% |XX-----
| LDF | | | | | | | | |XX Skill: -
| HIT | | | | | | | | |XX-----
| SPD | -15% | -15% | -15% | -20% | -20% | -20% |XX >> Special Attacks <<
| JM | | | | | | | | |XX=====
| Fire | 20% | 20% | 20% | 20% | 20% | 20% |XX Dragon Slash
| Wind | | | | | | | | |XX
| Water | -20% | -20% | -20% | -20% | -20% | -20% |XX

```

```

NOTE1: Normal attacks pull target to 1 space in front of you.
NOTE2: This arm part is considered a weapon for Dual Wielding.
NOTE3: Nobody is quite sure what the "s" symbol on this item means. The current
theory is that it is supposed to denote that this uses SAT despite being
a long-ranged weapon.

```

```

|
|

```

++ Frozen Fist ++								=====
_____   Perfect for chilling a drink when you need it.								
=====								
STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT	
HP	-15%	-15%	-15%	-15%	-15%	-15%	XX COND Rates: 2 / 0	
SAT	20%	25%	30%	35%	40%	45%	XX-----	
SDF							XX Chip Type: SAT	
LAT	20%	25%	30%	35%	40%	45%	XX-----	
LDF							XX Skill: Ice Element	
HIT							XX-----	
SPD							XX >> Special Attacks <<	
JM							XX=====	
Fire	-30%	-30%	-30%	-30%	-30%	-30%	XX 1*-4* - Icebreaker	
Wind							XX 5*-6* - Blizzard Punch	
Water	30%	30%	30%	30%	30%	30%	XX	

++ Robot Arm L ++								=====
_____   You can save the train conductor some time with this.								
=====								
STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT	
HP							XX COND Rates: 3 / 0	
SAT							XX-----	
SDF							XX Chip Type: SAT	
LAT	10%	15%	20%	25%	30%	35%	XX-----	
LDF							XX Skill: Power Lift	
HIT							XX-----	
SPD							XX >> Special Attacks <<	
JM							XX=====	
Fire							XX Hard Collision	
Wind							XX	
Water							XX	

NOTE: This arm part is considered a weapon for Dual Wielding.

++ Gatling Gun ++								=====
_____   Pumps your target full of lead.								
=====								
STATS	1*	2*	3*	4*	5*	6*	XX Attack: 3 (NOTE2) / LAT	
HP							XX COND Rates: 2 / 0	
SAT							XX-----	
SDF							XX Chip Type: LAT	
LAT	30%	35%	40%	45%	50%	55%	XX-----	
LDF	-10%	-15%	-20%	-25%	-30%	-35%	XX Skill: Full Bullet	
HIT	10%	15%	20%	25%	30%	35%	XX-----	
SPD	-15%	-20%	-25%	-30%	-35%	-40%	XX >> Special Attacks <<	
JM							XX=====	
Fire							XX 1*-3* - Lots o' Holes	
Wind							XX 4*-6* - Cross Cannon	
Water							XX	

NOTE1: Regular attack damage is DIVIDED into 5 hits.

NOTE2: 1\*-2\* Range - 3  
3\*-4\* Range - 4

=====							
++ Giganto Rock ++  =====							
Makes you an arm wrestling tournament champion.							
=====							
STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
-----	-----	-----	-----	-----	-----	-----	XX-----
HP							XX COND Rates: 2 / 0
SAT	30%	35%	40%	45%	50%	55%	XX-----
SDF	15%	20%	25%	30%	35%	40%	XX Chip Type: SAT
LAT							XX-----
LDF							XX Skill: Confuse
HIT	-15%	-15%	-15%	-20%	-20%	-20%	XX-----
SPD	-15%	-15%	-15%	-20%	-20%	-20%	XX >> Special Attacks <<
JM							XX=====
Fire							XX 1*-3* - Gimmick Break
Wind							XX 4*-6* - Rock Hand
Water	-30%	-30%	-30%	-30%	-30%	-30%	XX
=====							

++ Mermaid Arm L ++  =====							
Become the breast stroke master. May also endow breasts							
=====							
STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
-----	-----	-----	-----	-----	-----	-----	XX-----
HP							XX COND Rates: 2 / 0
SAT	-10%	-10%	-20%	-20%	-30%	-30%	XX-----
SDF	-10%	-15%	-20%	-25%	-30%	-35%	XX Chip Type: LAT
LAT	10%	20%	30%	40%	50%	60%	XX-----
LDF	10%	15%	20%	25%	30%	35%	XX Skill: Eco-Mana
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX Bubble Blade
Wind	-20%	-20%	-20%	-20%	-20%	-20%	XX
Water	10%	10%	10%	10%	10%	10%	XX
=====							

NOTE: Can be eaten for EN recovery.

++ Cobra Fang ++  =====							
Danger! Venom! Handle with care!							
=====							
STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
-----	-----	-----	-----	-----	-----	-----	XX-----
HP	5%	10%	15%	20%	25%	30%	XX COND Rates: 2 / 0
SAT	20%	25%	30%	35%	40%	45%	XX-----
SDF	-10%	-15%	-20%	-25%	-30%	-35%	XX Chip Type: SAT
LAT							XX-----
LDF							XX Skill: Poisoning
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX 1*-3* - Snake Beam
Wind							XX 4*-6* - Snake Bind
Water							XX

++ Paw Arm L ++								=====
								Steals enemy items. Paw punch time!
=====								
STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / -	
-----	-----	-----	-----	-----	-----	-----	XX-----	
HP							XX COND Rates: 2 / 0	
SAT	20%	23%	26%	29%	32%	35%	XX-----	
SDF							XX Chip Type: SAT	
LAT							XX-----	
LDF							XX Skill: -	
HIT							XX-----	
SPD	20%	25%	30%	35%	40%	45%	XX >> Special Attacks <<	
JM							XX=====	
Fire							XX None	
Wind							XX	
Water							XX	

NOTE: Causes no damage, but has chance to steal items from enemies. Steal chance depends ONLY on your position against the enemy:  
 Front: 20% chance  
 Side: 30% chance  
 Back: 50% chance  
 Dual Wielding with Paw Arm R will make you attempt to steal twice.  
 For more info on stealing items, see the Monster Database.

++ Hammer Arm ++								=====
								The crooked nail gets driven first.
=====								
STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT	
-----	-----	-----	-----	-----	-----	-----	XX-----	
HP							XX COND Rates: 3 / 0	
SAT	30%	35%	40%	45%	50%	55%	XX-----	
SDF							XX Chip Type: SAT	
LAT							XX-----	
LDF							XX Skill: Practice Swing	
HIT	-20%	-25%	-30%	-35%	-40%	-45%	XX-----	
SPD							XX >> Special Attacks <<	
JM							XX=====	
Fire							XX 1*-4* - Lightning Hammer	
Wind							XX 5*-6* - Unlosing Maul	
Water							XX	

++ Curse Hand ++								=====
								Gah! Mustn't let it get... out of control!
=====								
STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT	
-----	-----	-----	-----	-----	-----	-----	XX-----	
HP	-10%	-10%	-10%	-10%	-10%	-10%	XX COND Rates: 2 / 0	
SAT	30%	35%	40%	45%	50%	55%	XX-----	
SDF	-15%	-20%	-25%	-30%	-35%	-40%	XX Chip Type: SAT	
LAT							XX-----	
LDF							XX Skill: Vengeful God	
HIT							XX-----	



SPD								XX >> Special Attacks <<
JM								XX=====
Fire	-20%	-20%	-20%	-20%	-20%	-20%		XX 1*-4* - Curse Finger
Wind								XX 5*-6* - Grudge
Water								XX

=====  
 |  
 | ++ Rocket Punch L ++ |=====

| My steel fist hungers for your face!  
 |=====

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
HP							XX-----
SAT	20%	25%	30%	35%	40%	45%	XX-----
SDF	-5%	-5%	-10%	-10%	-15%	-15%	XX Chip Type: SAT
LAT							XX-----
LDF							XX Skill: Auto Charge
HIT	10%	15%	20%	25%	30%	35%	XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX Rocket Meteor
Wind	10%	10%	10%	10%	10%	10%	XX
Water							XX

=====  
 |  
 | ++ Dual Arm L ++ |=====

| The Goddess of Ruin's dual arms. They slice and dice!  
 |=====

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
HP	10%	10%	10%	10%	10%	10%	XX-----
SAT	15%	20%	25%	30%	35%	40%	XX-----
SDF							XX Chip Type: SAT
LAT							XX-----
LDF							XX Skill: Berserker
HIT							XX-----
SPD	-5%	-10%	-15%	-20%	-25%	-30%	XX >> Special Attacks <<
JM							XX=====
Fire							XX Thousand Blades
Wind							XX
Water							XX

=====  
 |  
 | ++ Darkdeath LA ++ |=====

| Darkdeath Evilman's left arm.  
 |=====

STATS	1*						XX Attack: 1 / SAT
HP	10%						XX-----
SAT	20%						XX-----
SDF	10%						XX Chip Type: SAT
LAT	20%						XX-----
LDF	10%						XX Skill: Dual Strike
HIT	10%						XX-----
SPD	10%						XX >> Special Attacks <<
JM							XX=====
Fire							XX None

| Wind | | |XX  
| Water | | |XX

=====  
| | |  
| ++ G-Darkdeath LA ++ |=====  
| | Giga Darkdeath Evilman's left arm.  
=====

| STATS | 1\* | |XX Attack: 1 / SAT  
|-----|-----| |XX-----  
| HP | 20% | |XX COND Rates: 1 / 0  
| SAT | 30% | |XX-----  
| SDF | 20% | |XX Chip Type: SAT  
| LAT | 30% | |XX-----  
| LDF | 20% | |XX Skill: Dual Strike  
| HIT | 20% | |XX-----  
| SPD | 20% | |XX >> Special Attacks <<  
| JM | | |XX=====

| Fire | | |XX None  
| Wind | | |XX  
| Water | | |XX

=====  
| | |  
| ++ Gothic L Sleeve ++ |=====  
| | Dengeki Collaboration: "Fragmented Grim"  
=====

| STATS | 1\* | |XX Attack: 1 / SAT  
|-----|-----| |XX-----  
| HP | | |XX COND Rates: 1 / 0  
| SAT | | |XX-----  
| SDF | 10% | |XX Chip Type: SAT  
| LAT | 20% | |XX-----  
| LDF | 10% | |XX Skill: My Pain  
| HIT | | |XX-----  
| SPD | | |XX >> Special Attacks <<  
| JM | | |XX=====

| Fire | | |XX None  
| Wind | | |XX  
| Water | | |XX

=====  
| | |  
| ++ Death L Sleeve ++ |=====  
| | Dengeki Collaboration: "Iscaiot"  
=====

| STATS | 1\* | |XX Attack: 1 / SAT  
|-----|-----| |XX-----  
| HP | | |XX COND Rates: 1 / 0  
| SAT | 20% | |XX-----  
| SDF | | |XX Chip Type: SAT  
| LAT | 20% | |XX-----  
| LDF | | |XX Skill: Ice Drain  
| HIT | | |XX-----  
| SPD | | |XX >> Special Attacks <<  
| JM | | |XX=====

| Fire | | |XX None  
| Wind | | |XX  
| Water | | |XX

```

| _____ |
| ++ Cat-Cat Knuckle ++ |=====
| _____ | Dengeki Collaboration: "Okami-san" Series
|=====
| STATS | 1* | |XX Attack: 1 / SAT
|-----|-----| |XX-----
| HP | | |XX COND Rates: 1 / 0
| SAT | 30% | |XX-----
| SDF | | |XX Chip Type: SAT
| LAT | | |XX-----
| LDF | 10% | |XX Skill: -
| HIT | | |XX-----
| SPD | | |XX >> Special Attacks <<
| JM | | |XX=====
| Fire | | |XX Buzzing Cat
| Wind | | |XX
| Water | | |XX
|=====

```

```

| _____ |
| ++ Lucilia L Glove ++ |=====
| _____ | Dengeki Collaboration: "Twin Stars of Westadia"
|=====
| STATS | 1* | |XX Attack: 1 / SAT
|-----|-----| |XX-----
| HP | | |XX COND Rates: 1 / 0
| SAT | 20% | |XX-----
| SDF | | |XX Chip Type: SAT
| LAT | 20% | |XX-----
| LDF | | |XX Skill: Star Aura
| HIT | | |XX-----
| SPD | | |XX >> Special Attacks <<
| JM | | |XX=====
| Fire | | |XX None
| Wind | | |XX
| Water | | |XX
|=====

```

```

| _____ |
| ++ Chick Doll ++ |=====
| _____ | Dengeki Collaboration: "Parallel Lovers"
|=====
| STATS | 1* | |XX Attack: 1 / SAT
|-----|-----| |XX-----
| HP | 20% | |XX COND Rates: 1 / 0
| SAT | | |XX-----
| SDF | | |XX Chip Type: SAT
| LAT | 20% | |XX-----
| LDF | | |XX Skill: Misfortune Doll
| HIT | | |XX-----
| SPD | | |XX >> Special Attacks <<
| JM | | |XX=====
| Fire | | |XX Chick March
| Wind | | |XX
| Water | | |XX
|=====

```

```

| _____ |
| ++ Basket ++ |=====

```



++ White Hot Fist ++							
2 hott 4 u! Tsssss!							
STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
HP							XX COND Rates: 2 / 0
SAT	20%	25%	30%	35%	40%	45%	XX
SDF	-15%	-15%	-15%	-15%	-15%	-15%	XX Chip Type: SAT
LAT	20%	25%	30%	35%	40%	45%	XX
LDF							XX Skill: Fire Element
HIT							XX
SPD							XX >> Special Attacks <<
JM							XX=====
Fire	30%	30%	30%	30%	30%	30%	XX 1*-4* - Fire Flight
Wind							XX 5*-6* - Phoenix Rise
Water	-30%	-30%	-30%	-30%	-30%	-30%	XX

++ Robot Arm R ++							
Not really good for collecting eggs.							
STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
HP							XX COND Rates: 3 / 0
SAT							XX
SDF	10%	15%	20%	25%	30%	35%	XX Chip Type: SDF
LAT							XX
LDF							XX Skill: Power Lift
HIT							XX
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX Arm Press
Wind							XX
Water							XX

NOTE: This arm part is considered a weapon for Dual Wielding.

++ Chain Hook ++							
The kind you see pirate captains wearing.							
STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
HP							XX COND Rates: 2 / 0
SAT	15%	20%	25%	30%	35%	40%	XX
SDF							XX Chip Type: SDF
LAT							XX
LDF							XX Skill: Steal Senses
HIT	15%	20%	25%	30%	35%	40%	XX
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX 1*-3* - Lightning Hook
Wind							XX 4*-6* - Tarzan Kick
Water							XX

```

| ++ Spike Knuckle ++ |=====
| _____ | Bad kids should get disciplined with this!
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: 1 / SAT
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | -10% | -10% | -10% | -10% | -10% | | |XX COND Rates: 2 / 0
| SAT | 20% | 25% | 30% | 35% | 40% | 45% |XX-----
| SDF | 20% | 25% | 30% | 35% | 40% | 45% |XX Chip Type: SAT
| LAT | | | | | | | |XX-----
| LDF | | | | | | | |XX Skill: Heartbreaker
| HIT | | | | | | | |XX-----
| SPD | -20% | -20% | -20% | -20% | -20% | -20% |XX >> Special Attacks <<
| JM | | | | | | | |XX=====
| Fire | | | | | | | |XX 1*-3* - Ball Swing
| Wind | | | | | | | |XX 4*-6* - Bowling
| Water | | | | | | | |XX

```

```

| _____ |
| ++ Mermaid Arm R ++ |=====
| _____ | You might get better at swimming!
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: 1 / SAT
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | | |XX COND Rates: 2 / 0
| SAT | -5% | -10% | -15% | -20% | -25% | -30% |XX-----
| SDF | 10% | 15% | 20% | 25% | 30% | 35% |XX Chip Type: LAT
| LAT | 10% | 20% | 30% | 40% | 50% | 60% |XX-----
| LDF | | | | | | | |XX Skill: -
| HIT | | | | | | | |XX-----
| SPD | | | | | | | |XX >> Special Attacks <<
| JM | | | | | | | |XX=====
| Fire | -20% | -20% | -20% | -20% | -20% | -20% |XX 3*-6* - Atlantic
| Wind | | | | | | | |XX
| Water | 10% | 10% | 10% | 10% | 10% | 10% |XX

```

NOTE: Can be eaten for EN recovery.

```

| _____ |
| ++ Crossbow ++ |=====
| _____ | Perfect for shooting apples on people's heads.
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: 3 / LAT
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | | |XX COND Rates: 2 / 0
| SAT | | | | | | | |XX-----
| SDF | | | | | | | |XX Chip Type: LAT
| LAT | 15% | 20% | 25% | 30% | 35% | 40% |XX-----
| LDF | | | | | | | |XX Skill: Sharpshooter
| HIT | 10% | 15% | 20% | 25% | 30% | 35% |XX-----
| SPD | | | | | | | |XX >> Special Attacks <<
| JM | | | | | | | |XX=====
| Fire | | | | | | | |XX 1*-3* - Enemy Shoot
| Wind | 10% | 10% | 10% | 10% | 10% | 10% |XX 4*-6* - Flash
| Water | | | | | | | |XX

```

```

| _____ |
| ++ Pilebunker ++ |=====

```

| \_\_\_\_\_ | Construction workers use it to crush concrete.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
HP							XX COND Rates: 2 / 0
SAT	30%	35%	40%	45%	50%	55%	XX-----
SDF							XX Chip Type: SDF
LAT							XX-----
LDF	-10%	-15%	-20%	-25%	-30%	-35%	XX Skill: Armor Down
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX 1*-4* - Stake Bunker
Wind							XX 5*-6* - Last Resort
Water	-20%	-20%	-20%	-20%	-20%	-20%	XX

| ++ Gator Bite ++ |

| \_\_\_\_\_ | Bites anything and everything that goes near it.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
HP							XX COND Rates: 2 / 0
SAT	20%	25%	30%	35%	40%	45%	XX-----
SDF							XX Chip Type: SAT
LAT	-10%	-15%	-20%	-25%	-30%	-35%	XX-----
LDF							XX Skill: Devour Enemy
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX 1*-6* - Munch
Wind	-10%	-10%	-10%	-10%	-10%	-10%	XX 3*-6* - Chomp
Water	10%	10%	10%	10%	10%	10%	XX

| ++ Squiggly Arm ++ |

| \_\_\_\_\_ | Some creepy-looking thing.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
HP							XX COND Rates: 2 / 0
SAT	15%	20%	25%	30%	35%	40%	XX-----
SDF	20%	25%	30%	35%	40%	45%	XX Chip Type: SDF
LAT							XX-----
LDF							XX Skill: Paralyze
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire	-10%	-10%	-10%	-10%	-10%	-10%	XX 1*-4* - Squiggly Arm
Wind							XX 5*-6* - Release Yourself
Water							XX

| ++ Holy Knuckle ++ |

| \_\_\_\_\_ | You might be able to fly if you try really hard.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
-------	----	----	----	----	----	----	--------------------

HP								XX
SAT	20%	25%	30%	35%	40%	45%		XX COND Rates: 2 / 0
SDF								XX Chip Type: SDF
LAT								XX
LDF	20%	25%	30%	35%	40%	45%		XX Skill: Count Shot
HIT								XX
SPD								XX >> Special Attacks <<
JM								XX=====
Fire								XX 1*-4* - Holy Upper
Wind								XX 5*-6* - Holy Straight
Water								XX

|  
 | ++ Rocket Punch R ++ |=====|  
 | | The steel fist comes back after you shoot it out.

STATS	1*	2*	3*	4*	5*	6*		XX Attack: 1 / SAT
HP	-5%	-5%	-10%	-10%	-15%	-15%		XX COND Rates: 2 / 0
SAT	15%	20%	25%	30%	35%	40%		XX
SDF								XX Chip Type: SAT
LAT								XX
LDF								XX Skill: Auto Charge
HIT	10%	15%	20%	25%	30%	35%		XX
SPD								XX >> Special Attacks <<
JM								XX=====
Fire	10%	10%	10%	10%	10%	10%		XX Funnel Blow
Wind								XX
Water								XX

|  
 | ++ Paw Arm R ++ |=====|  
 | | Steals enemy items. It's squishy!

STATS	1*	2*	3*	4*	5*	6*		XX Attack: 1 / -
HP								XX
SAT	20%	23%	26%	29%	32%	35%		XX COND Rates: 2 / 0
SDF								XX Chip Type: SDF
LAT								XX
LDF								XX Skill: -
HIT								XX
SPD	20%	25%	30%	35%	40%	45%		XX >> Special Attacks <<
JM								XX=====
Fire								XX None
Wind								XX
Water								XX

NOTE: Causes no damage, but has chance to steal items from enemies. Steal chance depends ONLY on your position against the enemy:  
 Front: 20% chance  
 Side: 30% chance  
 Back: 50% chance  
 Dual Wielding with Paw Arm L will make you attempt to steal twice.  
 For more info on stealing items, see the Monster Database.



```

|
| ++ Dual Arm R ++ |=====
|_____ | The Goddess of Ruin's dual arms. Perfect for buffets.
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: 1 / SAT
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | 10% | 10% | 10% | 10% | 10% | 10% |XX COND Rates: 2 / 0
| SAT | 15% | 20% | 25% | 30% | 35% | 40% |XX-----
| SDF | | | | | | | |XX Chip Type: SDF
| LAT | | | | | | | |XX-----
| LDF | | | | | | | |XX Skill: Berserker
| HIT | | | | | | | |XX-----
| SPD | -5% | -10% | -15% | -20% | -25% | -30% |XX >> Special Attacks <<
| JM | | | | | | | |XX=====
| Fire | | | | | | | |XX Multi Strat
| Wind | | | | | | | |XX
| Water | | | | | | | |XX
|=====

```

```

|
| ++ Darkdeath RA ++ |=====
|_____ | Darkdeath Evilman's right arm.
|=====
| STATS | 1* | | | | | | |XX Attack: 1 / SAT
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | 10% | | | | | | | |XX COND Rates: 2 / 0
| SAT | 20% | | | | | | | |XX-----
| SDF | 20% | | | | | | | |XX Chip Type: SDF
| LAT | 10% | | | | | | | |XX-----
| LDF | 10% | | | | | | | |XX Skill: Dual Strike
| HIT | 10% | | | | | | | |XX-----
| SPD | 10% | | | | | | | |XX >> Special Attacks <<
| JM | | | | | | | | |XX=====
| Fire | | | | | | | | |XX None
| Wind | | | | | | | | |XX
| Water | | | | | | | | |XX
|=====

```

```

|
| ++ G-Darkdeath RA ++ |=====
|_____ | Giga Darkdeath Evilman's right arm.
|=====
| STATS | 1* | | | | | | |XX Attack: 1 / SAT
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | 20% | | | | | | | |XX COND Rates: 1 / 0
| SAT | 30% | | | | | | | |XX-----
| SDF | 30% | | | | | | | |XX Chip Type: SDF
| LAT | 20% | | | | | | | |XX-----
| LDF | 20% | | | | | | | |XX Skill: Dual Strike
| HIT | 20% | | | | | | | |XX-----
| SPD | 20% | | | | | | | |XX >> Special Attacks <<
| JM | | | | | | | | |XX=====
| Fire | | | | | | | | |XX None
| Wind | | | | | | | | |XX
| Water | | | | | | | | |XX
|=====

```

```

|
| ++ Gothic R Sleeve ++ |=====
|_____ | Dengeki Collaboration: "Fragmented Grim"
|=====

```

```

=====
| STATS | 1* | |XX Attack: 1 / SAT
|-----|-----| |XX-----|
| HP | | |XX COND Rates: 1 / 0
| SAT | | |XX-----|
| SDF | 20% | |XX Chip Type: SDF
| LAT | 20% | |XX-----|
| LDF | | |XX Skill: My Pain
| HIT | | |XX-----|
| SPD | | |XX >> Special Attacks <<
| JM | | |XX=====|
| Fire | | |XX None
| Wind | | |XX
| Water | | |XX
=====

```

```

|
| ++ Death R Sleeve ++ |=====|
| | Dengeki Collaboration: "Iscariot"
|=====|

```

```

=====
| STATS | 1* | |XX Attack: 1 / SAT
|-----|-----| |XX-----|
| HP | | |XX COND Rates: 1 / 0
| SAT | 20% | |XX-----|
| SDF | 20% | |XX Chip Type: SDF
| LAT | | |XX-----|
| LDF | | |XX Skill: Storm Drain
| HIT | | |XX-----|
| SPD | | |XX >> Special Attacks <<
| JM | | |XX=====|
| Fire | | |XX None
| Wind | | |XX
| Water | | |XX
=====

```

```

|
| ++ Cat-Cat Knuckle ++ |=====|
| | Dengeki Collaboration: "Okami-san" Series
|=====|

```

```

=====
| STATS | 1* | |XX Attack: 1 / SAT
|-----|-----| |XX-----|
| HP | | |XX COND Rates: 1 / 0
| SAT | 30% | |XX-----|
| SDF | 10% | |XX Chip Type: SDF
| LAT | | |XX-----|
| LDF | | |XX Skill: -
| HIT | | |XX-----|
| SPD | | |XX >> Special Attacks <<
| JM | | |XX=====|
| Fire | | |XX Buzzing Cat
| Wind | | |XX
| Water | | |XX
=====

```

```

|
| ++ Lucilia R Glove ++ |=====|
| | Dengeki Collaboration: "Twin Stars of Westadia"
|=====|

```

```

=====
| STATS | 1* | |XX Attack: 1 / SAT
|-----|-----| |XX-----|

```

```

| HP | | | |XX COND Rates: 1 / 0
| SAT | | | |XX-----
| SDF | 20% | | |XX Chip Type: SDF
| LAT | 20% | | |XX-----
| LDF | | | |XX Skill: Star Aura
| HIT | | | |XX-----
| SPD | | | |XX >> Special Attacks <<
| JM | | | |XX=====
| Fire | | | |XX None
| Wind | | | |XX
| Water | | | |XX

```

```

-----
[LEG04]XXXXXXXXXX| LEG |XXXXXXXXXX
-----

```

```

|
| ++ Hover Cloud ++ |=====
| | A cloud you can ride on. Tastes like marshmallows.
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | | |XX COND Rates: 2 / 2
| SAT | | | | | | | |XX-----
| SDF | 10% | 15% | 20% | 25% | 30% | 35% |XX Chip Type: SDF
| LAT | 10% | 15% | 20% | 25% | 30% | 35% |XX-----
| LDF | -15% | -20% | -25% | -30% | -35% | -40% |XX Skill: Beartrap Null
| HIT | | | | | | | |XX-----
| SPD | | | | | | | |XX >> Special Attacks <<
| JM | 15 | 15 | 15 | 15 | 15 | 15 |XX=====
| Fire | | | | | | | |XX Dragon's Nest
| Wind | 10% | 10% | 10% | 10% | 10% | 10% |XX
| Water | | | | | | | |XX

```

NOTE: Can be eaten for EN recovery.

```

|
| ++ Mermaid Tail ++ |=====
| | The scales are a bit...uh... slimy.
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | | |XX COND Rates: 0 / 2
| SAT | | | | | | | |XX-----
| SDF | 10% | 15% | 20% | 25% | 30% | 35% |XX Chip Type: LDF
| LAT | | | | | | | |XX-----
| LDF | 20% | 25% | 30% | 35% | 40% | 45% |XX Skill: Fish Membrane
| HIT | | | | | | | |XX-----
| SPD | | | | | | | |XX >> Special Attacks <<
| JM | | | | | | | |XX=====
| Fire | -20% | -20% | -20% | -20% | -20% | -20% |XX Tidal Wave
| Wind | | | | | | | |XX
| Water | 20% | 20% | 20% | 20% | 20% | 20% |XX

```

NOTE: Can be eaten for EN recovery. You also gain the ability to "swim" on water tiles in certain dungeons (i.e.: Lucky Chance! Dengeki dungeon).

++ Oph-Dry Body ++		Valvolga's body consisting of Ophelia and Dryzen.	
STATS	1*		XX Attack: None
HP	30%		XX COND Rates: 0 / 3
SAT	30%		XX Chip Type: SDF
SDF	50%		XX Skill: Demon God Body
LAT	30%		XX >> Special Attacks <<
LDF	50%		XX Bottom Star
HIT	30%		XX
SPD	30%		XX
JM			XX
Fire			
Wind			
Water			

++ Cat Table ++		Cats love warm places. Or some like that.					
STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP	20%	25%	30%	35%	40%	45%	XX COND Rates: 0 / 2
SAT							XX Chip Type: SPD
SDF							XX Skill: Sleep
LAT							XX >> Special Attacks <<
LDF							XX Cat March
HIT							XX
SPD	-20%	-25%	-30%	-35%	-40%	-45%	XX
JM							
Fire							
Wind							
Water							

++ Turtle Leg ++		Better late than never. Just relax, man.					
STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP	5%	10%	15%	20%	25%	30%	XX COND Rates: 0 / 2
SAT							XX Chip Type: SDF
SDF	20%	25%	30%	35%	40%	45%	XX Skill: Dragonet Scale
LAT							XX >> Special Attacks <<
LDF							XX 3*-6* - Spinning Shell
HIT							XX
SPD	-10%	-15%	-20%	-25%	-30%	-35%	XX
JM							
Fire	30%	30%	30%	30%	30%	30%	
Wind	-30%	-30%	-30%	-30%	-30%	-30%	
Water							

++ Army Tank ++							
Obstacles? What obstacles?							
STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP							XX COND Rates: 0 / 2
SAT							XX Chip Type: SDF
SDF	10%	15%	20%	25%	30%	35%	XX Skill: Spike Null
LAT							XX >> Special Attacks <<
LDF	10%	15%	20%	25%	30%	35%	XX Firefly
HIT							XX
SPD	5%	10%	15%	20%	25%	30%	XX
JM							XX
Fire	20%	20%	20%	20%	20%	20%	XX
Wind							XX
Water							XX

++ Prinny Jet ++							
A jet propulsion device that resembles a Prinny.							
STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP							XX COND Rates: 0 / 3
SAT							XX Chip Type: SPD
SDF							XX Skill: Count Block
LAT							XX >> Special Attacks <<
LDF	20%	25%	30%	35%	40%	45%	XX Flipper Prinny
HIT	30%	35%	40%	45%	50%	55%	XX Self Destruct
SPD							XX
JM	10	10	10	10	10	10	XX
Fire							XX
Wind							XX
Water							XX

++ Flower Frill ++							
You'll be the envy of every non-frilly girl at the ball.							
STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP	10%	15%	20%	25%	30%	35%	XX COND Rates: 0 / 2
SAT							XX Chip Type: LDF
SDF							XX Skill: Stimulation
LAT							XX >> Special Attacks <<
LDF	10%	15%	20%	25%	30%	35%	XX None
HIT							XX
SPD							XX
JM							XX
Fire	-30%	-30%	-30%	-30%	-30%	-30%	XX
Wind	20%	20%	20%	20%	20%	20%	XX
Water							XX

NOTE: Can be eaten for EN recovery.

++ Centaur Body ++							
--------------------	--	--	--	--	--	--	--

| \_\_\_\_\_ | Horsey!

```

=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | 15% | 15% | 15% | 15% | 15% | 15% |XX COND Rates: 0 / 3
| SAT | 10% | 15% | 20% | 25% | 30% | 35% |XX-----
| SDF | 10% | 15% | 20% | 25% | 30% | 35% |XX Chip Type: SPD
| LAT | -10% | -15% | -20% | -25% | -30% | -35% |XX-----
| LDF | | | | | | | |XX Skill: Hungry Soul
| HIT | -10% | -10% | -10% | -10% | -10% | -10% |XX-----
| SPD | 20% | 20% | 20% | 20% | 20% | 20% |XX >> Special Attacks <<
| JM | | | | | | | |XX=====
| Fire | | | | | | | |XX 5*-6* - Delta Dream
| Wind | -10% | -10% | -10% | -10% | -10% | -10% |XX
| Water | -10% | -10% | -10% | -10% | -10% | -10% |XX
=====

```

NOTE: Can be eaten for EN recovery.

```

=====
| _____ |
| ++ Scorpion Body ++ |=====
| _____ | Be careful not to sting yourself.
=====

```

```

=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | | |XX COND Rates: 0 / 3
| SAT | | | | | | | |XX-----
| SDF | 20% | 25% | 30% | 35% | 40% | 45% |XX Chip Type: SPD
| LAT | | | | | | | |XX-----
| LDF | | | | | | | |XX Skill: Count Shot
| HIT | 20% | 20% | 20% | 20% | 20% | 20% |XX-----
| SPD | | | | | | | |XX >> Special Attacks <<
| JM | | | | | | | |XX=====
| Fire | | | | | | | |XX Mole Adventure
| Wind | | | | | | | |XX
| Water | | | | | | | |XX
=====

```

```

=====
| _____ |
| ++ Snake Leg ++ |=====
| _____ | Suiggly.
=====

```

```

=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | 10% | 15% | 20% | 25% | 30% | 35% |XX COND Rates: 0 / 3
| SAT | | | | | | | |XX-----
| SDF | | | | | | | |XX Chip Type: SDF
| LAT | | | | | | | |XX-----
| LDF | 20% | 25% | 30% | 35% | 40% | 45% |XX Skill: Count Step
| HIT | | | | | | | |XX-----
| SPD | | | | | | | |XX >> Special Attacks <<
| JM | | | | | | | |XX=====
| Fire | | | | | | | |XX Snake Submission
| Wind | | | | | | | |XX
| Water | | | | | | | |XX
=====

```

NOTE: Can be eaten for EN recovery.

| \_\_\_\_\_ |

```

| ++ Soul Exorcism ++ |=====
| _____ | Now your spirit can totally walk through walls!
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | | |XX COND Rates: 3 / 3
| SAT | | | | | | | |XX-----
| SDF | | | | | | | |XX Chip Type: LDF
| LAT | 15% | 20% | 25% | 30% | 35% | 40% |XX-----
| LDF | 20% | 25% | 30% | 35% | 40% | 45% |XX Skill: Pitfall Null
| HIT | | | | | | | |XX-----
| SPD | | | | | | | |XX >> Special Attacks <<
| JM | 10 | 10 | 10 | 10 | 10 | 10 |XX=====
| Fire | | | | | | | |XX Midnight Run
| Wind | 10% | 10% | 10% | 10% | 10% | 10% |XX
| Water | | | | | | | |XX

```

```

| _____ |
| ++ Death Beagle ++ |=====
| _____ | I am the ultimate downhill specialist!
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | | |XX COND Rates: 0 / 2
| SAT | 10% | 15% | 20% | 25% | 30% | 35% |XX-----
| SDF | 10% | 15% | 20% | 25% | 30% | 35% |XX Chip Type: SPD
| LAT | | | | | | | |XX-----
| LDF | | | | | | | |XX Skill: Count Attack
| HIT | -10% | -10% | -10% | -10% | -10% | -10% |XX-----
| SPD | | | | | | | |XX >> Special Attacks <<
| JM | | | | | | | |XX=====
| Fire | | | | | | | |XX 3*-6* - Death Drive
| Wind | | | | | | | |XX
| Water | | | | | | | |XX

```

```

| _____ |
| ++ Fluffy Tail ++ |=====
| _____ | Makes you all warm on the inside when you touch it.
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | 5% | 5% | 5% | 5% | 5% | 5% |XX COND Rates: 0 / 3
| SAT | | | | | | | |XX-----
| SDF | | | | | | | |XX Chip Type: SDF
| LAT | | | | | | | |XX-----
| LDF | 15% | 20% | 25% | 30% | 35% | 40% |XX Skill: Warrior Tribe
| HIT | | | | | | | |XX-----
| SPD | 10% | 15% | 20% | 25% | 30% | 35% |XX >> Special Attacks <<
| JM | | | | | | | |XX=====
| Fire | | | | | | | |XX Tailcopter
| Wind | | | | | | | |XX
| Water | | | | | | | |XX

```

```

| _____ |
| ++ Napalm Body ++ |=====
| _____ | Obesity is such a major problem in today's society.
|=====

```

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP	10%	10%	10%	10%	10%	10%	XX COND Rates: 0 / 2
SAT							XX
SDF	20%	25%	30%	35%	40%	45%	XX Chip Type: SDF
LAT							XX
LDF	10%	15%	20%	25%	30%	35%	XX Skill: Martial Killer
HIT							XX
SPD	-15%	-20%	-25%	-30%	-35%	-40%	XX >> Special Attacks <<
JM							XX=====
Fire	20%	20%	20%	20%	20%	20%	XX Napalm Bomb
Wind							XX
Water	-20%	-20%	-20%	-20%	-20%	-20%	XX

|  
 | ++ Demon's Tail ++ |=====|  
 | | Now you can be a demon, too!

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP							XX COND Rates: 2 / 2
SAT	15%	20%	25%	30%	35%	40%	XX
SDF							XX Chip Type: SPD
LAT							XX
LDF							XX Skill: Subconscious
HIT	20%	25%	30%	35%	40%	45%	XX
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX Absorption
Wind							XX
Water							XX

|  
 | ++ Harpy Leg ++ |=====|  
 | | No buffalo wings for you today.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP							XX COND Rates: 0 / 2
SAT							XX
SDF	-5%	-10%	-15%	-20%	-25%	-30%	XX Chip Type: SPD
LAT	10%	15%	20%	25%	30%	35%	XX
LDF							XX Skill: Harpy Feather
HIT							XX
SPD	20%	25%	30%	35%	40%	45%	XX >> Special Attacks <<
JM							XX=====
Fire	-30%	-30%	-30%	-30%	-30%	-30%	XX Buzzsaw Kick
Wind	30%	30%	30%	30%	30%	30%	XX
Water							XX

NOTE: Can be eaten for EN recovery.

|  
 | ++ Cat Tail ++ |=====|  
 | | They balance with their tails.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP							XX COND Rates: 0 / 2
SAT							XX
SDF							XX Chip Type: SPD
LAT							XX
LDF							XX Skill: Harpy Feather
HIT							XX
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX Absorption
Wind							XX
Water							XX



```

|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP      |         |         |         |         |         |         |XX COND Rates: 0 / 3
| SAT     |         |         |         |         |         |         |XX-----
| SDF     |         |         |         |         |         |         |XX Chip Type: SPD
| LAT     |         |         |         |         |         |         |XX-----
| LDF     |         |         |         |         |         |         |XX Skill: Shadow Dance
| HIT     |         |         |         |         |         |         |XX-----
| SPD     | 15%    | 20%    | 25%    | 30%    | 35%    | 40%    |XX >> Special Attacks <<
| JM      |         |         |         |         |         |         |XX=====
| Fire    |         |         |         |         |         |         |XX None
| Wind    |         |         |         |         |         |         |XX
| Water   |         |         |         |         |         |         |XX

```

```

|-----|-----|-----|-----|-----|-----|-----|XX-----
| ++ Frogger Tail ++ |=====
|-----|-----|-----|-----|-----|-----|-----|XX-----
| I guess it's more like a lizard's tail.

```

```

|-----|-----|-----|-----|-----|-----|-----|XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP      |         |         |         |         |         |         |XX COND Rates: 0 / 3
| SAT     |         |         |         |         |         |         |XX-----
| SDF     |         |         |         |         |         |         |XX Chip Type: SPD
| LAT     |         |         |         |         |         |         |XX-----
| LDF     |         |         |         |         |         |         |XX Skill: -
| HIT     |         |         |         |         |         |         |XX-----
| SPD     |         |         |         |         |         |         |XX >> Special Attacks <<
| JM      |         |         |         |         |         |         |XX=====
| Fire    |         |         |         |         |         |         |XX None
| Wind    |         |         |         |         |         |         |XX
| Water   | 20%    | 20%    | 20%    | 20%    | 20%    | 20%    |XX

```

```

|-----|-----|-----|-----|-----|-----|-----|XX-----
| ++ Darkdeath Leg ++ |=====
|-----|-----|-----|-----|-----|-----|-----|XX-----
| Darkdeath Evilman's legs.

```

```

|-----|-----|-----|-----|-----|-----|-----|XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP      | 10%    |         |         |         |         |         |XX COND Rates: 0 / 2
| SAT     | 10%    |         |         |         |         |         |XX-----
| SDF     | 10%    |         |         |         |         |         |XX Chip Type: SPD
| LAT     | 10%    |         |         |         |         |         |XX-----
| LDF     | 20%    |         |         |         |         |         |XX Skill: -
| HIT     | 10%    |         |         |         |         |         |XX-----
| SPD     | 20%    |         |         |         |         |         |XX >> Special Attacks <<
| JM      | 10     |         |         |         |         |         |XX=====
| Fire    |         |         |         |         |         |         |XX None
| Wind    |         |         |         |         |         |         |XX
| Water   |         |         |         |         |         |         |XX

```

```

|-----|-----|-----|-----|-----|-----|-----|XX-----
| ++ G-Darkdeath Leg ++ |=====
|-----|-----|-----|-----|-----|-----|-----|XX-----
| Giga Darkdeath Evilman's legs.

```

```

|-----|-----|-----|-----|-----|-----|-----|XX Attack: None
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP      | 20%    |         |         |         |         |         |XX COND Rates: 0 / 1
| SAT     | 20%    |         |         |         |         |         |XX-----

```

SDF	20%		XX Chip Type: SPD
LAT	20%		XX-----
LDF	20%		XX Skill: -
HIT	20%		XX-----
SPD	30%		XX >> Special Attacks <<
JM	20		XX=====
Fire			XX None
Wind			XX
Water			XX

=====  
| \_\_\_\_\_ |  
| ++ Motorrad ++ |=====  
| \_\_\_\_\_ | Dengeki Collaboration: "Kino's Journey"  
=====

STATS	1*		XX Attack: None
-----	-----		XX-----
HP			XX COND Rates: 0 / 3
SAT			XX-----
SDF	20%		XX Chip Type: SPD
LAT			XX-----
LDF			XX Skill: EXP Up
HIT			XX-----
SPD	30%		XX >> Special Attacks <<
JM			XX=====
Fire			XX None
Wind			XX
Water			XX

=====  
| \_\_\_\_\_ |  
| ++ Gothic Skirt ++ |=====  
| \_\_\_\_\_ | Dengeki Collaboration: "Fragmented Grim"  
=====

STATS	1*		XX Attack: None
-----	-----		XX-----
HP			XX COND Rates: 0 / 3
SAT			XX-----
SDF	20%		XX Chip Type: SPD
LAT	10%		XX-----
LDF	20%		XX Skill: My Pain
HIT			XX-----
SPD			XX >> Special Attacks <<
JM			XX=====
Fire			XX None
Wind			XX
Water			XX

=====  
| \_\_\_\_\_ |  
| ++ Weasel's Tail ++ |=====  
| \_\_\_\_\_ | Dengeki Collaboration: "Afterschool Ghost Stories"  
=====

STATS	1*		XX Attack: None
-----	-----		XX-----
HP			XX COND Rates: 0 / 3
SAT			XX-----
SDF	20%		XX Chip Type: SPD
LAT			XX-----
LDF			XX Skill: -





HIT	50%							XX-----
SPD	50%							XX >> Special Attacks <<
JM	30							XX=====
Fire								XX Rear Star
Wind								XX
Water								XX

=====  
 |  
 | ++ R Booster ++ |=====

| A booster you might have seen in the 30s.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP	-10%	-10%	-10%	-10%	-10%	-10%	XX COND Rates: 0 / 2
SAT							XX-----
SDF							XX Chip Type: SPD
LAT							XX-----
LDF							XX Skill: LAT Boost
HIT							XX-----
SPD	20%	30%	40%	50%	60%	70%	XX >> Special Attacks <<
JM	20	20	20	20	20	20	XX=====
Fire							XX 3*-6* - Rocket Circus
Wind							XX
Water							XX

=====  
 |  
 | ++ Bat Wing ++ |=====

| Something for the dark hero, or the psychotic.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP							XX COND Rates: 0 / 2
SAT	10%	15%	20%	25%	30%	35%	XX-----
SDF	-10%	-10%	-10%	-10%	-10%	-10%	XX Chip Type: SPD
LAT							XX-----
LDF							XX Skill: Mine Null
HIT							XX-----
SPD	10%	15%	20%	25%	30%	35%	XX >> Special Attacks <<
JM	10	10	10	10	10	10	XX=====
Fire							XX Devil Wings
Wind	20%	20%	20%	20%	20%	20%	XX
Water	-20%	-20%	-20%	-20%	-20%	-20%	XX

=====  
 |  
 | ++ Holy Wing ++ |=====

| Wings made from particles of light.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP							XX COND Rates: 0 / 2
SAT							XX-----
SDF							XX Chip Type: LAT
LAT							XX-----
LDF	30%	35%	40%	45%	50%	55%	XX Skill: Forget
HIT							XX-----
SPD	20%	25%	30%	35%	40%	45%	XX >> Special Attacks <<
JM	10	10	10	10	10	10	XX=====

Fire	-10%	-10%	-10%	-10%	-10%	-10%	XX Phosphor Wings
Wind							XX
Water							XX

=====  
 |  
 | ++ Ranged Cannon ++ |=====  
 | | A cannon with a range of 1000m.  
 |=====

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP							XX COND Rates: 2 / 2
SAT							XX-----
SDF							XX Chip Type: LAT
LAT	20%	25%	30%	35%	40%	45%	XX-----
LDF							XX Skill: Count Shot
HIT	20%	20%	20%	20%	20%	20%	XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX Twin Shot
Wind							XX
Water							XX

=====  
 |  
 | ++ Unlosing Cape ++ |=====  
 | | Unlosing Ranger's cape. Proves that you're the hero.  
 |=====

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP							XX COND Rates: 0 / 2
SAT	3%	4%	5%	6%	7%	8%	XX-----
SDF	3%	4%	5%	6%	7%	8%	XX Chip Type: SDF
LAT	3%	4%	5%	6%	7%	8%	XX-----
LDF	3%	4%	5%	6%	7%	8%	XX Skill: 2*-6* - Head Wind
HIT	3%	4%	5%	6%	7%	8%	XX-----
SPD	3%	4%	5%	6%	7%	8%	XX >> Special Attacks <<
JM							XX=====
Fire							XX None
Wind							XX
Water							XX

=====  
 |  
 | ++ Kool Kape ++ |=====  
 | | Flutters even when there's no wind.  
 |=====

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
HP							XX COND Rates: 0 / 2
SAT							XX-----
SDF	-15%	-20%	-25%	-30%	-35%	-40%	XX Chip Type: SDF
LAT							XX-----
LDF	-15%	-20%	-25%	-30%	-35%	-40%	XX Skill: CQC Evade
HIT	5%	7%	9%	11%	13%	15%	XX-----
SPD	5%	7%	9%	11%	13%	15%	XX >> Special Attacks <<
JM							XX=====
Fire							XX 3*-6* - Matador
Wind							XX
Water							XX









SAT			XX-----
SDF			XX Chip Type: LDF
LAT	20%		XX-----
LDF	20%		XX Skill: My Pain
HIT			XX-----
SPD			XX >> Special Attacks <<
JM			XX=====
Fire			XX None
Wind			XX
Water			XX

|  
 | ++ Death Shirt ++ |=====|  
 | | Dengeki Collaboration: "Iscariot"  
 |=====|

STATS	1*		XX Attack: None
-----	-----		XX-----
HP			XX COND Rates: 0 / 1
SAT	20%		XX-----
SDF	20%		XX Chip Type: LDF
LAT			XX-----
LDF			XX Skill: Flame Drain
HIT			XX-----
SPD			XX >> Special Attacks <<
JM			XX=====
Fire			XX Georgius Lance
Wind			XX
Water			XX

|  
 | ++ Lucilia Clothes ++ |=====|  
 | | Dengeki Collaboration: "Twin Stars of Westadia"  
 |=====|

STATS	1*		XX Attack: None
-----	-----		XX-----
HP			XX COND Rates: 0 / 1
SAT			XX-----
SDF	20%		XX Chip Type: LDF
LAT	20%		XX-----
LDF			XX Skill: Star Aura
HIT			XX-----
SPD			XX >> Special Attacks <<
JM			XX=====
Fire			XX None
Wind			XX
Water			XX

|  
 | ++ Frog Pendant ++ |=====|  
 | | Dengeki Collaboration: "Inukami!"  
 |=====|

STATS	1*		XX Attack: None
-----	-----		XX-----
HP			XX COND Rates: 0 / 1
SAT			XX-----
SDF	20%		XX Chip Type: LDF
LAT			XX-----

LDF	20%		XX Skill: -
HIT			XX-----
SPD			XX >> Special Attacks <<
JM			XX=====
Fire			XX Frogs! Burst!
Wind			XX
Water			XX

-----

[SWD06]XXXXXXXXXX| SWORD |XXXXXXXXXX

-----

++ Dagger ++								
A short blade that's easy to wield.								
=====								
STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT	
-----	-----	-----	-----	-----	-----	-----	XX-----	
HP							XX COND Rates: 3 / 0	
SAT	15%	20%	25%	30%	35%	40%	XX-----	
SDF							XX Chip Type: SPD	
LAT							XX-----	
LDF							XX Skill: Sword Master 1	
HIT							XX-----	
SPD	15%	15%	15%	15%	15%	15%	XX >> Special Attacks <<	
JM							XX=====	
Fire							XX Single Slash	
Wind							XX	
Water							XX	

++ Longsword ++								
A wide sword perfect for beginners.								
=====								
STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT	
-----	-----	-----	-----	-----	-----	-----	XX-----	
HP							XX COND Rates: 3 / 0	
SAT	20%	25%	30%	35%	40%	45%	XX-----	
SDF							XX Chip Type: SAT	
LAT							XX-----	
LDF							XX Skill: Sword Master 2	
HIT							XX-----	
SPD							XX >> Special Attacks <<	
JM							XX=====	
Fire							XX Ground Blade	
Wind							XX	
Water							XX	

++ Tanto ++								
A blade from the Orient.								
=====								
STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT	
-----	-----	-----	-----	-----	-----	-----	XX-----	
HP							XX COND Rates: 3 / 0	

SAT	15%	20%	25%	30%	35%	40%	XX-----
SDF							XX Chip Type: SAT
LAT							XX-----
LDF							XX Skill: Sword Master 1
HIT	10%	10%	10%	10%	10%	10%	XX-----
SPD	15%	15%	15%	15%	15%	15%	XX >> Special Attacks <<
JM							XX=====
Fire							XX Single Slash
Wind							XX
Water							XX

|  
 | ++ Unlosing Sword ++ |=====|  
 | | Is this the legendary...? Looks huge.  
 |=====|

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
-----	-----	-----	-----	-----	-----	-----	XX-----
HP							XX COND Rates: 3 / 0
SAT	25%	30%	35%	40%	45%	50%	XX-----
SDF							XX Chip Type: SAT
LAT							XX-----
LDF							XX Skill: Sword Master 3
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX Dynamic Slash
Wind							XX
Water							XX

|  
 | ++ Bat ++ |=====|  
 | | The bat that trained countless sluggers.  
 |=====|

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
-----	-----	-----	-----	-----	-----	-----	XX-----
HP							XX COND Rates: 3 / 0
SAT	25%	30%	35%	40%	45%	50%	XX-----
SDF							XX Chip Type: SAT
LAT							XX-----
LDF							XX Skill: Log Null
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX None
Wind							XX
Water							XX

|  
 | ++ Nietono no Shana ++ |=====|  
 | | Dengeki Collaboration: "Shana"  
 |=====|

STATS	1*						XX Attack: 1 / SAT
-----	-----						XX-----
HP							XX COND Rates: 2 / 0
SAT	50%						XX-----
SDF							XX Chip Type: SAT
LAT							XX-----

LDF			XX Skill: -
HIT			XX-----
SPD			XX >> Special Attacks <<
JM			XX=====
Fire	50%		XX Crimson Wings
Wind			XX
Water			XX

=====  
 |  
 | ++ Wood Sword ++ |=====

---

| Dengeki Collaboration: "Toradora!"

STATS	1*		XX Attack: 1 / SAT
-----	-----		XX-----
HP			XX COND Rates: 3 / 0
SAT	50%		XX-----
SDF			XX Chip Type: SAT
LAT			XX-----
LDF			XX Skill: Focus
HIT	10%		XX-----
SPD	10%		XX >> Special Attacks <<
JM			XX=====
Fire			XX Wood Sword Combo
Wind			XX
Water			XX

=====  
 |  
 | ++ Takasunator ++ |=====

---

| Dengeki Collaboration: "Toradora!"

STATS	1*		XX Attack: 1 / SAT
-----	-----		XX-----
HP			XX COND Rates: 2 / 0
SAT	20%		XX-----
SDF			XX Chip Type: SAT
LAT			XX-----
LDF			XX Skill: -
HIT			XX-----
SPD			XX >> Special Attacks <<
JM			XX=====
Fire			XX None
Wind			XX
Water			XX

=====  
 |  
 | ++ Tough ++ |=====

---

| Dengeki Collaboration: "Asura Cryin'"

STATS	1*		XX Attack: 1 / SAT
-----	-----		XX-----
HP	10%		XX COND Rates: 2 / 0
SAT	50%		XX-----
SDF			XX Chip Type: SAT
LAT			XX-----
LDF			XX Skill: -
HIT			XX-----
SPD			XX >> Special Attacks <<

```
| JM | | |XX=====
| Fire | | |XX Tough Slash
| Wind | | |XX
| Water | | |XX
```

```
=====
| |
| ++ Maa's Knife ++ |=====
| | Dengeki Collaboration: "Liar Mii, Broken Maa"
```

```
=====
| STATS | 1* | |XX Attack: 1 / SAT
|-----|-----| |XX-----
| HP | | |XX COND Rates: 2 / 0
| SAT | 30% | |XX-----
| SDF | | |XX Chip Type: SAT
| LAT | | |XX-----
| LDF | | |XX Skill: Kitchen Knife
| HIT | 20% | |XX-----
| SPD | | |XX >> Special Attacks <<
| JM | | |XX=====
| Fire | | |XX Single Thrust
| Wind | | |XX
| Water | | |XX
```

```
=====
| |
| ++ Dark Repulser ++ |=====
| | Dengeki Collaboration: "Sword Art Online"
```

```
=====
| STATS | 1* | |XX Attack: 1 / SAT
|-----|-----| |XX-----
| HP | | |XX COND Rates: 2 / 0
| SAT | 45% | |XX-----
| SDF | | |XX Chip Type: SAT
| LAT | | |XX-----
| LDF | | |XX Skill: Dark Repulser
| HIT | 20% | |XX-----
| SPD | | |XX >> Special Attacks <<
| JM | | |XX=====
| Fire | | |XX None
| Wind | | |XX
| Water | | |XX
```

```
=====
| |
| ++ Elucidator ++ |=====
| | Dengeki Collaboration: "Sword Art Online"
```

```
=====
| STATS | 1* | |XX Attack: 1 / SAT
|-----|-----| |XX-----
| HP | | |XX COND Rates: 2 / 0
| SAT | 45% | |XX-----
| SDF | 20% | |XX Chip Type: SAT
| LAT | | |XX-----
| LDF | | |XX Skill: Elucidator
| HIT | | |XX-----
| SPD | | |XX >> Special Attacks <<
| JM | | |XX=====
| Fire | | |XX None
| Wind | | |XX
```

| Water | | |XX

=====  
|  
| ++ Laser Blade ++ |=====  
| | Dengeki Collaboration: "Rapunzel's Wings"  
|=====

| STATS | 1\* | |XX Attack: 1 / SAT  
|-----|-----| |XX-----  
| HP | | |XX COND Rates: 2 / 0  
| SAT | 50% | |XX-----  
| SDF | | |XX Chip Type: SAT  
| LAT | | |XX-----  
| LDF | | |XX Skill: -  
| HIT | | |XX-----  
| SPD | | |XX >> Special Attacks <<  
| JM | | |XX=====

| Fire | | |XX Double Slash  
| Wind | | |XX  
| Water | | |XX

=====  
|  
| ++ Black Cake Knife ++ |=====  
| | Dengeki Collaboration: "Torus Mage"  
|=====

| STATS | 1\* | |XX Attack: 1 / SAT  
|-----|-----| |XX-----  
| HP | | |XX COND Rates: 2 / 0  
| SAT | 35% | |XX-----  
| SDF | | |XX Chip Type: SAT  
| LAT | | |XX-----  
| LDF | | |XX Skill: -  
| HIT | 20% | |XX-----  
| SPD | 10% | |XX >> Special Attacks <<  
| JM | | |XX=====

| Fire | | |XX Cake Cut  
| Wind | | |XX  
| Water | | |XX

=====  
|  
| ++ Mystic Metal ++ |=====  
| | Dengeki Collaboration: "Double Bullet"  
|=====

| STATS | 1\* | |XX Attack: 1 / SAT  
|-----|-----| |XX-----  
| HP | | |XX COND Rates: 2 / 0  
| SAT | 30% | |XX-----  
| SDF | | |XX Chip Type: SAT  
| LAT | | |XX-----  
| LDF | | |XX Skill: -  
| HIT | 10% | |XX-----  
| SPD | 20% | |XX >> Special Attacks <<  
| JM | | |XX=====

| Fire | | |XX Knife Throw  
| Wind | | |XX  
| Water | | |XX

```

|
| ++ B. Knight Sword ++ |=====
| _____| Dengeki Collaboration: "Tazaria Kingdom Story"
|=====
| STATS | 1* | |XX Attack: 1 / SAT
|-----|-----|XX-----
| HP | | |XX COND Rates: 2 / 0
| SAT | 40% | |XX-----
| SDF | | |XX Chip Type: SAT
| LAT | | |XX-----
| LDF | | |XX Skill: -
| HIT | | |XX-----
| SPD | | |XX >> Special Attacks <<
| JM | | |XX=====
| Fire | | |XX Critical Strike
| Wind | | |XX
| Water | | |XX
|=====

```

```

|
| ++ Milk ++ |=====
| _____| Dengeki Collaboration: "Welcome to Vampire Village"
|=====
| STATS | 1* | |XX Attack: -
|-----|-----|XX-----
| HP | | |XX COND Rates: 20 / 0
| SAT | | |XX-----
| SDF | | |XX Chip Type: SDF
| LAT | | |XX-----
| LDF | | |XX Skill: -
| HIT | | |XX-----
| SPD | | |XX >> Special Attacks <<
| JM | | |XX=====
| Fire | | |XX Milk Spray
| Wind | | |XX
| Water | | |XX
|=====

```

NOTE: No damage. Heals a tiny amount of HP per attack. As if this thing wasn't useless enough, it also reduces your equipment's COND as if you'd taken damage.

```

-----
[SPR07]XXXXXXXXXX| SPEAR |XXXXXXXXXX
-----

```

>>All spear-type weapons except Fishing Rod can pierce through and damage 2 targets per attack. COND loss will be counted for both hits, of course.

```

|
| ++ Iron Spear ++ |=====
| _____| Sold at a store near you.
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: 2 / SAT
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | | |XX COND Rates: 2 / 2
| SAT | 10% | 15% | 20% | 25% | 30% | 35% |XX-----
| SDF | 10% | 10% | 10% | 10% | 10% | 10% |XX Chip Type: SDF
| LAT | | | | | | | |XX-----
| LDF | | | | | | | |XX Skill: Spear Master 1

```



HIT								XX-----
SPD								XX >> Special Attacks <<
JM								XX=====
Fire								XX Flash Spear
Wind								XX
Water								XX

++ Steel Lance ++  
 The spear that knights used on horseback.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 2 / SAT
HP							XX-----
SAT	15%	20%	25%	30%	35%	40%	XX-----
SDF	15%	15%	15%	15%	15%	15%	XX Chip Type: LDF
LAT							XX-----
LDF							XX Skill: Spear Master 2
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX Dragon's Lance
Wind							XX
Water							XX

++ Unlosing Lance ++  
 The ultimate spear for the true hero!

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 2 / SAT
HP	10%	10%	10%	10%	10%	10%	XX-----
SAT	20%	25%	30%	35%	40%	45%	XX-----
SDF	10%	10%	10%	10%	10%	10%	XX Chip Type: SDF
LAT							XX-----
LDF	15%	15%	15%	15%	15%	15%	XX Skill: Spear Master 3
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX Charge Lance
Wind							XX
Water							XX

++ Fishing Rod ++  
 Picks up target: No, you can't go bass fishing.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 3 / No damage
HP	10%	10%	10%	10%	10%	10%	XX-----
SAT	10%	15%	20%	25%	30%	35%	XX-----
SDF	10%	10%	10%	10%	10%	10%	XX Chip Type: SDF
LAT							XX-----
LDF	10%	10%	10%	10%	10%	10%	XX Skill: -
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====



SDF								XX Chip Type: SATS
LAT								XX-----
LDF	-10%	-10%	-10%	-10%	-10%	-10%	-10%	XX Skill: Axe Master 2
HIT	-20%	-20%	-20%	-20%	-20%	-20%	-20%	XX-----
SPD								XX >> Special Attacks <<
JM								XX=====
Fire								XX Shadow Scythe
Wind								XX
Water								XX

|  
 | ++ Unlosing Axe ++ |=====|  
 | \_\_\_\_\_ | Split planets in two! The universe's greatest axe.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
-----	-----	-----	-----	-----	-----	-----	XX-----
HP	10%	10%	10%	10%	10%	10%	XX COND Rates: 4 / 0
SAT	40%	45%	50%	55%	60%	65%	XX-----
SDF							XX Chip Type: SAT
LAT							XX-----
LDF	-20%	-20%	-20%	-20%	-20%	-20%	XX Skill: Axe Master 3
HIT	-30%	-30%	-30%	-30%	-30%	-30%	XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX Ground Splitter
Wind							XX
Water							XX

|  
 | ++ Wok ++ |=====|  
 | \_\_\_\_\_ | The longer it's used, the less it sticks to the bottom.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
-----	-----	-----	-----	-----	-----	-----	XX-----
HP							XX COND Rates: 4 / 0
SAT	25%	30%	35%	40%	45%	50%	XX-----
SDF							XX Chip Type: SAT
LAT							XX-----
LDF							XX Skill: Hero Soul
HIT	-15%	-15%	-15%	-15%	-15%	-15%	XX-----
SPD	-5%	-5%	-5%	-5%	-5%	-5%	XX >> Special Attacks <<
JM							XX=====
Fire	30%	30%	30%	30%	30%	30%	XX None
Wind							XX
Water	-30%	-30%	-30%	-30%	-30%	-30%	XX

|  
 | ++ Gold Hammer ++ |=====|  
 | \_\_\_\_\_ | Sparkles upon impact. Gold dust may appear

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
-----	-----	-----	-----	-----	-----	-----	XX-----
HP							XX COND Rates: 10 / 0
SAT	10%	12%	14%	16%	18%	20%	XX-----
SDF							XX Chip Type: SAT
LAT	10%	12%	14%	16%	18%	20%	XX-----
LDF							XX Skill:Barrier LV1 - 1*-2*

```

| HIT | | | | | | | | |XX Barrier LV2 - 3*-4*
| SPD | | | | | | | | |XX Barrier LV3 - 5*-6*
| JM | | | | | | | | |XX-----
| Fire | | | | | | | | |XX >> Special Attacks <<
| Wind | | | | | | | | |XX=====
| Water | | | | | | | | |XX None

```

NOTE: Causes no damage, instead, every swing spawns 3 Barrier Stone items  
on screen. COND still goes down even without hitting anything.

```

| _____ |
| ++ Hook Shot ++ |=====
| _____ | Moves self to target: It stretches! It grabs!
|=====
| STATS | 1* | 2* | 3* | 4* | 5* | 6* |XX Attack: 5 / LAT
|-----|-----|-----|-----|-----|-----|-----|XX-----
| HP | | | | | | | | |XX COND Rates: 5 / 0
| SAT | | | | | | | | |XX-----
| SDF | | | | | | | | |XX Chip Type: LDF
| LAT | 10% | 12% | 14% | 16% | 18% | 20% |XX-----
| LDF | | | | | | | | |XX Skill: -
| HIT | | | | | | | | |XX-----
| SPD | | | | | | | | |XX >> Special Attacks <<
| JM | | | | | | | | |XX=====
| Fire | | | | | | | | |XX None
| Wind | | | | | | | | |XX
| Water | | | | | | | | |XX

```

NOTE: Attacks from 2+ spaces away will pull yourself towards target. This type  
of pulling attack does no damage and doesn't reduce COND.

```

| _____ |
| ++ Excalibolg ++ |=====
| _____ | Dengeki Collaboration: "Bludgeoning Angel Dokuro"
|=====
| STATS | 1* | | | | | | | |XX Attack: 1 / SAT
|-----|-----| | | | | | | | |XX-----
| HP | | | | | | | | |XX COND Rates: 2 / 0
| SAT | 60% | | | | | | | | |XX-----
| SDF | | | | | | | | |XX Chip Type: SAT
| LAT | | | | | | | | |XX-----
| LDF | | | | | | | | |XX Skill: -
| HIT | -20% | | | | | | | | |XX-----
| SPD | -10% | | | | | | | | |XX >> Special Attacks <<
| JM | | | | | | | | |XX=====
| Fire | | | | | | | | |XX Ppirupi~
| Wind | | | | | | | | |XX
| Water | | | | | | | | |XX

```

```

| _____ |
| ++ Nanami Hammer ++ |=====
| _____ | Dengeki Collaboration: "Haruka Nogizaka's Secret"
|=====
| STATS | 1* | | | | | | | |XX Attack: 1 / SAT
|-----|-----| | | | | | | | |XX-----
| HP | | | | | | | | |XX COND Rates: 2 / 0
| SAT | 50% | | | | | | | | |XX-----

```

SDF	20%		XX Chip Type: SAT
LAT			XX-----
LDF			XX Skill: -
HIT	-10%		XX-----
SPD	-10%		XX >> Special Attacks <<
JM			XX=====
Fire			XX Smash Hammer
Wind			XX
Water			XX

=====  
| \_\_\_\_\_ |  
| ++ Tsuren ++ |=====

| \_\_\_\_\_ | Dengeki Collaboration: "Red Romance"

STATS	1*		XX Attack: 1 / SAT
-----	-----		XX-----
HP			XX COND Rates: 2 / 0
SAT	60%		XX-----
SDF			XX Chip Type: SAT
LAT			XX-----
LDF			XX Skill: Mortal Damage
HIT	-10%		XX-----
SPD	-20%		XX >> Special Attacks <<
JM			XX=====
Fire			XX None
Wind			XX
Water			XX

-----  
[STF09]XXXXXXXXXX| STAFF |XXXXXXXXXXXX

=====  
| \_\_\_\_\_ |  
| ++ Wood Staff ++ |=====

| \_\_\_\_\_ | Looks like something old wizards have.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
-----	-----	-----	-----	-----	-----	-----	XX-----
HP							XX COND Rates: 4 / 0
SAT							XX-----
SDF							XX Chip Type: LAT
LAT	15%	20%	25%	30%	35%	40%	XX-----
LDF	15%	15%	15%	15%	15%	15%	XX Skill: -
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire	20%	20%	20%	20%	20%	20%	XX 1*-6* - Fire
Wind							XX 3*-4* - Mega Fire
Water	-20%	-20%	-20%	-20%	-20%	-20%	XX 5*-6* - Omega Fire

=====  
| \_\_\_\_\_ |  
| ++ Jewel Wand ++ |=====

| \_\_\_\_\_ | Don't even think about stealing the jewel at the tip.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
-------	----	----	----	----	----	----	--------------------

HP								XX
SAT								XX COND Rates: 4 / 0
SDF								XX-----
LAT	15%	20%	25%	30%	35%	40%		XX Chip Type: LDF
LDF	15%	15%	15%	15%	15%	15%		XX Skill: -
HIT								XX-----
SPD								XX >> Special Attacks <<
JM								XX=====
Fire								XX 1*-6* - Wind
Wind	20%	20%	20%	20%	20%	20%		XX 3*-4* - Mega Wind
Water	-20%	-20%	-20%	-20%	-20%	-20%		XX 5*-6* - Omega Wind

++ Unlosing Rod ++

A legendary rod said to have parted the sea

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
HP							XX-----
SAT							XX COND Rates: 4 / 0
SDF							XX-----
LAT	25%	30%	35%	40%	45%	50%	XX Chip Type: LAT
LDF	15%	15%	15%	15%	15%	15%	XX Skill: -
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire	20%	20%	20%	20%	20%	20%	XX Fire
Wind	20%	20%	20%	20%	20%	20%	XX Wind
Water	20%	20%	20%	20%	20%	20%	XX Cool

++ Manipulator ++

Grab the guy's head sitting in front of you and...

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 3 / SAT
HP							XX-----
SAT							XX COND Rates: 10 / 0
SDF							XX-----
LAT	10%	12%	14%	16%	18%	20%	XX Chip Type: LDF
LDF	10%	10%	10%	10%	10%	10%	XX Skill: -
HIT							XX-----
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX None
Wind							XX
Water							XX

NOTE: Regular attacks will make you switch places with the target.

++ Ice Staff ++

A magical staff with a decorative ice crystal.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 1 / SAT
HP							XX-----

HP								XX COND Rates: 4 / 0
SAT								XX-----
SDF								XX Chip Type: LDF
LAT	15%	20%	25%	30%	35%	40%		XX-----
LDF	15%	15%	15%	15%	15%	15%		XX Skill: -
HIT								XX-----
SPD								XX >> Special Attacks <<
JM								XX=====
Fire								XX 1*-6* - Cool
Wind	-20%	-20%	-20%	-20%	-20%	-20%		XX 3*-4* - Mega Cool
Water	20%	20%	20%	20%	20%	20%		XX 5*-6* - Omega Cool

|  
 | ++ Merle's Stick ++ |=====|  
 | | Dengeki Collaboration: "Oreimo"  
 |=====|

STATS	1*							XX Attack: 1 / SAT
-----	-----							XX-----
HP								XX COND Rates: 4 / 0
SAT								XX-----
SDF								XX Chip Type: LAT
LAT	40%							XX-----
LDF	20%							XX Skill: -
HIT								XX-----
SPD								XX >> Special Attacks <<
JM								XX=====
Fire	-20%							XX Meteor Impact
Wind	20%							XX
Water								XX

|  
 | ++ 5 Yen Coin ++ |=====|  
 | | Dengeki Collaboration: "Lucky Chance!"  
 |=====|

STATS	1*							XX Attack: 1 / SAT
-----	-----							XX-----
HP	20%							XX COND Rates: 4 / 0
SAT								XX-----
SDF								XX Chip Type: LAT
LAT	30%							XX-----
LDF								XX Skill: Break the Bank
HIT								XX-----
SPD								XX >> Special Attacks <<
JM								XX=====
Fire								XX None
Wind	20%							XX
Water								XX

[GUN10]XXXXXXXXXX | GUN |XXXXXXXXXX

|  
 | ++ Handgun ++ |=====|  
 | | Government-issued for the space police.  
 |=====|

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 3(NOTE) / LAT
HP							XX COND Rates: 5 / 0
SAT							XX
SDF							XX Chip Type: LDF
LAT	15%	20%	25%	30%	35%	40%	XX
LDF							XX Skill: Gun Master 1
HIT							XX
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX Last Shot
Wind							XX
Water							XX

NOTE: 1\*-2\* Range - 3  
3\*-4\* Range - 4  
5\*-6\* Range - 5

++ Shotgun ++  
Its office name is parallel double-barreled shotgun.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 2(NOTE) / LAT
HP							XX COND Rates: 10 / 0
SAT							XX
SDF							XX Chip Type: LAT
LAT	25%	30%	35%	40%	45%	50%	XX
LDF							XX Skill: Gun Master 2
HIT	15%	15%	15%	15%	15%	15%	XX
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX Gimlet Gun
Wind							XX
Water							XX

NOTE: 1\*-2\* Range - 2  
3\*-4\* Range - 3  
5\*-6\* Range - 4

++ Unlosing Bazooka ++  
A gun powerful enough to turn the target into dust.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: 3(NOTE) / LAT
HP							XX COND Rates: 4 / 0
SAT							XX
SDF							XX Chip Type: LAT
LAT	30%	35%	40%	45%	50%	55%	XX
LDF							XX Skill: Gun Master 3
HIT							XX
SPD							XX >> Special Attacks <<
JM							XX=====
Fire							XX Pendaburst
Wind							XX
Water							XX



NOTE: 1\*-2\* Range - 3  
3\*-4\* Range - 4  
5\*-6\* Range - 5

```
=====
|
| ++ Cannon ++ |=====
|               | Dengeki Collaboration: "Kino's Journeys"
|=====
| STATS | 1* | |XX Attack: 3 / LAT
|-----|-----| |XX-----
| HP | | |XX COND Rates: 5 / 0
| SAT | | |XX-----
| SDF | | |XX Chip Type: LDF
| LAT | 40% | |XX-----
| LDF | | |XX Skill: -
| HIT | 10% | |XX-----
| SPD | 30% | |XX >> Special Attacks <<
| JM | | |XX=====
| Fire | | |XX Quick Draw
| Wind | | |XX
| Water | | |XX
=====
```

```
=====
|
| ++ Space Gun ++ |=====
|               | Dengeki Collaboration: "MIB"
|=====
| STATS | 1* | |XX Attack: 3 / LAT
|-----|-----| |XX-----
| HP | | |XX COND Rates: 4 / 0
| SAT | | |XX-----
| SDF | | |XX Chip Type: LDF
| LAT | 40% | |XX-----
| LDF | | |XX Skill: -
| HIT | 20% | |XX-----
| SPD | 20% | |XX >> Special Attacks <<
| JM | | |XX=====
| Fire | | |XX Neurolyzer
| Wind | | |XX
| Water | | |XX
=====
```

[ETC11]XXXXXXXXXX | OTHER WEAPONS |XXXXXXXXXX

```
=====
|
| ++ Basketball ++ |=====
|               | Dengeki Collaboration: "RO-KYU-BU!"
|=====
| STATS | 1* | |XX Attack: 3 / LAT
|-----|-----| |XX-----
| HP | | |XX COND Rates: 1 / 0
| SAT | | |XX-----
| SDF | | |XX Chip Type: LDF
| LAT | 20% | |XX-----
```

LDF			XX Skill: -
HIT	20%		XX-----
SPD			XX >> Special Attacks <<
JM			XX=====
Fire			XX None
Wind			XX
Water			XX

=====  
 |  
 | ++ Platinum Reaper ++ |=====

---

| Dengeki Collaboration: "Red Romance"  
 |=====

STATS	1*		XX Attack: 1 / SAT
-----	-----		XX-----
HP			XX COND Rates: 1 / 0
SAT	20%		XX-----
SDF			XX Chip Type: LDF
LAT			XX-----
LDF			XX Skill: -
HIT			XX-----
SPD	20%		XX >> Special Attacks <<
JM			XX=====
Fire			XX Platinum Wind
Wind			XX
Water			XX

=====  
 |  
 | ++ Seirin's Bow ++ |=====

---

| Dengeki Collaboration: "My Master the Wild Cat Princess"  
 |=====

STATS	1*		XX Attack: 3 / LAT
-----	-----		XX-----
HP			XX COND Rates: 1 / 0
SAT			XX-----
SDF	20%		XX Chip Type: LDF
LAT	20%		XX-----
LDF			XX Skill: -
HIT			XX-----
SPD			XX >> Special Attacks <<
JM			XX=====
Fire			XX Longbow
Wind			XX
Water			XX

=====  
 |  
 | ++ Tarot ++ |=====

---

| Dengeki Collaboration: "Master of Tarot"  
 |=====

STATS	1*		XX Attack: 1 / SAT
-----	-----		XX-----
HP			XX COND Rates: 1 / 0
SAT			XX-----
SDF			XX Chip Type: LDF
LAT	20%		XX-----
LDF	20%		XX Skill: Clockwork
HIT			XX-----
SPD			XX >> Special Attacks <<

JM			XX=====
Fire			XX None
Wind			XX
Water			XX

-----

[SHI12]XXXXXXXXXX| SHIELD |XXXXXXXXXXXX

-----

|

| ++ Short Shield ++ |=====

| | So short it's practically useless.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
-----	-----	-----	-----	-----	-----	-----	XX-----
HP	10%	10%	10%	10%	10%	10%	XX COND Rates: 0 / 2
SAT							XX-----
SDF	20%	25%	30%	35%	40%	45%	XX Chip Type: SDF
LAT							XX-----
LDF	10%	10%	10%	10%	10%	10%	XX Skill: Arrow Null
HIT							XX-----
SPD	-5%	-5%	-5%	-5%	-5%	-5%	XX >> Special Attacks <<
JM							XX=====
Fire							XX Shield Bash
Wind							XX
Water							XX

|

| ++ Beam Shield ++ |=====

| | A photon-based weapon that can deflect laser beams.

STATS	1*	2*	3*	4*	5*	6*	XX Attack: None
-----	-----	-----	-----	-----	-----	-----	XX-----
HP	5%	5%	5%	5%	5%	5%	XX COND Rates: 0 / 2
SAT							XX-----
SDF	10%	10%	10%	10%	10%	10%	XX Chip Type: LDF
LAT							XX-----
LDF	20%	25%	30%	35%	40%	45%	XX Skill: Defense Cast
HIT							XX-----
SPD	5%	5%	5%	5%	5%	5%	XX >> Special Attacks <<
JM							XX=====
Fire	20%	20%	20%	20%	20%	20%	XX 3*-6* - Pog Flip
Wind	20%	20%	20%	20%	20%	20%	XX
Water	20%	20%	20%	20%	20%	20%	XX

|

| ++ Purity Mirror ++ |=====

| | Dengeki Collaboration: "Tsukumodo Antique Shop"

STATS	1*						XX Attack: None
-----	-----						XX-----
HP	15%						XX COND Rates: 0 / 1
SAT							XX-----
SDF	30%						XX Chip Type: LDF
LAT							XX-----

LDF	30%		XX Skill: Divine Guard
HIT			XX-----
SPD	5%		XX >> Special Attacks <<
JM			XX=====
Fire			XX None
Wind			XX
Water			XX

-----

[ITE13]XXXXXXXXXX| ITEMS |XXXXXXXXXX

-----

I won't be putting the in-game description word per word, just the effect of the item.

ITEM	EFFECT
RECOVERY	
Herb Set	Heals 20 HP and restores 5% EN
Medicinal Herb	Heals 50 HP and restores 5% EN
Ointment	Heals 100 HP and restores 5% EN
Pill	Heals 200 HP and restores 5% EN
Potion	Heals 500 HP and restores 5% EN
Ingesting Potion	Heals 1000 HP and restores 5% EN
First Aid Kit	Heals 2500 HP and restores 5% EN
Classy Potion	Heals 4000 HP and restores 5% EN
Legendary Potion	Heals 8000 HP and restores 5% EN
Ultimate Potion	Heals 20000 HP and restores 5% EN
Meat Chunk	Restores 50% EN
Marbled Meat	Restores 100% EN
White Meat	Restores 25% EN
Leftover Scraps	Restores 5% EN
DUNGEON USE	
Barrier Stone	Creates barriers (see Barriers section).
Poison Bottle	Throwing item that causes POISON
Soft Pillow	Throwing item that causes SLEEP
Paralyze Box	Throwing item that causes PARALYZE
Flashbang	Throwing item that causes BLIND
Hammer	Throwing item that causes FORGET
Confusion Tub	Throwing item that causes CONFUSE
Dead Weight	Throwing item that causes SLOW
Jump Device	Lets you jump 3 spaces forward
SPECIAL USE	
Antidote	Cures POISON and restores 5% EN
Paralyze Heal	Cures PARALYZE and restores 5% EN
Memory Jogger	Cures FORGET and restores 5% EN
Mind Stabilizer	Cures CONFUSE and restores 5% EN
Body Hardener	Increases SAT and SDF by 30% for 20 turns
Concentrator	Increases LAT and LDF by 30% for 20 turns
Leg Booster	Increases SPD and HIT by 30% for 20 turns
Rare Metal Grey	\
Rare Metal Red	

Rare Metal Orange | |  
 Rare Metal Yellow | > See Synthesis section.  
 Rare Metal Blue | |  
 Rare Metal Green | |  
 Rare Metal Teal | /

=====

WIFE'S LUNCHBOX |

-----

Newlywed Lunch | Restores 50% EN  
 Devoted Lunch | Restores 100% EN  
 Spiteful Lunch | Restores 5% EN

=====

DENGEKI CARDS |

-----

Dengeki Card 1 | Unlocks a Dengeki Dungeon of your choice. One-time use.  
 Dengeki Card 2 | Unlocks a Dengeki Dungeon of your choice. One-time use.  
 Dengeki Card 3 | Unlocks a Dengeki Dungeon of your choice. One-time use.  
 Dengeki Card 4 | Unlocks a Dengeki Dungeon of your choice. One-time use.  
 Dengeki Card 5 | Unlocks a Dengeki Dungeon of your choice. One-time use.  
 Dengeki Card 6 | Unlocks a Dengeki Dungeon of your choice. One-time use.  
 Dengeki Card 7 | Unlocks a Dengeki Dungeon of your choice. One-time use.  
 Dengeki Card 8 | Unlocks a Dengeki Dungeon of your choice. One-time use.  
 Dengeki Card 9 | Unlocks a Dengeki Dungeon of your choice. One-time use.  
 Dengeki Card 10 | Unlocks a Dengeki Dungeon of your choice. One-time use.  
 Dengeki Card 11 | Unlocks a Dengeki Dungeon of your choice. One-time use.  
 Dengeki Card 12 | Unlocks a Dengeki Dungeon of your choice. One-time use.  
 Dengeki Card 13 | Unlocks a Dengeki Dungeon of your choice. One-time use.  
 Dengeki Card 14 | Unlocks a Dengeki Dungeon of your choice. One-time use.  
 Dengeki Card 15 | Unlocks a Dengeki Dungeon of your choice. One-time use.  
 Dengeki Card 16 | Unlocks a Dengeki Dungeon of your choice. One-time use.

=====

-----

[MOD14]XXXXXXXXX | MOD ITEMS | XXXXXXXXXXXX

-----

Mod items are the items you use to modify your Shadowgram. Each of them has their own special effect which can possibly be improved by directing Hero Energy into them. I'll be listing them in table format:

-----

Mod Item	Spc	Res	Effect	Bonus
----------	-----	-----	--------	-------

-----

TERMS

=====

S (Space) - amount of spaces used up in the Shadowgram. The different shapes will be shown on the next table.

Res (Restriction) - the type of chips you need to place the mod item on. The default heart-shaped white pattern on the shadowgram's center counts as any chip type.

Effect - base effect of the mod item (without any Hero Energy bonus).

Bonus - added effect from Hero Energy. Some mods gain boosts depending on the number of directed Hero Energy (P/E), or the number of energy tiles that flows before the mod (P/T).

=====

BOOSTER PLUGS

-----

Mod Item	S	Res	Effect	Bonus
Plug-S Head	4	N/A	Boosts the stats of Headgear by 5%	+1% (P/T)
Plug-S L Arm	4	N/A	Boosts the stats of Left Arm by 5%	+1% (P/T)
Plug-S R Arm	4	N/A	Boosts the stats of Right Arm by 5%	+1% (P/T)
Plug-S Legs	4	N/A	Boosts the stats of Leg by 5%	+1% (P/T)
Plug-S Expander	4	N/A	Boosts the stats of Expansion by 5%	+1% (P/T)
Plug-M Head	6	All	Boosts the stats of Headgear by 10%	+1% (P/T)
Plug-M L Arm	6	All	Boosts the stats of Left Arm by 10%	+1% (P/T)
Plug-M R Arm	6	All	Boosts the stats of Right Arm by 10%	+1% (P/T)
Plug-M Legs	6	All	Boosts the stats of Leg by 10%	+1% (P/T)
Plug-M Expansion	6	All	Boosts the stats of Expansion by 10%	+1% (P/T)
Plug-L Head	9	All	Boosts the stats of Headgear by 20%	+1% (P/T)
Plug-L L Arm	9	All	Boosts the stats of Left Arm by 20%	+1% (P/T)
Plug-L R Arm	9	All	Boosts the stats of Right Arm by 20%	+1% (P/T)
Plug-L Legs	9	All	Boosts the stats of Leg by 20%	+1% (P/T)
Plug-L Expansion	9	All	Boosts the stats of Expansion by 20%	+1% (P/T)

#### NOTES

- Plug-M and Plug-L boosters come in 6 different restriction types, one for each Stat, giving you a total of 30 different Plug-M boosters and 30 different Plug-L boosters to hunt for in order to complete your in-game item list.
- In the in-game Items list, there's an extra set of 5 Plug-M and 5 Plug-L boosters. These represent the rare special-shaped ones (2x3 for medium, 3x3 for large) that have fixed stat restrictions:

Plug-L Head	- HIT	Plug-M Head	- HIT
Plug-L L Arm	- LAT	Plug-M L Arm	- LAT
Plug-L R Arm	- SAT	Plug-M R Arm	- SAT
Plug-L Legs	- SPD	Plug-M Legs	- SPD
Plug-L Expander	- SDF	Plug-M Expander	- SDF

- There are no typos in the above tables. Yes, the words Expansion and Expander are both used. Expander usually indicates the "rare" version of the plug.

- Each booster size has a Hero Energy limit. See the Advanced Shadowgram section for details.

#### STAT BOOSTERS

Mod Item	S	Res	Effect	Bonus
HP Booster	4	N/A	Increases HP by 10%	+10% (P/E)
SAT Booster	4	SAT	Increases SAT by 10%	+10% (P/E)
SDF Booster	4	SDF	Increases SDF by 10%	+10% (P/E)
LAT Booster	4	LAT	Increases LAT by 10%	+10% (P/E)
LDF Booster	4	LDF	Increases LDF by 10%	+10% (P/E)
HIT Booster	4	HIT	Increases HIT by 10%	+10% (P/E)
SPD Booster	4	SPD	Increases SPD by 10%	+10% (P/E)
Fire Element Up	4	SAT	Increases Fire Affinity by 10%	+1% (P/T)
Wind Element Up	4	HIT	Increases Wind Affinity by 10%	+1% (P/T)
Water Element Up	4	SPD	Increases Water Affinity by 10%	+1% (P/T)

#### OTHER EFFECTS

Mod Item	S	Res	Effect	Bonus
S Container	4	N/A	Inventory capacity +2	+1 (P/E)
M Container	6	LDF	Inventory capacity +4	+2 (P/E)

L Container	9	LDF	Inventory capacity +6	+3 (P/E)
Life Support	6	LDF	One-time revive with 50% HP when killed	+10% HP revive (P/E)
S Capsule	4	N/A	Save 1 item from death penalty	+1 (P/E)
M Capsule	9	SPD	Save 2 items from death penalty	+2 (P/E)
L Capsule	9	SPD	Save 5 items from death penalty	+5 (P/E)
Casting Device	13	LAT	Allows 1 additional special attack to be Cast. Also allows the use of Combination Specials.	N/A
Energy Saver	1	SDF	50% EN consumption, -25% damage	N/A
Energy Leaker	1	SDF	200% EN consumption, +25% damage	N/A
Multi-Act	1	SDF	Allows 2 special attacks to be activated consecutively	N/A
Chip Up	1	N/A	+1 value for surrounding chips	+1 (P/E)
Power Combustion	9	N/A	+0.3% HP recovery rate	+0.1% (P/E)
Exp. Booster	4	LDF	+20% EXP gain	+10% (P/E)
Yellow Wallet	4	LDF	+20% WP gain	+10% (P/E)
Pinch Battery	6	LDF	Gain 50%EN after dropping to 0%	+10% (P/E)
Recharge Battery	6	SAT	Restore 25% EN when activating any Unlosing Mode. Effect doubles when using True Unlosing Modes.	+5% (P/E)
Absorber	4	SDF	No COND loss if 0 damage is taken	N/A
Demon Soul	4	SPD	Gain WP equal to 10% of killed enemy's HP	+5% of enemy HP (P/E)
Unlosing Boost	4	HIT	Faster Unlosing Gauge gain*	Faster (P/E)*
Frugal Eater	4	N/A	10% chance to retain item after use	
Pharmacist	4	LDF	+10% effect for healing items	+5% (P/E)

#### HERO ENERGY MANAGEMENT

Mod Item	S	Res	Effect
Changer	1	N/A	Change the direction of Hero Energy flow
Lapper	1	N/A	Prevents multiple Hero Energies from overlapping

\* The exact effect of Unlosing Boost is speculated to be a 10% increase in Unlosing Gauge gain (which is not the same as a 10% decrease in the kills needed), with a 10% further increase from each Energy Source. As the number

of kills needed to fill the Gauge is variable and currently unpredictable, it is impossible to be certain exactly how Unlosing Boost works.

MOD ITEM SHAPES

=====

Most mod items come in different shapes limited by their Space number. Here are the various shapes found in-game. It's just like tetris ;)

4 Spaces - [][] [] [] [] []  
 [][] [] [] [] [] [] []  
 [][] [][] [] [] []  
 []

6 Spaces - [][] [] [][] [] [] [] [] []  
 [][] [] [] [] [] [] [] []  
 [][] [] [] [] [] [] [] []  
 [] [] [] [] [] []

9 Spaces - [] [] [] [] [] []  
 [] [] [] [] [] []  
 [] [] [] [] [] []  
 [] [] [] [] [] []

13 Spaces - [] [] [] [] [] [] [] []  
 [] [] [] [] [] [] [] []  
 [] [] [] [] [] [] [] []  
 [] [] [] [] [] [] [] []  
 [] [] [] [] [] [] [] []

Some mod items have a fixed shape:

- Life Support \
- Pinch Battery > 6 space cross
- Recharge Battery /
- Plug-S Boosters - 4 space square
- S Container - 4 space square
- S Capsule - 4 space inverted L
- Absorber - 4 space square
- M Container - 6 space rectangle
- L Container - 9 space square
- M Capsule - 9 space square
- L Capsule - 9 space X

```
X=====X
|-----|
|[DAT02]XXXXXXXXXXXX|          VIII. SKILL DATABASE          |XXXXXXXXXXXXXXXXXXXX|
|-----|
X=====X
```

Skills are what we usually call Passive Abilities in other RPGs. They give unique effects to your hero's stats, specials, and even movement. Some can even unlock special attacks. Here's the format for this database:

```
|=====|
| ~ Skill Name ~ | Transfer: Yes/No
|=====| Skill Cost:
|=====|
| EFFECT:
```



|-----  
| Bonus:  
=====

NOTES:  
=====

TERMS  
=====

Transfer: - Whether the skill can be transferred onto other items via synthesis  
"No" means the skill can only be available in the item that provides it.

Skill Cost: - The amount of skill points used by the skill when transferring it via synthesis.

EFFECT: - All the effects of the skill will be listed here. This is not the in-game description, since a couple of them are misleading. I'll try to give accurate numbers in these effects but for things that are currently unknown, I'll just give a rough explanation until I can do some thorough tests.  
- Skills that increase damage by a certain percentage are not to be taken at face value. See the Damage Formula section for info on how the effects of these skills improve damage.

Bonus: - Skills are affected by the shadowgram's Hero Energy through the booster plugs related to it (e.g.: head plug onto head skills). Here I will list the improvements from Hero Energy. Unless otherwise stated, the bonuses are from every Hero Energy used ("P/E" from the Mod Items section).  
- Some skills don't get affected by Hero Energy. In that case, the "Bonus" field is omitted.

NOTES: - any info not covered by the above will be noted here.

!!  
!!  
To find a specific skill, hit CRL+F and type 2 tilde signs "~" followed by a SPACE then the name of the skill. Each skill here is spelled exactly how the game spells it. The tilde symbol is found to the left of your 1 key on the keyboard in case you're wondering. :P  
!!  
!!

-----  
[SKL01]XXXXXXXXXX | HEADGEAR SKILLS |XXXXXXXXXX  
-----

| \_\_\_\_\_ |=====|  
| ~ ~ Bomber ~ ~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4  
|=====|  
| EFFECT: Anything you throw explodes instantly. When you're thrown or dropped  
| from any height (jumping off a balloon, high ground room, or using a  
| Jump Device), you explode and instantly die.  
|=====|

| \_\_\_\_\_ |=====|  
| ~ ~ Helping Hand ~ ~ | Transfer: Yes

| \_\_\_\_\_ | Skill Cost: 6

|=====

| EFFECT: Allows use of regular attacks even when carrying an object.

|=====

| \_\_\_\_\_ |=====

| ~~ FOV Expand ~~ | Transfer: Yes

| \_\_\_\_\_ | Skill Cost: 3

|=====

| EFFECT: Increase view range in narrow pathways.

|=====

| \_\_\_\_\_ |=====

| ~~ Boulder Null ~~ | Transfer: Yes

| \_\_\_\_\_ | Skill Cost: 4

|=====

| EFFECT: Provides immunity to Boulder Traps.

|=====

| \_\_\_\_\_ |=====

| ~~ No Pain No Gain ~~ | Transfer: Yes

| \_\_\_\_\_ | Skill Cost: 8

|=====

| EFFECT: Reduces EN consumption rates by 50%.

|-----

| Note: See the section on EN for in-depth info on how this works.

|=====

| \_\_\_\_\_ |=====

| ~~ Divinity ~~ | Transfer: Yes

| \_\_\_\_\_ | Skill Cost: 5

|=====

| EFFECT: +1 Magic level for Staff Special Attacks (excludes Omega level

| spells and Meteor Impact).

|=====

| \_\_\_\_\_ |=====

| ~~ Map Maker ~~ | Transfer: Yes

| \_\_\_\_\_ | Skill Cost: 7

|=====

| EFFECT: Reveals the entire mini-map. Enemies, items, traps, and the exit are

| not included.

|=====

| \_\_\_\_\_ |=====

| ~~ Bushido ~~ | Transfer: Yes

| \_\_\_\_\_ | Skill Cost: 4

|=====

| EFFECT: +25% damage when attacking enemies from the front.

|-----

| Bonus: +100% damage

|=====

| \_\_\_\_\_ |=====

| ~~ Desperation ~~ | Transfer: Yes

| \_\_\_\_\_ | Skill Cost: 4

|=====

| EFFECT: +25% damage but disables Blocking.

|-----

| Bonus: +1% damage

=====

~~ Demon God Head ~~	Transfer: No
	Skill Cost: 4

=====

EFFECT: Unlocks Tera Star special attack when equipping items with the Demon God Body and Demon God Wing skills.

=====

=====

~~ Assassinate ~~	Transfer: Yes
	Skill Cost: 7

=====

EFFECT: 100% Critical hit chance when attacking enemies from behind.

=====

=====

~~ Devil Eye ~~	Transfer: Yes
	Skill Cost: 4

=====

EFFECT: Automatically displays enemy's elemental weakness.

=====

=====

~~ Confuse Null ~~	Transfer: Yes
	Skill Cost: 4

=====

EFFECT: Provides immunity to the CONFUSE status ailment

=====

=====

~~ Mimic ~~	Transfer: Yes
	Skill Cost: 5

=====

EFFECT: Copies and automatically Casts a special attack done by an enemy. Only works if you have space in your Cast stock.

=====

=====

~~ Portal Warp ~~	Transfer: No
	Skill Cost: 4

=====

EFFECT: Unlocks the Portal Create and Portal Warp specials. Allows you to create a portal on your position which you can teleport into from anywhere in the current floor.

=====

=====

~~ Mana Release ~~	Transfer: Yes
	Skill Cost: 8

=====

EFFECT: +25% damage for Magic special attacks, -25% damage for Physical special attacks.

-----

Bonus: +5% damage for Magic, -5% for Physical.

=====

=====

~~ Casting Cancel ~~	Transfer: Yes
----------------------	---------------

=====

| \_\_\_\_\_ | Skill Cost: 6  
|=====|  
| EFFECT: Attacks cancel an enemy's Casted special attack.  
|=====|  
| \_\_\_\_\_ |=====|  
| ~~ Stealth ~~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 5  
|=====|  
| EFFECT: Be invisible for 1 turn after entering an enemy's view range.  
Moving out of the enemy's range will NOT reset the 1 turn count.
Bonus: +1 turn of invisibility.
=====

| \_\_\_\_\_ |=====|  
| ~~ Blind Null ~~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4  
|=====|  
| EFFECT: Provides immunity to the BLIND status ailment  
|=====|

| \_\_\_\_\_ |=====|  
| ~~ Genotoxin ~~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4  
|=====|  
| EFFECT: 25% chance to instantly kill enemies inflicted with the POISON status  
ailment.
Bonus: +5% chance
=====

| \_\_\_\_\_ |=====|  
| ~~ Inorganic Food ~~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 6  
|=====|  
| EFFECT: Provides the ability to eat any inorganic item for EN recovery.  
|           "Inorganic" basically means any item not made of an animal/creature's  
|           body parts (e.g.: Robo Popo Mask, Zombie Hat, Silk Hat, etc).  
|=====|

| \_\_\_\_\_ |=====|  
| ~~ Gimmick Search ~~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 6  
|=====|  
| EFFECT: Reveals the location of all traps on the minimap.  
|=====|

| \_\_\_\_\_ |=====|  
| ~~ Organic Food ~~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 6  
|=====|  
| EFFECT: Provides the ability to eat any organic item for EN recovery.  
|           "Organic" basically means any item made of an animal/creature's body  
|           parts (e.g.: Evil Eye, Snake Hair, etc.).  
|=====|

| \_\_\_\_\_ |=====|  
| ~~ Shut-In ~~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4  
|=====|



=====
| EFFECT: Attacks gain a chance to inflict SLEEP status ailment.
=====

\_\_\_\_\_ |=====
| ~ Shock Absorb ~ | Transfer: No
|\_\_\_\_\_ | Skill Cost: 5
=====

| EFFECT: Reduced damage from any type of attack.
=====

\_\_\_\_\_ |=====
| ~ My Pain ~ | Transfer: No
|\_\_\_\_\_ | Skill Cost: 4
=====

| EFFECT: Increases damage of next attack whenever you take damage from
| enemies.
=====

\_\_\_\_\_ |=====
| ~ Star Aura ~ | Transfer: Yes
|\_\_\_\_\_ | Skill Cost: 4
=====

| EFFECT: 20% damage reduction from humanoid enemies. Does not stack with other
Star Aura skills.

| Bonus: +2% damage reduction.
=====

-----
[SKL02]XXXXXXXXX | LEFT ARM SKILLS |XXXXXXXXXX
-----

\_\_\_\_\_ |=====
| ~ Stomping ~ | Transfer: Yes
|\_\_\_\_\_ | Skill Cost: 5
=====

| EFFECT: Enemy's item drop rate increases for every turn you move.
=====

\_\_\_\_\_ |=====
| ~ Ice Element ~ | Transfer: Yes
|\_\_\_\_\_ | Skill Cost: 6
=====

| EFFECT: Endows regular attacks with the Water element.
=====

\_\_\_\_\_ |=====
| ~ Power Lift ~ | Transfer: Yes
|\_\_\_\_\_ | Skill Cost: 4
=====

| EFFECT: Prevents extra EN loss from carrying objects.
=====

\_\_\_\_\_ |=====
| ~ Full Bullet ~ | Transfer: Yes
|\_\_\_\_\_ | Skill Cost: 4
=====

| EFFECT: 20% Critical hit chance on enemies 2-3 spaces away.

| Bonus: +5% chance

| ~ Confuse ~ | Transfer: Yes  
| Skill Cost: 5

| EFFECT: Attacks and throws gain a chance to inflict CONFUSE status ailment.

| ~ Eco-Mana ~ | Transfer: Yes  
| Skill Cost: 6

| EFFECT: 25% EN reduction for special attacks.

| ~ Poisoning ~ | Transfer: Yes  
| Skill Cost: 4

| EFFECT: Attacks and throws gain a chance to inflict POISON status ailment.

| ~ Practice Swing ~ | Transfer: Yes  
| Skill Cost: 6

| EFFECT: 5% damage boost for every regular attack that misses. Swinging at the  
| air counts. The boost disappears after 1 attack, but not when  
| throwing or jumping. The boost also persists between floors. Caps at  
| +500%

| Bonus: +5% boost to every swing, +500% boost cap.

| ~ Vengeful God ~ | Transfer: Yes  
| Skill Cost: 4

| EFFECT: Whenever damage is received, the damage of the next attack you make  
| is increased by that amount. Damage is stacked until an attack is  
| made; after that, damage reverts to normal.

| Note: The exact mechanics of how this extra damage is modified by skills is  
| unclear, but the above is a good generalization.

| ~ Auto Charge ~ | Transfer: Yes  
| Skill Cost: 6

| EFFECT: +1% damage to special attacks on Casting stock every turn. Maxes at  
| +99%. Disappears when moving to the next floor.

| ~ Berserker ~ | Transfer: Yes

| \_\_\_\_\_ | Skill Cost: 4  
|=====|  
| EFFECT: Attacks and special attacks will either be critical hits or misses.  
|=====|  
| \_\_\_\_\_ |=====|  
| ~~ Dual Strike ~~ | Transfer: No  
| \_\_\_\_\_ | Skill Cost: 10  
|=====|  
| EFFECT: Attack twice for regular attacks. Does not stack with Dual Wield's  
| double attack feature or with another Dual Strike skill. EN cost for  
| Dual Strike's double attacks is the same as a single attack.  
|=====|

| \_\_\_\_\_ |=====|  
| ~~ My Pain ~~ | Transfer: No  
| \_\_\_\_\_ | Skill Cost: 4  
|=====|  
| EFFECT: Increases damage of next attack whenever you take damage from  
| enemies.  
|=====|

| \_\_\_\_\_ |=====|  
| ~~ Ice Drain ~~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4  
|=====|  
EFFECT: Restores 5 EN when hit by Water element special attacks.
Bonus: +1 EN restored.
=====

| \_\_\_\_\_ |=====|  
| ~~ Star Aura ~~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4  
|=====|  
| EFFECT: 20% damage reduction from humanoid enemies. Does not stack with other  
Star Aura skills.
Bonus: +2% damage reduction.
=====

| \_\_\_\_\_ |=====|  
| ~~ Misfortune Doll ~~ | Transfer: No  
| \_\_\_\_\_ | Skill Cost: 5  
|=====|  
EFFECT: ?????
Note: Nobody seems quite sure what this does. A comment on the Japanese wiki
suggests that this "may cause death", whatever that means.
=====

-----  
[SKL03]XXXXXXXXXX | RIGHT ARM SKILLS |XXXXXXXXXX  
-----

| \_\_\_\_\_ |=====|  
| ~~ Psychogun ~~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 6



=====

| EFFECT: Attacks, specials, and throws will cause damage equal to your  
| Max HP - Current HP.

-----

| Note: you can't abuse this effect for multi-attack weapons and specials like  
| Gatling Gun and S-Stream. The damage for these types of attacks is  
| DIVIDED among the number of hits; if your (max - current) HP is 10,000,  
| a Gatling Gun attack will do 2,000 damage x5 hits, NOT 10,000 x5 hits.

=====

-----

| ~~ Stomping ~~ | Transfer: Yes  
| Skill Cost: 5

=====

| EFFECT: Enemy's item drop rate increases for every turn you move.

=====

-----

| ~~ Fire Element ~~ | Transfer: Yes  
| Skill Cost: 6

=====

| EFFECT: Endows regular attacks with the Fire element.

=====

-----

| ~~ Power Lift ~~ | Transfer: Yes  
| Skill Cost: 4

=====

| EFFECT: Prevents extra EN loss from carrying objects.

=====

-----

| ~~ Steal Senses ~~ | Transfer: Yes  
| Skill Cost: 4

=====

| EFFECT: Attacks reduce enemy's HIT and SPD by 50% for 5 turns.

=====

-----

| ~~ Heartbreaker ~~ | Transfer: Yes  
| Skill Cost: 4

=====

| EFFECT: Attacks reduce enemy's SAT and LAT by 50% for 5 turns.

=====

-----

| ~~ Sharpshooter ~~ | Transfer: Yes  
| Skill Cost: 4

=====

| EFFECT: Accuracy rate is set to 100% if equipped Gun category item is at 50%  
| COND or above.

=====

-----

| ~~ Armor Down ~~ | Transfer: Yes  
| Skill Cost: 4

=====

| EFFECT: Attacks reduce enemy's SDF and LDF by 50% for 5 turns.

=====

=====

~~ Devour Enemy ~~	Transfer: No
	Skill Cost: 4

=====

EFFECT: Copy skills from an enemy killed by the Munch special attack. Copied skills disappear when moving onto the next floor, and not all enemy skills can be copied.

=====

=====

~~ Paralyze ~~	Transfer: Yes
	Skill Cost: 5

=====

EFFECT: Attacks and throws gain a chance to inflict PARALYZE status ailment.

=====

=====

~~ Count Shot ~~	Transfer: Yes
	Skill Cost: 4

=====

EFFECT: +1% accuracy rate every turn you move. Effect disappears when you do ANY action other than moving, when you get attacked (hit or miss), or when you move to the next floor. Effect caps at +99%.

-----

Bonus: +1% effect increase. +99% effect cap (though obviously, there's no effect difference between 891% and 100% accuracy rate :P).

=====

=====

~~ Auto Charge ~~	Transfer: Yes
	Skill Cost: 6

=====

EFFECT: +1% damage to special attacks on Casting stock every turn. Maxes at +99%. Disappears when moving to the next floor.

=====

=====

~~ Berserker ~~	Transfer: Yes
	Skill Cost: 4

=====

EFFECT: Attacks and special attacks will either be critical hits or misses.

=====

=====

~~ Dual Strike ~~	Transfer: No
	Skill Cost: 10

=====

EFFECT: Attack twice for regular attacks. Does not stack with Dual Wield's double attack feature or with another Dual Strike skill. EN cost for Dual Strike's double attacks is the same as a single attack.

=====

=====

~~ My Pain ~~	Transfer: No
	Skill Cost: 4

=====

EFFECT: Increases damage of next attack whenever you take damage from enemies.

=====

|=====|  
| ~ Storm Drain ~ | Transfer: Yes  
| Skill Cost: 4  
|=====|  
EFFECT: Restores 5 EN when hit by Wind element special attacks.
Bonus: +1 EN restored.
=====

|=====|  
| ~ Star Aura ~ | Transfer: Yes  
| Skill Cost: 4  
|=====|  
| EFFECT: 20% damage reduction from humanoid enemies. Does not stack with other  
Star Aura skills.
Bonus: +2% damage reduction.
=====

-----  
[SKL04]XXXXXXXXX | LEG SKILLS |XXXXXXXXXX  
-----

|=====|  
| ~ Beartrap Null ~ | Transfer: Yes  
| Skill Cost: 4  
|=====|  
| EFFECT: Provides immunity to Bear Traps  
|=====|

|=====|  
| ~ Fish Membrane ~ | Transfer: Yes  
| Skill Cost: 6  
|=====|  
| EFFECT: Provides immunity to Water element attacks and specials. Doesn't work  
| with Asura Cryin's ice floor.  
|=====|

|=====|  
| ~ Demon God Body ~ | Transfer: No  
| Skill Cost: 4  
|=====|  
| EFFECT: Unlocks Tera Star special attack when equipping items with the  
| Demon God Head and Demon God Wing skills.  
|=====|

|=====|  
| ~ Sleep ~ | Transfer: Yes  
| Skill Cost: 5  
|=====|  
| EFFECT: Attacks and throws gain a chance to inflict SLEEP status ailment.  
|=====|

|=====|  
| ~ Dragonet Scale ~ | Transfer: Yes  
| Skill Cost: 6  
|=====|  
| EFFECT: Provides immunity to Fire element attacks and specials. Works with  
|=====|

Magma Rooms but not the Inukami dungeon's magma floor.

=====

~~~~ Spike Null ~~~~	Transfer: Yes
	Skill Cost: 4

=====

EFFECT: Provides immunity to Spike Traps.

=====

=====

~~~~ Count Block ~~~~	Transfer: Yes
	Skill Cost: 4

=====

EFFECT: +1% damage reduction every turn you move. Effect disappears when you do ANY action other than moving, when you get attacked (hit or miss), or when you move to the next floor. Effect caps at +99%.

-----

Bonus: +1% effect increase. +99% effect cap (though obviously, there's no effect difference between 891% and 100% damage reduction :P).

=====

NOTES: If you exchange the item with this skill for another item with a "Count" skill, the current effect boost stays (e.g.: gain +98% accuracy rate from Count Shot then switch with Count Step, you'll have the evasion bonus set at +98%).

=====

=====

~~~~ Stimulation ~~~~	Transfer: Yes
	Skill Cost: 6

=====

EFFECT: Doubles EN consumption rate and HP auto-regeneration rate.

=====

=====

~~~~ Hungry Soul ~~~~	Transfer: Yes
	Skill Cost: 7

=====

EFFECT: Damage increases by  $(100 - \text{current EN})/100\%$ .

=====

=====

~~~~ Count Shot ~~~~	Transfer: Yes
	Skill Cost: 4

=====

EFFECT: +1% accuracy rate every turn you move. Effect disappears when you do ANY action other than moving, when you get attacked (hit or miss), or when you move to the next floor. Effect caps at +99%.

-----

Bonus: +1% effect increase. +99% effect cap (though obviously, there's no effect difference between 891% and 100% accuracy rate :P).

=====

NOTES: If you exchange the item with this skill for another item with a "Count" skill, the current effect boost stays (e.g.: gain +98% accuracy rate from Count Shot then switch with Count Step, you'll have the evasion bonus set at +98%).

=====

=====

~~~~ Count Step ~~~~	Transfer: Yes
----------------------	---------------

\_\_\_\_\_ | Skill Cost: 4  
=====

| EFFECT: +1% evasion rate every turn you move. Effect disappears when you  
| do ANY action other than moving, when you get attacked (hit or miss),  
| or when you move to the next floor. Effect caps at +99%.

-----

| Bonus: +1% effect increase. +99% effect cap (though obviously, there's no  
| effect difference between 891% and 100% evasion rate :P).

=====

NOTES: If you exchange the item with this skill for another item with a "Count"  
skill, the current effect boost stays (e.g.: gain +98% accuracy rate  
from Count Shot then switch with Count Step, you'll have the evasion  
bonus set at +98%).

\_\_\_\_\_ |=====

| ~ Pitfall Null ~ | Transfer: Yes  
|\_\_\_\_\_ | Skill Cost: 4

=====

| EFFECT: Provides immunity to Pitfall Traps.

=====

\_\_\_\_\_ |=====

| ~ Count Attack ~ | Transfer: Yes  
|\_\_\_\_\_ | Skill Cost: 6

=====

| EFFECT: +1% damage every turn you move. Effect disappears when you do ANY  
| action other than moving, when you get attacked (hit or miss), or  
| when you move to the next floor. Effect caps at +99%.

-----

| Bonus: +1% effect increase. +99% effect cap.

=====

NOTES: If you exchange the item with this skill for another item with a "Count"  
skill, the current effect boost stays (e.g.: gain +98% accuracy rate  
from Count Shot then switch with Count Step, you'll have the evasion  
bonus set at +98%).

=====

\_\_\_\_\_ |=====

| ~ Warrior Tribe ~ | Transfer: Yes  
|\_\_\_\_\_ | Skill Cost: 4

=====

| EFFECT: +1 level when you recover all of your HP from below 5%. This effect  
| will delete the item with this skill.

=====

\_\_\_\_\_ |=====

| ~ Martial Killer ~ | Transfer: Yes  
|\_\_\_\_\_ | Skill Cost: 4

=====

| EFFECT: Special attacks from the side can be Blocked.

=====

\_\_\_\_\_ |=====

| ~ Subconscious ~ | Transfer: Yes  
|\_\_\_\_\_ | Skill Cost: 4

=====

| EFFECT: gain 1 EXP per turn.

-----

| Bonus: +1 EXP gain



```
|=====
| ~~ Malleability ~~ | Transfer: Yes
|=====
| Skill Cost: 4
|=====
| EFFECT: Using the Block command against regular attacks from the front will
|         knock the attacker 2 spaces back. Damage is not affected.
|-----
| NOTE: This works with the Defense Cast skill.
|=====
```

```
|=====
| ~~ Level Energy ~~ | Transfer: Yes
|=====
| Skill Cost: 7
|=====
| EFFECT: +25% damage when attacking enemies on a lower elevation.
|-----
| Bonus: +5% damage
|=====
```

```
|=====
| ~~ E Force ~~ | Transfer: Yes
|=====
| Skill Cost: 4
|=====
| EFFECT: +10% damage for elemental attacks.
|-----
| Bonus: +2% damage
|=====
```

```
|=====
| ~~ Demon God Wing ~~ | Transfer: No
|=====
| Skill Cost:
|=====
| EFFECT: Unlocks Tera Star special attack when equipping items with the
|         Demon God Head and Demon God Body skills.
|=====
```

```
|=====
| ~~ LAT Boost ~~ | Transfer: Yes
|=====
| Skill Cost: 6
|=====
| EFFECT: Increases damage of LAT-based special attacks by 25%.
|-----
| Bonus: +5% damage.
|=====
```

```
|=====
| ~~ Mine Null ~~ | Transfer: Yes
|=====
| Skill Cost: 4
|=====
| EFFECT: Provides immunity to Mine Traps.
|=====
```

```
|=====
| ~~ Forget ~~ | Transfer: Yes
|=====
| Skill Cost: 4
|=====
| EFFECT: Attacks and throws gain a chance to inflict FORGET status ailment.
|=====
```

```
|=====
| ~ Count Shot ~ | Transfer: Yes
|=====
| Skill Cost: 4
|=====
| EFFECT: +1% accuracy rate every turn you move. Effect disappears when you
| do ANY action other than moving, when you get attacked (hit or miss),
| or when you move to the next floor. Effect caps at +99%.
|-----
| Bonus: +1% effect increase. +99% effect cap (though obviously, there's no
| effect difference between 891% and 100% accuracy rate :P).
|=====
```

```
|=====
| ~ Head Wind ~ | Transfer: Yes
|=====
| Skill Cost: 4
|=====
| EFFECT: 10% damage reduction from higher-leveled enemies.
|-----
| Bonus: +2% damage reduction
|=====
```

```
|=====
| ~ CQC Evade ~ | Transfer: Yes
|=====
| Skill Cost: 7
|=====
| EFFECT: 50% evasion rate against close-range attacks.
|-----
| Bonus: +5% evasion rate
|=====
```

```
|=====
| ~ Quick Shot ~ | Transfer: Yes
|=====
| Skill Cost: 4
|=====
| EFFECT: +5% damage for each empty space between you and the target. Works
| with regular attacks from any ranged weapon except Spears.
|-----
| Bonus: +5% damage
|=====
```

```
|=====
| ~ Wind Element ~ | Transfer: Yes
|=====
| Skill Cost: 6
|=====
| EFFECT: Endows regular attacks with the Wind element.
|=====
```

```
|=====
| ~ EXP Steal Null ~ | Transfer: Yes
|=====
| Skill Cost: 4
|=====
| EFFECT: Prevents certain enemies from being able to steal your EXP.
|=====
```

```
|=====
| ~ Ranged Evade ~ | Transfer: Yes
|=====
| Skill Cost: 7
|=====
| EFFECT: 50% evasion rate from attacks 2+ spaces away.
|=====
```



-----  
| Bonus: +5% evasion rate  
=====

| \_\_\_\_\_ |=====|  
| ~ Light Shadow ~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4  
=====

| EFFECT: Enemies won't get into Alert mode when you are immobile in their  
| view range (i.e.: a mobile enemy walks towards you; as long as  
| you don't move, it won't notice you).  
=====

| \_\_\_\_\_ |=====|  
| ~ Seduce ~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 8  
=====

EFFECT: +25% damage against male enemies.

| Bonus: +5% damage  
=====

| \_\_\_\_\_ |=====|  
| ~ My Pain ~ | Transfer: No  
| \_\_\_\_\_ | Skill Cost: 4  
=====

| EFFECT: Increases damage of next attack whenever you take damage from  
| enemies.  
=====

| \_\_\_\_\_ |=====|  
| ~ Flame Drain ~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4  
=====

EFFECT: Restores 5 EN when hit by Fire element special attacks.

| Bonus: +1 EN restored.  
=====

| \_\_\_\_\_ |=====|  
| ~ Star Aura ~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4  
=====

| EFFECT: 20% damage reduction from humanoid enemies. Does not stack with other  
Star Aura skills.

| Bonus: +2% damage reduction.  
=====

-----  
[SKL06]XXXXXXXXXX | SWORD SKILLS |XXXXXXXXXX  
-----

| \_\_\_\_\_ |=====|  
| ~ Sword Master 1 ~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4  
=====

| EFFECT: Unlocks new special attacks when Dual Wielding with an item that

contains the Sword Master 2 and/or Sword Master 3 skills.

=====

~~~~~	=====
~~ Sword Master 2 ~~	Transfer: Yes
~~~~~	Skill Cost: 4

=====

EFFECT: Unlocks new special attacks when Dual Wielding with an item that contains the Sword Master 1 and/or Sword Master 3 skills.

=====

~~~~~

|                      |               |
|----------------------|---------------|
| ~~~~~                | =====         |
| ~~ Sword Master 3 ~~ | Transfer: Yes |
| ~~~~~                | Skill Cost: 4 |

=====

EFFECT: Unlocks new special attacks when Dual Wielding with an item that contains the Sword Master 1 and/or Sword Master 2 skills.

=====

~~~~~

~~~~~	=====
~~ Log Null ~~	Transfer: Yes
~~~~~	Skill Cost: 4

=====

EFFECT: Provides immunity to Log Traps

=====

~~~~~

|             |               |
|-------------|---------------|
| ~~~~~       | =====         |
| ~~ Focus ~~ | Transfer: Yes |
| ~~~~~       | Skill Cost: 4 |

=====

EFFECT: 20% chance of dealing Critical hits when current HP is below 25%

-----

Bonus: +5% chance

=====

~~~~~

~~~~~	=====
~~ Kitchen Knife ~~	Transfer: No
~~~~~	Skill Cost: 5

=====

EFFECT: Deals at least 10 damage whenever attacks hit, regardless of target's SDF/LDF.

=====

~~~~~

|                     |               |
|---------------------|---------------|
| ~~~~~               | =====         |
| ~~ Dark Repulser ~~ | Transfer: No  |
| ~~~~~               | Skill Cost: 8 |

=====

EFFECT: Unlocks S-Stream special attack when equipped with the Elucidator skill.

=====

~~~~~

~~~~~	=====
~~ Elucidator ~~	Transfer: No
~~~~~	Skill Cost: 8

=====

EFFECT: Unlocks S-Stream special attack when equipped with the Dark Repulser skill.

=====

-----  
[SKL07]XXXXXXXXXX|

SPEAR SKILLS

XXXXXXXXXXXX

| \_\_\_\_\_ |=====|  
| ~ ~ Spear Master 1 ~ ~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4

|=====|  
|EFFECT: Unlocks new special attacks when Dual Wielding with an item that  
| contains the Spear Master 2 and/or Spear Master 3 skills.  
|=====|

| \_\_\_\_\_ |=====|  
| ~ ~ Spear Master 2 ~ ~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4

|=====|  
|EFFECT: Unlocks new special attacks when Dual Wielding with an item that  
| contains the Spear Master 1 and/or Spear Master 3 skills.  
|=====|

| \_\_\_\_\_ |=====|  
| ~ ~ Spear Master 3 ~ ~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4

|=====|  
|EFFECT: Unlocks new special attacks when Dual Wielding with an item that  
| contains the Spear Master 1 and/or Spear Master 2 skills.  
|=====|

-----  
[SKL08]XXXXXXXXXX|

AXE SKILLS

XXXXXXXXXXXX

| \_\_\_\_\_ |=====|  
| ~ ~ Axe Master 1 ~ ~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4

|=====|  
|EFFECT: Unlocks new special attacks when Dual Wielding with an item that  
| contains the Axe Master 2 and/or Axe Master 3 skills.  
|=====|

| \_\_\_\_\_ |=====|  
| ~ ~ Axe Master 2 ~ ~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4

|=====|  
|EFFECT: Unlocks new special attacks when Dual Wielding with an item that  
| contains the Axe Master 1 and/or Axe Master 3 skills.  
|=====|

| \_\_\_\_\_ |=====|  
| ~ ~ Axe Master 3 ~ ~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4

|=====|  
|EFFECT: Unlocks new special attacks when Dual Wielding with an item that  
| contains the Axe Master 1 and/or Axe Master 2 skills.  
|=====|

| \_\_\_\_\_ |=====|

| ~ Hero Soul ~ | Transfer: Yes

| Skill Cost: 8

| EFFECT: +10% damage on higher-leveled enemies.

| Bonus: +2% damage

| ~ Barrier LV1 ~ | Transfer: Yes

| Skill Cost: 4

| EFFECT: Unlocks the Heal and Damage barriers (see Barriers section).

| ~ Barrier LV2 ~ | Transfer: Yes

| Skill Cost: 4

| EFFECT: Unlocks the Poison, Paralyze, Sleep, Confuse, and Seal barriers (see Barriers section).

| ~ Barrier LV3 ~ | Transfer: Yes

| Skill Cost: 4

| EFFECT: Unlocks the Reverse, Fullness, and Quarantine barriers (see Barriers section).

| ~ Mortal Damage ~ | Transfer: No

| Skill Cost: 5

| EFFECT: Damage done by weapons with this skill can't be healed.

[SKL09]XXXXXXXXX | STAFF SKILLS |XXXXXXXXXXXX

| ~ Break the Bank ~ | Transfer: No

| Skill Cost: 5

| EFFECT: Either lose 5 WP or gain +5% damage boost per turn.

| Bonus: +2% damage boost.

[SKL10]XXXXXXXXX | GUN SKILLS |XXXXXXXXXXXX

|

| ~~ Gun Master 1 ~~ | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4

=====

| EFFECT: Unlocks new special attacks when Dual Wielding with an item that  
| contains the Gun Master 2 and/or Gun Master 3 skills.

=====

| \_\_\_\_\_ |  
| .. Gun Master 2 .. | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4

=====

| EFFECT: Unlocks new special attacks when Dual Wielding with an item that  
| contains the Gun Master 1 and/or Gun Master 3 skills.

=====

| \_\_\_\_\_ |  
| .. Gun Master 3 .. | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4

=====

| EFFECT: Unlocks new special attacks when Dual Wielding with an item that  
| contains the Gun Master 1 and/or Gun Master 2 skills.

=====

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[SKL11]XXXXXXXXX | OTHER WEAPONS SKILLS |XXXXXXXXXX

-----

| \_\_\_\_\_ |  
| .. Clockwork .. | Transfer: No  
| \_\_\_\_\_ | Skill Cost: 5

=====

| EFFECT: Restores 50% COND to any item that drops to 0% COND.

-----

| Bonus: +5% COND restored.

=====

-----

[SKL12]XXXXXXXXX | SHIELD SKILLS |XXXXXXXXXX

-----

| \_\_\_\_\_ |  
| .. Arrow Null .. | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 4

=====

| EFFECT: Provides immunity to Arrow Traps

=====

| \_\_\_\_\_ |  
| .. Defense Cast .. | Transfer: Yes  
| \_\_\_\_\_ | Skill Cost: 6

=====

| EFFECT: Automatically Blocks special attacks while you have a special attack  
| in your Cast stock.

=====

| \_\_\_\_\_ |  
| \_\_\_\_\_ |

```

| ~~ Divine Guard ~~ | Transfer: Yes
| _____ | Skill Cost: 4
|=====
| EFFECT: 10% damage reduction from elemental attacks.
|-----
| Bonus: +2% damage reduction
|=====

```

```

-----
[SKL13]XXXXXXXXXX| UNLOSING MODES |XXXXXXXXXX
-----

```

These skills become available once you fill up at least half of your Unlosing Mode Gauge. Your Casting stock will be inaccessible until you use up one of the 6 modes. Since these skills aren't transferable, the Transfer and Skill Cost details will be replaced with turn durations for Half-filled and True (full) Unlosing Modes.

```

| _____ |=====
| ~~ Unlosing SAT ~~ | Half-filled: 10 turns
| _____ | True Mode: 20 turns
|=====
| EFFECT: Boosts the damage of SAT-based attacks.
|=====

```

```

| _____ |=====
| ~~ Unlosing SDF ~~ | Half-filled: 10 turns
| _____ | True Mode: 20 turns
|=====
| EFFECT: Enemy attack damage is reflected.
|=====

```

```

| _____ |=====
| ~~ Unlosing LAT ~~ | Half-filled: 10 turns
| _____ | True Mode: 20 turns
|=====
| EFFECT: Boosts the damage of LAT-based attacks.
|=====

```

```

| _____ |=====
| ~~ Unlosing LDF ~~ | Half-filled: -
| _____ | True Mode: -
|=====
| EFFECT: Increases HP by your current max HP (goes beyond max HP).
|=====

```

NOTES: Since the max HP (2nd number) is added to the current (1st number), obviously your HP will look something like this: 50,000/25,000. Each subsequent use of Unlosing LDF stacks, and the total amount gained from the skill stays even when you change gears. Think of it like an extra HP bar that your enemies must empty before they start hitting your original HP.

e.g.: Gear set 1 gives you 25,000 HP, so Unlosing LDF turns your HP into 50,000/25,000. If you change to gear set 2 which only gives you 10,000 HP, your HP will look like this: 35,000/10,000. An enemy attack deals 5,000 damage, making your Unlosing LDF's HP total drop to 20,000, thus your current HP is 30,000/10,000. When you switch back to gear set 1, your HP will be 45,000/25,000.

The max HP bonus you can gain from Unlosing LDF is 160,000,000 HP.

```
=====
| _____ |=====
| ~ ~ Unlosing HIT ~ ~ | Half-filled: 10 turns
| _____ | True Mode: 20 turns
|=====
| EFFECT: Attacks deal damage to all enemies within the room.
|=====
```

```
=====
| _____ |=====
| ~ ~ Unlosing SPD ~ ~ | Half-filled: 5 turns
| _____ | True Mode: 12 turns
|=====
| EFFECT: Attack Chance for the entire duration (in other words, enemies don't
|         move or attack for 5 or 12 turns).
|=====
```

```
X=====X
|-----|
|[DAT03]XXXXXXXXXX|          IX. SPECIAL ATTACKS DATABASE          |XXXXXXXXXXXXXXXXXX|
|-----|
X=====X
```

Here's the list of special attacks found in the game. First, the format:

```
_____
| _____ |
| ## Special Name ## |=====
| _____ | Description
|=====
| Transfer: Yes/No          XX
| Skill Cost:              XX
| EN Cost: #              XX          RANGE
| Height:                  XX
| Damage: Rating/Mult/Type/Elem  XX
|           /Status        XX
|=====
```

NOTES

TERMS

- =====  
Transfer: Yes/No - Notes if the skill can be transferred onto other items of the same category through synthesis. If it's a No, the skill can only be present on the item it originated from.
- Skill Cost - The amount of skill points used by the special attack when transferring it via synthesis.
- EN Cost - Amount of EN used when Casting the special attack.
- Height - Height-limit of the special's range.
- Damage: - Rating is the game's letter grade of the special's damage power from E (lowest) to S (highest). Doesn't mean much.  
- Mult is the multiplier used for the attack.\*  
- Type is the stat used for the damage formula (SAT/LAT).  
- Elem is the type of elemental damage the special uses (fire, wind, or water).  
- If the special attack causes status ailments, it will be noted here. Psn = Poison, Para = Paralyze, Slp = Sleep, Cnf = Confusion

NOTES

- Any other effects not covered by the above info will be written here.

\* Most of these are unconfirmed, but the ones we've tested seem legit. Since Rankng does not accurately reflect damage, this helps give a better idea of the relative damage each special deals. These values were found at http://www.cngba.com/thread-18710700-1-1.html

Symbols for RANGE Sections

- H - Your hero. This is your position, and the default direction you're facing is up. The other range tiles are base off this starting point.
- X - Target range. This is the red area that will be affected by the special.
- F - Free space. This yellow area must be a walkable, empty space when the special is activated. Either you or the target will end up in these areas after the special is done.
- O - Free range. This blue area is the range where you can select the targets for your attack. The target area, displayed outside to avoid confusion, can be selected anywhere within the designated free range. If applicable, this target area can be rotated by holding Square then pressing any button on the D-Pad.

Examples:

		F F F	
X	The special attack hits	X X X	The special attack will hit
H	only 1 space in front of	H	3 spaces in front, but
	your hero's position.		requires 3 free spaces beyond that.

Target Area: X X X

```

O
O O O   The special attack has a free range of 2 spaces all around you,
O O H O O while the target is a 1x3 area. You can select a 1x3 target area
O O O   anywhere within your 2 space free range.
O

```

!!

!!

To find a specific special attack, hit CRL+F and type 2 hash signs "#" followed by a SPACE then the name of the special. Each special here is spelled exactly how the game spells it.

!!

!!

For a compilation of all available Special Attacks EXCEPT for Combination Specials, check out this video: <https://www.youtube.com/watch?v=rMBrwQc1n0g>

-----

[SPL01]XXXXXXXXXX| HEADGEAR SPECIALS |XXXXXXXXXXXX

-----

```

|_____ |
| ## Insect Wrestle ## |=====
|_____ | Use this to challenge the Hercules beetle!
|=====
| Transfer: Yes          XX
| Skill Cost: 2         XX          X
| EN Cost: 5            XX          H
| Height: 12/12         XX

```



| Damage: D / 1.3 / SAT XX

=====  
| \_\_\_\_\_ |  
| ## Solar Flare ## |=====  
| \_\_\_\_\_ | The famous monk used this to blind his opponents!  
|=====  
| Transfer: Yes XX X X X X X X X  
| Skill Cost: 5 XX X X X X X  
| EN Cost: 5 XX X X X  
| Height: 12/12 XX X  
| Damage: D / - / - / Blind XX H  
=====

No damage

=====  
| \_\_\_\_\_ |  
| ## Anger Lift ## |=====  
| \_\_\_\_\_ | Stabs from below and never lets go!  
|=====  
| Transfer: Yes XX O Target area: X  
| Skill Cost: 3 XX O  
| EN Cost: 5 XX O  
| Height: 48/48 XX H  
| Damage: D / 1.3 / SAT XX  
=====

NOTE: Automatically lifts the target if the attack doesn't kill.

=====  
| \_\_\_\_\_ |  
| ## Whisk Toss ## |=====  
| \_\_\_\_\_ | Shoots out your topknot to grab your target.  
|=====  
| Transfer: Yes XX O Target area: X  
| Skill Cost: 3 XX O  
| EN Cost: 5 XX O  
| Height: 12/12 XX H  
| Damage: E / 1.3 / SAT XX  
=====

=====  
| \_\_\_\_\_ |  
| ## Head Star ## |=====  
| \_\_\_\_\_ | This is the power of the true Demon God!  
|=====  
| Transfer: No XX  
| Skill Cost: 4 XX X X X  
| EN Cost: 15 XX X X X  
| Height: 20/20 XX X X X  
| Damage: A / 1.4 / LAT XX H  
=====

=====  
| \_\_\_\_\_ |  
| ## Tera Star ## |=====  
| \_\_\_\_\_ | Ultimate magic that uses the power of the universe.  
|=====  
| Transfer: No XX  
| Skill Cost: - XX X X X  
| EN Cost: 30 XX X X X  
| Height: 60/60 XX X X X  
| Damage: S / 1.6 / LAT XX H  
=====

Unlocked only by having Demon God Head, Demon God Body, and Demon God Wing skills simultaneously.

```
=====
|                                     |
| ## Round Trip ## |=====
|                                     | A matador's attack that goes both to and fro.
|=====
| Transfer: Yes                      XX          F
| Skill Cost: 1                      XX
| EN Cost: 10                       XX          X
| Height: 12/12                     XX          H
| Damage: D / 1.3 / SAT              XX
|=====
```

```
=====
|                                     |
| ## Evil Blink ## |=====
|                                     | No one can conquer the Third Eye's power.
|=====
| Transfer: Yes                      XX          O
| Skill Cost: 3                      XX          O O O   Target area: X
| EN Cost: 10                       XX          O O O O O
| Height: 20/20                     XX          O O O H O O O
| Damage: E / 1.3 / LAT / Paralyze XX          O O O O O
|                                     XX          O O O
|                                     XX          O
|=====
```

```
=====
|                                     |
| ## Curses ## |=====
|                                     | Take that! This is for all the years of...!
|=====
| Transfer: Yes                      XX          O
| Skill Cost: 3                      XX          O O O   Target area: X
| EN Cost: 8                        XX          O O O O O
| Height: 20/20                     XX          O O O H O O O
| Damage: E / 1.3 / LAT              XX          O O O O O
|                                     XX          O O O
|                                     XX          O
|=====
```

```
=====
|                                     |
| ## Bite Viper ## |=====
|                                     | A biting attack using the snakes on your head.
|=====
| Transfer: Yes                      XX          O Target area: X
| Skill Cost: 4                      XX          O
| EN Cost: 5                        XX          H
| Height: 12/12                     XX
| Damage: D / 1.3 / SAT / Psn,Para XX
|=====
```

```
=====
|                                     |
| ## Bone Cold ## |=====
|                                     | Don't turn back and keep running!
|=====
| Transfer: Yes                      XX          X
| Skill Cost: 2                      XX          X
| EN Cost: 5                        XX          X
|=====
```





```

=====
| Transfer: Yes                XX                                F
| Skill Cost: 3                XX                                O Target area: X
| EN Cost: 5                   XX                                O
| Height: 12/12                XX                                H
| Damage: D / 1.3 / SAT / Slow XX
=====

```

```

| _____ |
| ## Lots o' Holes ## |=====
| _____ | They're speed holes. Makes you more aerodynamic.
=====

```

```

| Transfer: Yes                XX                                O      X  X
| Skill Cost: 3                XX                                O Target area: X
| EN Cost: 5                   XX                                O      X  X
| Height: 12/12                XX                                H
| Damage: E / 1.3 / LAT        XX
=====

```

```

| _____ |
| ## Cross Cannon ## |=====
| _____ | A cross of fire created from the arsenal.
=====

```

```

| Transfer: Yes                XX                                X
| Skill Cost: 4                XX                                X X X
| EN Cost: 10                  XX                                X
| Height: 12/12                XX                                H
| Damage: C / 1.4 / LAT        XX
=====

```

```

| _____ |
| ## Gimmick Break ## |=====
| _____ | A powerful move that destroys traps.
=====

```

```

| Transfer: Yes                XX
| Skill Cost: 3                XX                                X
| EN Cost: 5                   XX                                H
| Height: 24/24                XX
| Damage: E / - / -            XX
=====

```

Can only be used against traps.

```

| _____ |
| ## Rock Hand ## |=====
| _____ | A powerful move that creates rocky protrusions.
=====

```

```

| Transfer: Yes                XX                                O Target area: X
| Skill Cost: 3                XX                                O
| EN Cost: 5                   XX                                O
| Height: 24/24                XX                                H
| Damage: C / 1.4 / SAT        XX
=====

```

```

| _____ |
| ## Bubble Blade ## |=====
| _____ | The watery blade can actually cut through steel.
=====

```

```

| Transfer: Yes                XX                                X
| Skill Cost: 2                XX                                X

```



| Damage: C / 1.3 / SAT XX

=====  
| ## Grudge ## |=====

| \_\_\_\_\_ | Draws the target through an endless line of grudges.

=====  
| Transfer: Yes XX  
| Skill Cost: 6 XX X X X  
| EN Cost: 20 XX X X X  
| Height: 12/12 XX H  
| Damage: A / 1.4 / SAT XX

=====  
| ## Rocket Meteor ## |=====

| \_\_\_\_\_ | Gather your inner power for a supersonic punch!

=====  
| Transfer: Yes XX F  
| Skill Cost: 2 XX F  
| EN Cost: 10 XX F X F  
| Height: 12/12 XX X X X  
| Damage: C / 1.3 / SAT XX H

=====  
| ## Thousand Blades ## |=====

| \_\_\_\_\_ | Maybe not that many, but makes mincemeat of enemies.

=====  
| Transfer: Yes XX  
| Skill Cost: 4 XX O Target area: X  
| EN Cost: 10 XX O  
| Height: 12/12 XX H  
| Damage: C / 1.4 / SAT XX

=====  
| ## Buzzing Cat ## |=====

| \_\_\_\_\_ | Dengeki Collab: "Okami-san" Series

=====  
| Transfer: No XX  
| Skill Cost: 5 XX O Target area: X  
| EN Cost: 10 XX O  
| Height: 12/12 XX H  
| Damage: B / 1.3 / SAT / Paralyze XX

=====  
| ## Chick March ## |=====

| \_\_\_\_\_ | Dengeki Collab: "Parallel Lovers"

=====  
| Transfer: No XX O  
| Skill Cost: 5 XX O O O Target area: X  
| EN Cost: 10 XX O O H O O  
| Height: 12/12 XX O O O  
| Damage: C / 1.3 / SAT / Sleep XX O

```

| _____ |
| ## Punching Gun ## |=====
| _____ | You shoot it with the...machine.
|=====
| Transfer: Yes          XX                      F
| Skill Cost: 1         XX                      O Target area: X
| EN Cost: 7           XX                      O
| Height: 12/12        XX                      O
| Damage: D / 1.3 / LAT XX                      H
|=====

```

```

| _____ |
| ## Bedrock End ## |=====
| _____ | Destroys the land the enemies are standing on.
|=====
| Transfer: Yes          XX                      X
| Skill Cost: 3         XX                      X X X
| EN Cost: 8           XX                      H
| Height: 12/12        XX
| Damage: D / 1.3 / SAT XX
|=====

```

```

| _____ |
| ## Fire Flight ## |=====
| _____ | Strikes through the enemy with a fist of fire.
|=====
| Transfer: Yes          XX
| Skill Cost: 2         XX                      X
| EN Cost: 8           XX                      H
| Height: 12/12        XX
| Damage: D / 1.3 / SAT / Fire XX
|=====

```

```

| _____ |
| ## Phoenix Rise ## |=====
| _____ | The phoenix burns through everything.
|=====
| Transfer: Yes          XX                      X
| Skill Cost: 4         XX                      X
| EN Cost: 15          XX                      X
| Height: 12/12        XX                      H
| Damage: C / 1.4 / SAT / Fire XX
|=====

```

```

| _____ |
| ## Arm Press ## |=====
| _____ | Wow, look at that grip!
|=====
| Transfer: Yes          XX
| Skill Cost: 3         XX                      X
| EN Cost: 5           XX                      H
| Height: 12/12        XX                      F
| Damage: D / 1.3 / SAT / Paralyze XX
|=====

```

```

| _____ |

```



```

| ## Lightning Hook ## |=====
| _____| The chains of love will paralyze everything!
|=====
| Transfer: Yes          XX          O
| Skill Cost: 3         XX          O Target area: X
| EN Cost: 5            XX          O
| Height: 12/12        XX          H
| Damage: D / 1.3 / LAT / Wind XX
|           / Paralyze  XX
|=====

```

```

| _____|
| ## Tarzan Kick ## |=====
| _____| Let that roar out into the wild!
|=====
| Transfer: Yes          XX
| Skill Cost: 4         XX          O Target area: X
| EN Cost: 5            XX          O
| Height: 12/12        XX          H
| Damage: D / 1.4 / LAT XX
|=====

```

```

| _____|
| ## Ball Swing ## |=====
| _____| That iron ball looks like it's going to hurt.
|=====
| Transfer: Yes          XX
| Skill Cost: 4         XX          X
| EN Cost: 5            XX          X H X
| Height: 12/12        XX          X
| Damage: D / 1.3 / SAT / Forget XX
|=====

```

```

| _____|
| ## Bowling ## |=====
| _____| What do you call it when you get 3 strikes?
|=====
| Transfer: Yes          XX          X
| Skill Cost: 5         XX          X
| EN Cost: 10           XX          X
| Height: 12/12        XX          X
| Damage: C / 1.3 / SAT / Forget XX          H
|=====

```

```

| _____|
| ## Atlantic ## |=====
| _____| The swirling vortex crushes the enemy.
|=====
| Transfer: Yes          XX          O Target area: X
| Skill Cost: 3         XX          O
| EN Cost: 10           XX          O
| Height: 12/12        XX          H
| Damage: C / 1.3 / LAT / Water XX
|=====

```

```

| _____|
| ## Enemy Shoot ## |=====
| _____| No, you don't shoot arrows with this.
|=====
| Transfer: Yes          XX          X

```

```
| Skill Cost: 3          XX          X
| EN Cost: 5            XX          X
| Height: 12/12        XX          X
| Damage: D / 1.3 / LAT XX          H
```

=====  
Only hits 1 target.  
=====

```
| _____ |
| ## Flash ## |=====
| _____ | Blink once and you're dead.
```

```
=====
| Transfer: Yes          XX          O
| Skill Cost: 3         XX          O O O   Target area: X
| EN Cost: 8            XX          O O O O O
| Height: 12/12        XX          O O O H O O O
| Damage: D / 1.4 / LAT / Wind XX      O O O O O
|                       XX          O O O
|                       XX          O
```

```
| _____ |
| ## Stake Bunker ## |=====
| _____ | Thrust! Penetrate! Destroy!
```

```
=====
| Transfer: Yes          XX          X
| Skill Cost: 3         XX          X
| EN Cost: 15           XX          X
| Height: 12/12        XX          H
| Damage: B / 1.3 / SAT XX
```

=====  
Only hits 1 target.  
=====

```
| _____ |
| ## Last Resort ## |=====
| _____ | Pour your soul into it!
```

```
=====
| Transfer: Yes          XX          O
| Skill Cost: 6         XX          O O O   Target area: X
| EN Cost: 25           XX          O O O O O
| Height: 12/12        XX          O O O H O O O
| Damage: S / 1.3 / SAT XX          O O O O O
|                       XX          O O O
|                       XX          O
```

```
| _____ |
| ## Munch ## |=====
| _____ | Ooh, time to eat! Delish!
```

```
=====
| Transfer: No          XX
| Skill Cost: 1         XX          X
| EN Cost: 10           XX          H
| Height: 12/12        XX
| Damage: D / 1.3 / SAT XX
```

=====  
Moves you to the target's position if the attack kills.  
=====

```

| |
| ## Chomp ## |=====
| _____| The sharp fangs dig deep into the enemy.
|=====
| Transfer: Yes          XX          X
| Skill Cost: 3         XX          X
| EN Cost: 20           XX          X
| Height: 12/12         XX          X
| Damage: C / 1.4 / SAT XX          H
|=====

```

```

| |
| ## Squiggly Arm ## |=====
| _____| Those nasty tentacles attack all at once.
|=====
| Transfer: Yes          XX
| Skill Cost: 3         XX          X X X
| EN Cost: 8            XX          H
| Height: 14/14         XX
| Damage: D / 1.3 / SAT XX
|=====

```

```

| |
| ## Release Yourself ## |=====
| _____| Something is coming out of your body...
|=====
| Transfer: Yes          XX          X
| Skill Cost: 5         XX          X
| EN Cost: 12           XX          X
| Height: 12/12         XX          H
| Damage: A / 1.3 / SAT XX
|=====

```

```

| |
| ## Holy Upper ## |=====
| _____| Punches the enemy straight into the heavens.
|=====
| Transfer: Yes          XX          O Target area: X
| Skill Cost: 4         XX          O
| EN Cost: 10           XX          O
| Height: 16/14         XX          H
| Damage: C / 1.3 / SAT XX
|=====

```

Can permanently kill Corpse-race enemies.

```

| |
| ## Holy Straight ## |=====
| _____| This holy punch can cleanse any naughty soul.
|=====
| Transfer: Yes          XX          F
| Skill Cost: 6         XX          X
| EN Cost: 15           XX          X H X
| Height: 12/12         XX          X
| Damage: B / 1.3 / SAT XX
|=====

```

Can permanently kill Corpse-race enemies.

```

| _____|
|

```

```

| ## Funnel Blow ## |=====
| _____| Punches will come from all directions.
|=====
| Transfer: Yes          XX                      F
| Skill Cost: 2         XX                      O Target area: X
| EN Cost: 5           XX                      O
| Height: 12/12        XX                      O
| Damage: D / 1.3 / SAT XX                      H
|=====

```

```

| _____|
| ## Multi Strat ## |=====
| _____| 1 becomes 2, 2 becomes 4, and 4 becomes 8?!
|=====
| Transfer: Yes          XX                      F
| Skill Cost: 3         XX                      O Target area: X
| EN Cost: 5           XX                      O
| Height: 12/12        XX                      H
| Damage: D / 1.3 / SAT XX
|=====

```

```

| _____|
| ## Buzzing Cat ## |=====
| _____| Dengeki Collab: "Okami-san" Series
|=====
| Transfer: No          XX
| Skill Cost: 5         XX                      O Target area: X
| EN Cost: 10          XX                      O
| Height: 12/12        XX                      H
| Damage: B / 1.3 / SAT / Paralyze XX
|=====

```

```

-----
[SPL04]XXXXXXXXXX|                      LEG SPECIALS                      |XXXXXXXXXX
-----

```

```

| _____|
| ## Dragon's Nest ## |=====
| _____| The throw's power stirs up a hurricane.
|=====
| Transfer: Yes          XX
| Skill Cost: 3         XX                      X
| EN Cost: 5           XX                      H
| Height: 12/12        XX
| Damage: D / 1.3 / LAT / Wind XX
|=====

```

```

| _____|
| ## Tidal Wave ## |=====
| _____| The waves sink everything into the sea.
|=====
| Transfer: Yes          XX
| Skill Cost: 2         XX                      X
| EN Cost: 10          XX                      X X X
| Height: 12/12        XX                      X
| Damage: D / 1.3 / LAT / Water XX                      H
|=====

```

```

|
| ## Bottom Star ## |=====
| _____| You shall regret defying the Demon God in hell!
|=====
| Transfer: No          XX          X X X
| Skill Cost: 4        XX          X X X
| EN Cost: 15          XX          X X X
| Height: 20/20        XX          H
| Damage: A / 1.4 / LAT XX
|=====

```

```

|
| ## Cat March ## |=====
| _____| 100 cats, good. 101, not so much.
|=====
| Transfer: Yes        XX          X
| Skill Cost: 3        XX          X
| EN Cost: 5           XX          X
| Height: 12/12        XX          H
| Damage: D / 1.3 / LAT XX
|=====

```

```

|
| ## Spinning Shell ## |=====
| _____| Don't worry, you won't get dizzy (Front target).
|=====
| Transfer: Yes        XX          X
| Skill Cost: 3        XX          X X X
| EN Cost: 15          XX          X X X
| Height: 12/12        XX          X H X
| Damage: D / 1.3 / SAT XX
|=====

```

```

|
| ## Firefly ## |=====
| _____| 17 pound mortar that can't be evaded.
|=====
| Transfer: Yes        XX          O          F
| Skill Cost: 3        XX          O Target area: X
| EN Cost: 5           XX          H
| Height: 12/12        XX
| Damage: E / 1.3 / LAT XX
|=====

```

```

|
| ## Flipper Prinny ## |=====
| _____| Retreat at full speed!
|=====
| Transfer: Yes        XX          X
| Skill Cost: 3        XX          X
| EN Cost: 5           XX          H
| Height: 12/12        XX          F
| Damage: D / 1.3 / LAT XX
|=====

```

```

|
| ## Self Destruct ## |=====
| _____| Self destructs on the spot.
|=====
| Transfer: Yes        XX          X

```

```

| Skill Cost: 1          XX          X X X
| EN Cost: 1            XX          X X H X X
| Height: 48/48         XX          X X X
| Damage: D / - / HP   XX          X

```

Uses up all of your HP to cause the same amount as damage.

```

| _____ |
| ## Delta Dream ## |=====
| _____ | Never get in the way of a walrus and her cake.
|=====
| Transfer: Yes      XX
| Skill Cost: 3      XX          X
| EN Cost: 15        XX          H
| Height: 12/12     XX
| Damage: A / 1.4 / SAT XX

```

```

| _____ |
| ## Mole Adventure ## |=====
| _____ | Emergency escape. You can't choose where you exit.
|=====
| Transfer: Yes      XX
| Skill Cost: 4      XX
| EN Cost: 5         XX          Self-target
| Height: -          XX
| Damage: -          XX

```

Teleports you to a random room in the current floor.

```

| _____ |
| ## Snake Submission ## |=====
| _____ | It might feel good to have lots of snakes choke you.
|=====
| Transfer: Yes      XX          O
| Skill Cost: 3      XX          O O O   Target area: X
| EN Cost: 8         XX          O O H O O
| Height: 12/12     XX          O O O
| Damage: D / 1.3 / SAT XX          O

```

```

| _____ |
| ## Midnight Run ## |=====
| _____ | There are ghosts creeping up behind you!
|=====
| Transfer: Yes      XX          F
| Skill Cost: 4      XX          O   Target area: X X X
| EN Cost: 5         XX          O
| Height: 12/12     XX          H
| Damage: D / 1.3 / LAT XX

```

```

| _____ |
| ## Death Drive ## |=====
| _____ | Nothing will get in my way!
|=====
| Transfer: Yes      XX          O          F
| Skill Cost: 3      XX          O   Target area: X

```

```
| EN Cost: 15          XX          O
| Height: 12/12       XX          H
| Damage: B / 1.4 / SAT XX
```

```
=====
| _____ |
| ## Tailcopter ## |=====
| _____ | Tail wagging is a sign of happiness. Or worms.
```

```
=====
| Transfer: Yes      XX
| Skill Cost: 4     XX          X
| EN Cost: 8        XX          H
| Height: 12/12     XX
| Damage: C / 1.3 / SAT XX
```

```
=====
| _____ |
| ## Napalm Bomb ## |=====
| _____ | Right when you think it'll explode...
```

```
=====
| Transfer: Yes      XX          O
| Skill Cost: 4     XX          O O O   Target area: X
| EN Cost: 10       XX          O O O O O
| Height: 12/12     XX          O O O H O O O
| Damage: C / 1.3 / SAT XX          O O O O O
|                   XX          O O O
|                   XX          O
```

```
=====
Moves you to the target's position if the attack kills.
```

```
=====
| _____ |
| ## Absorption ## |=====
| _____ | Digests and absorbs the target.
```

```
=====
| Transfer: Yes      XX
| Skill Cost: 3     XX          X
| EN Cost: 5        XX          H
| Height: 12/12     XX
| Damage: D / 1.3 / SAT XX
```

```
=====
restores HP equal to 50% of the damage dealt
```

```
=====
| _____ |
| ## Buzzsaw Kick ## |=====
| _____ | A kick that can also slice up the enemy.
```

```
=====
| Transfer: Yes      XX          H
| Skill Cost: 2     XX          O Target area: X
| EN Cost: 5        XX          O
| Height: 12/12     XX          H
| Damage: D / 1.3 / LAT / Wind XX
```

```
=====
| _____ |
| ## Weasel Slash ## |=====
| _____ | Dengeki Collab: "Afterschool Ghost Stories"
```

```
=====
| Transfer: No      XX          X
```

Skill Cost: 5	XX	X
EN Cost: 10	XX	X
Height: 12/12	XX	H
Damage: C / 1.3 / LAT / Wind	XX	
/ Paralyze	XX	

-----  
[SPL05]XXXXXXXXXX | EXPANSION SPECIALS |XXXXXXXXXXXX  
-----

## Feather Blade ##	=====	
	Manipulate feathers and slice up the enemy.	
	=====	
Transfer: Yes	XX	O Target area: X
Skill Cost: 1	XX	O
EN Cost: 5	XX	H
Height: 12/12	XX	
Damage: E / 1.3 / LAT / Wind	XX	

## Rear Star ##	=====	
	The Demon God will show you no mercy.	
	=====	
Transfer: No	XX	X X X
Skill Cost: 4	XX	X X X
EN Cost: 15	XX	X X X
Height: 20/20	XX	H
Damage: A / 1.4 / LAT	XX	

## Rocket Circus ##	=====	
	Shoots off countless micro-missiles.	
	=====	
Transfer: Yes	XX	O X
Skill Cost: 3	XX	O O O Target area: X X X
EN Cost: 10	XX	O O H O O X
Height: 12/12	XX	O O O
Damage: D / 1.3 / LAT	XX	O

## Devil Wings ##	=====	
	I didn't think those were detachable.	
	=====	
Transfer: Yes	XX	O
Skill Cost: 4	XX	O O O Target area: X
EN Cost: 8	XX	O O O O O
Height: 12/12	XX	O O O H O O O
Damage: D / 1.3 / LAT	XX	O O O O O
	XX	O O O
	XX	O

--	--	--



```

| ## Phosphor Wings ## |=====
| _____| Photon wings can pierce through anything!
|=====
| Transfer: Yes          XX
| Skill Cost: 4         XX          X X X
| EN Cost: 7           XX          X
| Height: 12/12        XX          H
| Damage: D / 1.3 / SAT XX

```

```

| ## Twin Shot ## |=====
| _____| Shots fired from the twin cannons.
|=====
| Transfer: Yes          XX          O          X
| Skill Cost: 4         XX          O Target area: X X X
| EN Cost: 8           XX          O          X
| Height: 12/12        XX          O
| Damage: D / 1.3 / LAT / Fire XX          H

```

```

| ## Matador ## |=====
| _____| Desperate attack done by spinning wildly.
|=====
| Transfer: Yes          XX          X
| Skill Cost: 2         XX          X
| EN Cost: 10          XX          X
| Height: 12/12        XX          H
| Damage: E / 1.3 / SAT / Wind XX

```

```

| ## Arrow Rain ## |=====
| _____| Rains down arrows on multiple enemies.
|=====
| Transfer: Yes          XX          X X X
| Skill Cost: 4         XX          X X X
| EN Cost: 10          XX          X X X
| Height: 12/12        XX          H
| Damage: D / 1.3 / LAT XX

```

```

| ## Particle Cannon ## |=====
| _____| Accelerates particles before shooting them out.
|=====
| Transfer: Yes          XX          X
| Skill Cost: 2         XX          X
| EN Cost: 15          XX          X
| Height: 12/12        XX          X
| Damage: E / 1.3 / LAT / Paralyze XX          H

```

```

| ## Big Fish ## |=====
| _____| You hear the tune of the fish with the big mouth!
|=====
| Transfer: Yes          XX          O
| Skill Cost: 3         XX          O O O Target area: X

```

EN Cost: 8	XX	O O O O O
Height: 12/12	XX	O O O H O O O
Damage: D / 1.3 / LAT	XX	O O O O O
	XX	O O O
	XX	O

=====  
 | \_\_\_\_\_ |  
 | ## Rune Monarch ## |=====  
 | \_\_\_\_\_ | Butterfly-like nanomachines disintegrate enemies.

Transfer: Yes	XX	
Skill Cost: 4	XX	X X X
EN Cost: 8	XX	X
Height: 12/12	XX	H
Damage: D / 1.3 / LAT / Confuse	XX	

=====  
 | \_\_\_\_\_ |  
 | ## Dimension Hold ## |=====  
 | \_\_\_\_\_ | Dengeki Collab: "Wizard's Brain"

Transfer: No	XX	X X X
Skill Cost: 5	XX	X
EN Cost: 10	XX	X
Height: 12/12	XX	H
Damage: C / 1.3 / LAT	XX	

=====  
 | \_\_\_\_\_ |  
 | ## Flame Thrower ## |=====  
 | \_\_\_\_\_ | Hellfire that turns fertile lands into deserts.

Transfer: Yes	XX	X
Skill Cost: 8	XX	X X X
EN Cost: 20	XX	X X X
Height: 30/30	XX	H
Damage: A / 1.5 / SAT / Fire	XX	

=====  
 | \_\_\_\_\_ |  
 | ## Georgius Lance ## |=====  
 | \_\_\_\_\_ | Dengeki Collab: "Iscaiot"

Transfer: No	XX	X
Skill Cost: 5	XX	X X X
EN Cost: 10	XX	X
Height: 12/12	XX	X
Damage: C / 1.3 / LAT	XX	H

=====  
 | \_\_\_\_\_ |  
 | ## Frogs! Burst! ## |=====  
 | \_\_\_\_\_ | Dengeki Collab: "Inukami!"

Transfer: No	XX	O
Skill Cost: 5	XX	O Target area: X X X
EN Cost: 5	XX	O
Height: 12/12	XX	H
Damage: C / 1.4 / LAT	XX	

[SPL06]XXXXXXXXXX|

SWORD SPECIALS

|XXXXXXXXXXXX

```

| _____ |
| ## Single Slash ## |=====
| _____ | Think twice. Cut once.
|=====
| Transfer: Yes          XX          F
| Skill Cost: 1         XX          X
| EN Cost: 5            XX          X
| Height: 12/12         XX          X
| Damage: E / 1.3 / SAT XX          H
|=====

```

```

| _____ |
| ## Ground Blade ## |=====
| _____ | A slash that hovers over the ground!
|=====
| Transfer: Yes          XX          O
| Skill Cost: 3         XX          O O O   Target area: X
| EN Cost: 8            XX          O O H O O
| Height: 12/12         XX          O O O
| Damage: D / 1.4 / SAT XX          O
|=====

```

```

| _____ |
| ## Dynamic Slash ## |=====
| _____ | This is the ultimate slash of a hero!
|=====
| Transfer: Yes          XX          X
| Skill Cost: 6         XX          X
| EN Cost: 15           XX          X
| Height: 24/12         XX          X
| Damage: B / 1.5 / SAT XX          H
|=====

```

```

| _____ |
| ## Cross Slash ## |=====
| _____ | Slice up the enemy twice!
|=====
| Transfer: No          XX
| Skill Cost: -         XX          X
| EN Cost: 10           XX          H
| Height: 12/12         XX
| Damage: S / 1.3 / SAT XX
|=====

```

Unlocked only when dual wielding 2 swords while having the Sword Master 1 and Sword Master 2 skills.

```

| _____ |
| ## Chain Sword ## |=====
| _____ | Manipulate 2 swords to beat the enemy to a pulp!
|=====
| Transfer: No          XX

```

| Skill Cost: - XX O Target Area: X  
| EN Cost: 15 XX O  
| Height: 12/12 XX O  
| Damage: S / 1.4 / SAT XX H

=====  
Unlocked only when dual wielding 2 swords while having the Sword Master 2 and  
Sword Master 3 skills.  
=====

| \_\_\_\_\_ |  
| ## V-Extreme ## |=====|  
| \_\_\_\_\_ | This is V for Victory!

=====  
| Transfer: No XX O  
| Skill Cost: - XX O O O Target Area: X  
| EN Cost: 20 XX O O O O O  
| Height: 24/24 XX O O O H O O O  
| Damage: S / 1.5 / SAT XX O O O O O  
| XX O O O  
| XX O

=====  
Unlocked only when dual wielding 2 swords while having the Sword Master 1 and  
Sword Master 3 skills.  
=====

| \_\_\_\_\_ |  
| ## Crimson Wings ## |=====|  
| \_\_\_\_\_ | Dengeki Collab: "Shana"

=====  
| Transfer: No XX F  
| Skill Cost: 5 XX O Target area: X  
| EN Cost: 8 XX O  
| Height: 12/12 XX O  
| Damage: A / 1.6 / SAT / Fire XX H

| \_\_\_\_\_ |  
| ## Wood Sword Combo ## |=====|  
| \_\_\_\_\_ | Dengeki Collab: "Toradora!"

=====  
| Transfer: No XX  
| Skill Cost: 5 XX F  
| EN Cost: 8 XX X  
| Height: 12/12 XX H  
| Damage: A / 1.3 / SAT XX

| \_\_\_\_\_ |  
| ## Tough Slash ## |=====|  
| \_\_\_\_\_ | Dengeki Collab: "Asura Cryin'"

=====  
| Transfer: No XX  
| Skill Cost: 5 XX X  
| EN Cost: 10 XX H  
| Height: 12/12 XX  
| Damage: S / 1.4 / SAT XX

=====  
| \_\_\_\_\_ |  
| ## Single Thrust ## |=====|

| \_\_\_\_\_ | Dengeki Collab: "Liar Mii, Broken Maa"

```

=====
| Transfer: No                XX
| Skill Cost: 5               XX          X
| EN Cost: 10                 XX          H
| Height: 12/12               XX
| Damage: A / 1.7 / SAT      XX
=====

```

| \_\_\_\_\_ |

| ## S-Stream ## |=====

| \_\_\_\_\_ | Dengeki Collab: "Sword Art Online"

```

=====
| Transfer: No                XX
| Skill Cost: -               XX          X
| EN Cost: 30                 XX          H
| Height: 12/12               XX
| Damage: S / 1.8 / SAT      XX
=====

```

Unlocked only by having both Elucidator and Dark Repulser skills simultaneously

| \_\_\_\_\_ |

| ## Double Slash ## |=====

| \_\_\_\_\_ | Dengeki Collab: "Rapunzel's Wings"

```

=====
| Transfer: No                XX
| Skill Cost: 5               XX          X
| EN Cost: 10                 XX          H
| Height: 12/12               XX
| Damage: S / 1.4 / SAT      XX
=====

```

| \_\_\_\_\_ |

| ## Cake Cut ## |=====

| \_\_\_\_\_ | Dengeki Collab: "Torus Mage"

```

=====
| Transfer: No                XX
| Skill Cost: 5               XX          X
| EN Cost: 10                 XX          X
| Height: 12/12               XX          H
| Damage: B / 1.3 / SAT      XX
=====

```

Only hits 1 target.

| \_\_\_\_\_ |

| ## Knife Throw ## |=====

| \_\_\_\_\_ | Dengeki Collab: "Double Bullet"

```

=====
| Transfer: No                XX          X
| Skill Cost: 5               XX          X
| EN Cost: 10                 XX          H
| Height: 12/12               XX          F
| Damage: B / 1.3 / LAT      XX
=====

```

Only hits 1 target.

| \_\_\_\_\_ |

```

| ## Critical Strike ## |=====
| _____| Dengeki Collab: "Tazaria Kingdom Story"
|=====
| Transfer: No                XX
| Skill Cost: 5              XX          X
| EN Cost: 10                XX          X
| Height: 12/12              XX          H
| Damage: B / 1.4 / SAT      XX

```

```

| ## Milk Spray ## |=====
| _____| Dengeki Collab: "Welcome to Vampire Village"
|=====
| Transfer: No                XX
| Skill Cost: 5              XX          X X X
| EN Cost: 5                 XX          H
| Height: 12/12              XX
| Damage: C / 1. / SAT / Blind XX

```

```

-----
[SPL07]XXXXXXXXXX|                SPEAR SPECIALS                |XXXXXXXXXX
-----

```

```

| ## Flash Spear ## |=====
| _____| A powerful thrust at a single point.
|=====
| Transfer: Yes              XX          F
| Skill Cost: 2             XX          F
| EN Cost: 3                XX          X
| Height: 12/12             XX          X
| Damage: E / 1.3 / SAT     XX          H

```

```

| ## Dragon's Lance ## |=====
| _____| A flash of light that pierces the sky.
|=====
| Transfer: Yes              XX          X
| Skill Cost: 4             XX          X
| EN Cost: 10               XX          X
| Height: 12/12             XX          X
| Damage: C / 1.4 / SAT     XX          X
|                            XX          H

```

```

| ## Charge Lance ## |=====
| _____| The cross-shaped flash will be their grave.
|=====
| Transfer: Yes              XX
| Skill Cost: 6             XX          X X X
| EN Cost: 12               XX          X H X
| Height: 12/24             XX
| Damage: B / 1.5 / SAT     XX

```

```

| _____ |
| ## Blind Strike ## |=====
| _____ | A powerful strike right down the middle.
|=====
| Transfer: No                XX
| Skill Cost: -              XX          F
| EN Cost: 10                XX          X
| Height: 12/12              XX          H
| Damage: A / 1.3 / SAT      XX

```

Unlocked only when dual wielding 2 spears while having the Spear Master 1 and Spear Master 2 skills.

```

| _____ |
| ## Hurricane ## |=====
| _____ | The other weapon is only used as a pivot.
|=====
| Transfer: No                XX
| Skill Cost: -              XX          X
| EN Cost: 20                XX          X H X
| Height: 12/12              XX          X
| Damage: S / 1.4 / SAT      XX

```

Unlocked only when dual wielding 2 spears while having the Spear Master 2 and Spear Master 3 skills.

```

| _____ |
| ## Wind Mill ## |=====
| _____ | Consecutive thrusts followed by spinning strike.
|=====
| Transfer: No                XX
| Skill Cost: -              XX          X
| EN Cost: 30                XX          X X X
| Height: 12/12              XX          H
| Damage: S / 1.5 / SAT      XX

```

Unlocked only when dual wielding 2 spears while having the Spear Master 1 and Spear Master 3 skills.

```

| _____ |
| ## Manic Drill ## |=====
| _____ | Dengeki Collab: "C3 - C Cubed"
|=====
| Transfer: No                XX          O
| Skill Cost: 5              XX          O Target area: X
| EN Cost: 10                XX          O
| Height: 12/12              XX          H
| Damage: C / 1.3 / SAT      XX

```

```

| |
| ## Barrier Split ## |=====
| | Stops enemies cold, then slashes at them.
|=====
| Transfer: Yes          XX          F
| Skill Cost: 2         XX
| EN Cost: 10           XX          X
| Height: 12/12        XX          H
| Damage: D / 1.3 / SAT XX
|=====

```

```

| |
| ## Shadow Scythe ## |=====
| | Finishes off the enemy in a cold silence.
|=====
| Transfer: Yes          XX
| Skill Cost: 4         XX          F F F
| EN Cost: 15           XX          X X X
| Height: 12/12        XX          H
| Damage: C / 1.3 / SAT XX
|=====

```

```

| |
| ## Ground Splitter ## |=====
| | Drives the enemy deep into the ground.
|=====
| Transfer: Yes          XX          X
| Skill Cost: 6         XX          X X X
| EN Cost: 30           XX          X
| Height: 20/20        XX          H
| Damage: S / 1.3 / SAT XX
|=====

```

```

| |
| ## Twin Tomahawk ## |=====
| | Two tomahawks split the enemy.
|=====
| Transfer: No          XX          O
| Skill Cost: -         XX          O O O   Target Area: X
| EN Cost: 10           XX          O O H O O
| Height: 24/24        XX          O O O
| Damage: A / 1.4 / SAT XX          O
|=====

```

Unlocked only when dual wielding 2 Axes while having the Axe Master 1 and Axe Master 2 skills.

```

| |
| ## Yo-Yo Axe ## |=====
| | Weapons aren't toys.
|=====
| Transfer: No          XX          O
| Skill Cost: -         XX          O   Target Area: X
| EN Cost: 15           XX          O
| Height: 12/12        XX          O
| Damage: S / 1.4 / SAT XX          H
|=====

```

Unlocked only when dual wielding 2 Axes while having the Axe Master 2 and Axe Master 3 skills.



```

| _____ |
| ## Combo Eruption ## |=====
| _____ | Gathers the power of the earth and releases it.
|=====
| Transfer: No                XX                X
| Skill Cost: -              XX                X
| EN Cost: 20                XX                X
| Height: 12/12              XX                X
| Damage: S / 1.6 / SAT      XX                H
|=====

```

Unlocked only when dual wielding 2 Axes while having the Axe Master 1 and Axe Master 3 skills.

```

| _____ |
| ## Pipirupi~ ## |=====
| _____ | Dengeki Collab: "Bludgeoning Angel Dokuro"
|=====
| Transfer: No                XX
| Skill Cost: 5              XX                X
| EN Cost: 10                XX                H
| Height: 12/12              XX
| Damage: A / 1.7 / SAT      XX
|=====

```

```

| _____ |
| ## Smash Hammer ## |=====
| _____ | Dengeki Collab: "Haruka Nogizaka's Secret"
|=====
| Transfer: No                XX                F
| Skill Cost: 5              XX
| EN Cost: 10                XX                X
| Height: 12/12              XX                H
| Damage: A / 1.3 / SAT      XX
|=====

```

-----  
[SPL09]XXXXXXXXXX| STAFF SPECIALS |XXXXXXXXXX  
-----

```

| _____ |
| ## Fire ## |=====
| _____ | Fire magic damage (Level 1, Fire).
|=====
| Transfer: Yes              XX                O
| Skill Cost: 3              XX                O O O      Target Area: X X X
| EN Cost: 3                XX                O O O O O
| Height: 48/48              XX                O O O H O O O
| Damage: D / 1.3 / LAT / Fire XX                O O O O O
|                            XX                O O O
|                            XX                O
|=====

```

```

| _____ |
| ## Mega Fire ## |=====
| _____ | Fire magic damage (Level 2, Fire).
|=====

```

```

| Transfer: Yes          XX          0          X
| Skill Cost: 5         XX          0 0 0      Target Area: X X X
| EN Cost: 5           XX          0 0 0 0 0      X
| Height: 48/48        XX          0 0 0 H 0 0 0
| Damage: C / 1.4 / LAT / Fire XX      0 0 0 0 0
|                       XX          0 0 0
|                       XX          0

```

```

=====
|                    |
| ## Omega Fire ## |=====
|                    | Fire magic damage (Level 3, Fire).

```

```

=====
| Transfer: Yes          XX          0          X  X
| Skill Cost: 7         XX          0 0 0      Target Area: X  X  X
| EN Cost: 8           XX          0 0 0 0 0      X  X
| Height: 48/48        XX          0 0 0 H 0 0 0
| Damage: B / 1.5 / LAT / Fire XX      0 0 0 0 0
|                       XX          0 0 0
|                       XX          0

```

```

=====
|                    |
| ## Wind ## |=====
|                    | Wind magic damage (Level 1, Wind).

```

```

=====
| Transfer: Yes          XX          0
| Skill Cost: 3         XX          0 0 0      Target Area: X X X
| EN Cost: 3           XX          0 0 0 0 0
| Height: 48/48        XX          0 0 0 H 0 0 0
| Damage: D / 1.3 / LAT / Wind XX      0 0 0 0 0
|                       XX          0 0 0
|                       XX          0

```

```

=====
|                    |
| ## Mega Wind ## |=====
|                    | Wind magic damage (Level 2, Wind).

```

```

=====
| Transfer: Yes          XX          0          X
| Skill Cost: 5         XX          0 0 0      Target Area: X X X
| EN Cost: 5           XX          0 0 0 0 0      X
| Height: 48/48        XX          0 0 0 H 0 0 0
| Damage: C / 1.4 / LAT / Wind XX      0 0 0 0 0
|                       XX          0 0 0
|                       XX          0

```

```

=====
|                    |
| ## Omega Wind ## |=====
|                    | Wind magic damage (Level 3, Wind).

```

```

=====
| Transfer: Yes          XX          0          X  X
| Skill Cost: 7         XX          0 0 0      Target Area: X  X  X
| EN Cost: 8           XX          0 0 0 0 0      X  X
| Height: 48/48        XX          0 0 0 H 0 0 0
| Damage: B / 1.5 / LAT / Wind XX      0 0 0 0 0
|                       XX          0 0 0
|                       XX          0

```

```

| _____ |
| ## Cool ## |=====
| _____ | Aqua magic damage (Level 1, Aqua).
|=====
| Transfer: Yes          XX          O
| Skill Cost: 3         XX          O O O      Target Area: X X X
| EN Cost: 3           XX          O O O O O
| Height: 48/48        XX          O O O H O O O
| Damage: D / 1.3 / LAT / Water  XX          O O O O O
|                       XX          O O O
|                       XX          O
|=====

```

```

| _____ |
| ## Mega Cool ## |=====
| _____ | Aqua magic damage (Level 2, Aqua).
|=====
| Transfer: Yes          XX          O                      X
| Skill Cost: 5         XX          O O O      Target Area: X X X
| EN Cost: 5           XX          O O O O O                      X
| Height: 48/48        XX          O O O H O O O
| Damage: C / 1.4 / LAT / Water  XX          O O O O O
|                       XX          O O O
|                       XX          O
|=====

```

```

| _____ |
| ## Omega Cool ## |=====
| _____ | Aqua magic damage (Level 3, Aqua).
|=====
| Transfer: Yes          XX          O                      X   X
| Skill Cost: 7         XX          O O O      Target Area: X   X   X
| EN Cost: 8           XX          O O O O O                      X   X
| Height: 48/48        XX          O O O H O O O
| Damage: B / 1.5 / LAT / Water  XX          O O O O O
|                       XX          O O O
|                       XX          O
|=====

```

```

| _____ |
| ## Meteor Impact ## |=====
| _____ | Dengeki Collab: "Oreimo"
|=====
| Transfer: No          XX          X
| Skill Cost: 5         XX          X
| EN Cost: 15          XX          X
| Height: 12/12        XX          X
| Damage: S / 1.3 / SAT  XX          H
|=====

```

```

-----
[SPL10]XXXXXXXXXX|                GUN SPECIALS                |XXXXXXXXXXXX
-----

```

```

| _____ |
| ## Last Shot ## |=====
| _____ | The final strike everyone knows and loves.
|=====

```





```

|           XX           O O O O O O O
|           XX           O O O O O
|           XX           O O O
|           XX           O
|           XX

```

=====

-----

[SPL12]XXXXXXXXXX| SHIELD SPECIALS |XXXXXXXXXX

-----

```

| _____ |
| ## Shield Bash ## |=====
| _____ | Pushes back any nearby enemies.
|=====
| Transfer: Yes           XX           F F F
| Skill Cost: 3          XX
| EN Cost: 5             XX           X X X
| Height: 12/12          XX           H
| Damage: D / 1.3 / LAT  XX

```

```

| _____ |
| ## Pog Flip ## |=====
| _____ | Knocks back close enemies.
|=====
| Transfer: Yes           XX           F
| Skill Cost: 3          XX           X
| EN Cost: 10            XX           F X H X F
| Height: 20/12          XX           X
| Damage: C / 1.3 / LAT / Paralyze XX           F

```

-----

[SPL13]XXXXXXXXXX| UNLOSING RANGER SPECIALS |XXXXXXXXXX

-----

These are permanent skills available to the hero after unlocking them from certain story chapters. See the Walkthrough for details. These skills are unavailable when wearing costumes.

```

| _____ |
| ## Unlosing Punch ## |=====
| _____ | The main character tries his best.
|=====
| Transfer: No           XX           X
| Skill Cost: -         XX           X
| EN Cost: 5            XX           X
| Height: 12/12          XX           H
| Damage: D / 1.3 / SAT / Confuse XX

```

Only hits 1 target

```

| _____ |
| ## Fist of Love ## |=====

```

| \_\_\_\_\_ | Release your inner love and courage!

```

=====
| Transfer: No                XX                X
| Skill Cost: -              XX                X
| EN Cost: 10                XX                H
| Height: 12/12              XX
| Damage: C / 1.4 / SAT      XX
=====

```

Only hits 1 target

```

-----
[SPL14]XXXXXXXXXX|                COMBINATION SPECIALS                |XXXXXXXXXXXX
-----

```

These special attacks can only be unlocked by having a Casting Device in your shadowgram and by Casting 2 specific specials (usually a staff spell and a weapon special). The format is the same except the part for the description will outline the 2 special attacks you need to cast in order to unlock the Combination. The EN cost is the combined cost of both ingredient specials.

```

_____
| _____ |
| ## Killthemall ## |=====
| _____ | Fire + Cool
|=====
| Transfer: No                XX                X
| Skill Cost: -              XX                X
| EN Cost: 6                 XX                X
| Height: 24/24             XX                X
| Damage: S / 1.5 / LAT     XX                X
|                            XX                X
|                            XX                X
|                            XX                X
|                            XX                X
|                            XX                H
=====

```

It's obviously "Kill the mall", not "Kill them all". :D

```

_____
| _____ |
| ## Fire Slash ## |=====
| _____ | Fire + Single Slash
|=====
| Transfer: No                XX                F
| Skill Cost: -              XX                X
| EN Cost: 8                 XX                X
| Height: 24/24             XX                X
| Damage: C / 1.4 / SAT / Fire XX                H
=====

```

```

_____
| _____ |
| ## Wind Slash ## |=====
| _____ | Wind + Single Slash
|=====
| Transfer: No                XX                F
| Skill Cost: -              XX                X
| EN Cost: 8                 XX                X
| Height: 24/24             XX                X

```





```

| _____ | Wind + Dynamic Slash
|=====
| Transfer: No                XX                X
| Skill Cost: -              XX                X
| EN Cost: 18                XX                X
| Height: 24/12              XX                X
| Damage: A / 1.6 / SAT / Wind XX            H
|=====

```

```

| _____ |
| ## Dynamic Freeze ## |=====
| _____ | Cool + Dynamic Slash
|=====
| Transfer: No                XX                X
| Skill Cost: -              XX                X
| EN Cost: 18                XX                X
| Height: 24/12              XX                X
| Damage: A / 1.6 / SAT / Water XX            H
|=====

```

```

| _____ |
| ## Flame Spear ## |=====
| _____ | Fire + Flash Spear
|=====
| Transfer: No                XX                F
| Skill Cost: -              XX                F
| EN Cost: 6                 XX                X
| Height: 12/12              XX                X
| Damage: C / 1.4 / SAT / Fire XX            H
|=====

```

```

| _____ |
| ## Storm Spear ## |=====
| _____ | Wind + Flash Spear
|=====
| Transfer: No                XX                F
| Skill Cost: -              XX                F
| EN Cost: 6                 XX                X
| Height: 12/12              XX                X
| Damage: C / 1.4 / SAT / Wind XX            H
|=====

```

```

| _____ |
| ## Freeze Spear ## |=====
| _____ | Cool + Flash Spear
|=====
| Transfer: No                XX                F
| Skill Cost: -              XX                F
| EN Cost: 6                 XX                X
| Height: 12/12              XX                X
| Damage: C / 1.4 / SAT / Water XX            H
|=====

```

```

| _____ |
| ## Flame Lance ## |=====
| _____ | Fire + Dragon's Lance
|=====
| Transfer: No                XX                X
| Skill Cost: -              XX                X
| EN Cost: 13                XX                X

```

| Height: 12/12 XX X  
| Damage: B / 1.4 / SAT / Fire XX X  
| XX H

=====  
| \_\_\_\_\_ |  
| ## Wind Lance ## |=====  
| \_\_\_\_\_ | Wind + Dragon's Lance

=====  
| Transfer: No XX X  
| Skill Cost: - XX X  
| EN Cost: 13 XX X  
| Height: 12/12 XX X  
| Damage: B / 1.4 / SAT / Wind XX X  
| XX H

=====  
| \_\_\_\_\_ |  
| ## Cold Lance ## |=====  
| \_\_\_\_\_ | Cool + Dragon's Lance

=====  
| Transfer: No XX X  
| Skill Cost: - XX X  
| EN Cost: 13 XX X  
| Height: 12/12 XX X  
| Damage: B / 1.4 / SAT / Water XX X  
| XX H

=====  
| \_\_\_\_\_ |  
| ## Flame Lancer ## |=====  
| \_\_\_\_\_ | Fire + Charge Lance

=====  
| Transfer: No XX  
| Skill Cost: - XX X X X  
| EN Cost: 15 XX X H X  
| Height: 12/12 XX  
| Damage: A / 1.4 / SAT / Fire XX

=====  
| \_\_\_\_\_ |  
| ## Storm Lancer ## |=====  
| \_\_\_\_\_ | Wind + Charge Lance

=====  
| Transfer: No XX  
| Skill Cost: - XX X X X  
| EN Cost: 15 XX X H X  
| Height: 12/12 XX  
| Damage: A / 1.4 / SAT / Wind XX

=====  
| \_\_\_\_\_ |  
| ## Ice Lancer ## |=====  
| \_\_\_\_\_ | Cool + Charge Lance

=====  
| Transfer: No XX  
| Skill Cost: - XX X X X  
| EN Cost: 15 XX X H X  
| Height: 12/12 XX  
| Damage: A / 1.4 / SAT / Water XX

```

=====
| _____ |
| ## Flame Split ## |=====
| _____ | Fire + Barrier Split
|=====
| Transfer: No                XX          F
| Skill Cost: -              XX
| EN Cost: 13                XX          X
| Height: 12/12             XX          H
| Damage: C / 1.4 / SAT / Fire  XX
|=====

```

```

=====
| _____ |
| ## Tornado Split ## |=====
| _____ | Wind + Barrier Split
|=====
| Transfer: No                XX          F
| Skill Cost: -              XX
| EN Cost: 13                XX          X
| Height: 12/12             XX          H
| Damage: C / 1.4 / SAT / Wind  XX
|=====

```

```

=====
| _____ |
| ## Freeze Split ## |=====
| _____ | Cool + Barrier Split
|=====
| Transfer: No                XX          F
| Skill Cost: -              XX
| EN Cost: 13                XX          X
| Height: 12/12             XX          H
| Damage: C / 1.4 / SAT / Water  XX
|=====

```

```

=====
| _____ |
| ## Fire Scythe ## |=====
| _____ | Fire + Shadow Scythe
|=====
| Transfer: No                XX
| Skill Cost: -              XX          F F F
| EN Cost: 18                XX          X X X
| Height: 12/12             XX          H
| Damage: B / 1.5 / SAT / Fire  XX
|=====

```

```

=====
| _____ |
| ## Wind Scythe ## |=====
| _____ | Wind + Shadow Scythe
|=====
| Transfer: No                XX
| Skill Cost: -              XX          F F F
| EN Cost: 18                XX          X X X
| Height: 12/12             XX          H
| Damage: B / 1.5 / SAT / Wind  XX
|=====

```

```

=====
| _____ |
| ## Cool Scythe ## |=====
| _____ | Cool + Shadow Scythe
|=====

```

```

=====
| Transfer: No                XX
| Skill Cost: -              XX          F F F
| EN Cost: 18                XX          X X X
| Height: 12/12              XX          H
| Damage: B / 1.4 / SAT / Water XX
=====

```

```

=====
| _____ |
| ## Grounder Fire ## |=====
| _____ | Fire + Ground Splitter
=====

```

```

| Transfer: No                XX          X
| Skill Cost: -              XX          X X X
| EN Cost: 33                XX          X
| Height: 24/24              XX          H
| Damage: S / 1.6 / SAT / Fire XX
=====

```

```

=====
| _____ |
| ## Grounder Wind ## |=====
| _____ | Wind + Ground Splitter
=====

```

```

| Transfer: No                XX          X
| Skill Cost: -              XX          X X X
| EN Cost: 33                XX          X
| Height: 24/24              XX          H
| Damage: S / 1.6 / SAT / Wind XX
=====

```

```

=====
| _____ |
| ## Grounder Ice ## |=====
| _____ | Cool + Ground Splitter
=====

```

```

| Transfer: No                XX          X
| Skill Cost: -              XX          X X X
| EN Cost: 33                XX          X
| Height: 24/24              XX          H
| Damage: S / 1.6 / SAT / Water XX
=====

```

```

=====
| _____ |
| ## Last Fire ## |=====
| _____ | Fire + Last Shot
=====

```

```

| Transfer: No                XX
| Skill Cost: -              XX          F
| EN Cost: 8                 XX          X
| Height: 12/12              XX          H
| Damage: C / 1.4 / LAT / Fire XX
=====

```

```

=====
| _____ |
| ## Last Wind ## |=====
| _____ | Wind + Last Shot
=====

```

```

| Transfer: No                XX
| Skill Cost: -              XX          F
| EN Cost: 8                 XX          X
| Height: 12/12              XX          H

```

| Damage: C / 1.4 / LAT / Wind XX

=====  
| ## Last Ice ## |=====

| Cool + Last Shot

=====  
| Transfer: No XX  
| Skill Cost: - XX F  
| EN Cost: 8 XX X  
| Height: 12/12 XX H  
| Damage: C / 1.4 / LAT / Water XX

=====  
| ## Gimlet Flame ## |=====

| Fire + Gimlet Gun

=====  
| Transfer: No XX X  
| Skill Cost: - XX X  
| EN Cost: 13 XX X  
| Height: 12/12 XX H  
| Damage: B / 1.4 / LAT / Fire XX

=====  
| ## Gimlet Wind ## |=====

| Wind + Gimlet Gun

=====  
| Transfer: No XX X  
| Skill Cost: - XX X  
| EN Cost: 13 XX X  
| Height: 12/12 XX H  
| Damage: B / 1.4 / LAT / Wind XX

=====  
| ## Gimlet Ice ## |=====

| Cool + Gimlet Gun

=====  
| Transfer: No XX X  
| Skill Cost: - XX X  
| EN Cost: 13 XX X  
| Height: 12/12 XX H  
| Damage: B / 1.4 / LAT / Water XX

=====  
| ## Penta Flame ## |=====

| Fire + Pendaburst

=====  
| Transfer: No XX O  
| Skill Cost: - XX O Target area: X X X X X  
| EN Cost: 18 XX O  
| Height: 24/24 XX H  
| Damage: A / 1.4 / LAT / Fire XX

=====  
| ## Penta Storm ## |=====

```

| _____ | Wind + Pendaburst
|=====
| Transfer: No          XX          O
| Skill Cost: -        XX          O Target area: X X X X X
| EN Cost: 18          XX          O
| Height: 24/24        XX          H
| Damage: A / 1.4 / LAT / Wind  XX
|=====

```

```

| _____ |
| ## Penta Freeze ## |=====
| _____ | Cool + Pendaburst
|=====
| Transfer: No          XX          O
| Skill Cost: -        XX          O Target area: X X X X X
| EN Cost: 18          XX          O
| Height: 24/24        XX          H
| Damage: A / 1.4 / LAT / Water  XX
|=====

```

```

X=====X
|-----|
|[DAT04]XXXXXXXXXX|          X. ENEMY DATABASE          |XXXXXXXXXXXXXXXXXXXX|
|-----|
X=====X

```

This database will contain information on each enemy class. Since the enemy levels per dungeon are (mostly) random, I won't be listing their base stats. Instead, I'll list their item drops, skills, and other dungeon-related data.

```

| _____ |=====
| MONSTER RACE | Movement: Stationary/Mobile      | Fire | Wind | Water | JM
| _____ | Attack: RANGE / Damage type      | ##% | ##% | ##% | ##
|=====
| RANKS      | SKILLS                          | Items
|-----|-----|-----|
| Rank 1     | Skill 1 : Description            |
| Rank 2     |                                  |
| Rank 3     |                                  |
| Rank 4     | Skill 2: Description            |
| Rank 5     |                                  |
| Rank 6     |                                  |
|=====

```

```

|
| SPECIAL ATTACKS
|=====
| Rank 1-2 Special: Name
| Rank 3-4 Special: Name
| Rank 5-6 Special: Name
|=====

```

NOTES: Anything else that doesn't belong above will be noted here.

TERMS  
=====

Movement - Enemy's default movement state whether stationary or mobile. In some dungeons even mobile enemies will be stationary (ex: Index dungeon).

Attack - Range of the monster's attack and the damage stat it uses (SAT/LAT).

This part may also include the attack's element.

Fire, Wind, Water, JM - Monster race's elemental affinities and Jump status.

Rank 1-6 - Names for each monster race's 6 ranks.

Skills - Most monster races have only 1 skill while a few have 2. Their effects will be detailed here.

Items - These items may drop when the enemy is killed or stolen by using a Paw Arm. Item's rank depends on the enemy's rank, while the rate of which they drop is determined by the enemy's level. If the enemy's level is lower than a certain point, it will only have Meat Chunks and none of its default items. Some items only appear from higher rank enemies, so these cases will be noted in parenthesis. You can only steal 1 item per enemy, but enemies you've stolen items from may still drop items.

Special Attacks - Refer to the info in the Special Attacks database.

=====						
WOLF						
Movement: Stationary   Fire   Wind   Water   JM						
Attack: 1/SAT   -50%       15						
=====						
RANKS   SKILLS   Items						
----- ----- -----						
Kobold		None			Fluffy Tail	
Werewolf					Dagger	
Lycanthrope					Wolf Mask	
Loub-Garou					Crossbow(rank 2-6)	
Vilkatas						
Verethragna						
=====						
SPECIAL ATTACKS						
=====						
Rank 1-2 Special: Honor Break						
Rank 3-4 Special: Top Shredder						
Rank 5-6 Special: Fish Cake Bash						
=====						

=====						
LIZARD						
Movement: Mobile   Fire   Wind   Water   JM						
Attack: 1/SAT     -50%     15						
=====						
RANKS   SKILLS   Items						
----- ----- -----						
Lizard Man		Front Block			Short Shield	
Warrior		>>All types of damage from frontal attacks			Gator Bite	
Rapierer		are nulled.				
Outlaw						
Desperado						
Gladiator						
=====						
SPECIAL ATTACKS						
=====						
Rank 1-2 Special: Hurricane Slash						
Rank 3-4 Special: Blade Tackle						
Rank 5-6 Special: Distortion						
=====						

PIG	Movement: Mobile	Fire	Wind	Water	JM
	Attack: 1/SAT			-50%	15

RANKS	SKILLS	Items
Pigbert	Pick and Throw	Gas Mask
Gourmetman	>>Able to lift and throw.	Chain Hook
Food Canossa		
Epicure		
Gastronom		
Opsomania		

#### SPECIAL ATTACKS

- Rank 1-2 Special: Vacuum
- Rank 3-4 Special: Gut Press
- Rank 5-6 Special: Elated Attack

NOTE: Watch out for these buggers in dungeons where enemies fuse (A Certain Magic Index, Absolute Hero Dungeon). Since fused monsters gain the skills of the ingredient monsters, a Pig + Prinny fusion will make its throws cause instant death due to the Prinny's Combustion skill.

SMITHERY	Movement: Mobile	Fire	Wind	Water	JM
	Attack: 1/SAT	50%		-50%	15

RANKS	SKILLS	Items
Dwarf	Parts Remove	Dwarf Helm
Leprechaun	>>Chance to drop equipped items when regular attacks connect.	Hammer Arm
Cleal		Beautiful Beard
Meister		
Artisan		
Maestro		

#### SPECIAL ATTACKS

- Rank 1-2 Special: Heaving Fist
- Rank 3-4 Special: Fantasy Shock
- Rank 5-6 Special: Cutlet Hammer

NOTE: A lot of players lose their equips because a random Dwarf enemy drops their gear unnoticed. It's a good habit to keep an eye on the COND rates right under the HP bar so you'll know right away if an equip is missing.

SERPENT	Movement: Stationary	Fire	Wind	Water	JM
	Attack: 1/SAT		-50%		15

RANKS	SKILLS	Items
Medusa	Poison Spray	Cobra Fang
Naga	>>Creates a 5x5 diamond-shaped Poison Barrier	Snake Hair
Lamia	when killed from the front or side.	Snake Leg
Echidna		



| Wadjet | |  
 | Ishtar | |  
 =====  
 | SPECIAL ATTACKS  
 =====  
 | Rank 1-2 Special: Passion Gaze  
 | Rank 3-4 Special: Double Slap  
 | Rank 5-6 Special: Serpent Morph  
 =====

VAMPIRE	Movement: Mobile	Fire	Wind	Water	JM
	Attack: 1/SAT	-50%			15

RANKS	SKILLS	Items
Vampire	Vampirism	Silk Hat
Darkstalker	>>Restores 10% of damage dealt as HP.	Bat Wing
Crystalan		
Van Blood		
Rouge Baron		
Crimson Rose		

=====

| SPECIAL ATTACKS  
 =====  
 | Rank 1-2 Special: Crimson Suck  
 | Rank 3-4 Special: Blood Spin  
 | Rank 5-6 Special: Bat Storm  
 =====

MINOTAUR	Movement: Mobile	Fire	Wind	Water	JM
	Attack: 1/SAT		-50%		15

RANKS	SKILLS	Items
Minotaur	Knock Back	Great Horn
Bronius	>>Regular attacks knock back target a few	Hatchet
Apis	spaces when they connect. Higher ranked	Centaur Body
Centicore	Minotaurs cause farther knock backs and are	
Kuyutha	able to even when the attack misses.	
Muscular		
	Painful Blast	
	>>High chance of dealing critical hits.	

=====

| SPECIAL ATTACKS  
 =====  
 | Rank 1-2 Special: Tauro Swing  
 | Rank 3-4 Special: Bull Slash  
 | Rank 5-6 Special: Bison Break  
 =====

ARMOR	Movement: Mobile	Fire	Wind	Water	JM
	Attack: 1/SAT		-50%		15

RANKS	SKILLS	Items
Defender	Heavy Stance	Spike Knuckle
Impregnable	>>Immune to being lifted.	Death Beagle

| Bouncer |  
 | Dullahan |  
 | Chevalier |  
 | Simmelight |

=====

| SPECIAL ATTACKS

=====

| Rank 1-2 Special: Ectoplasma  
 | Rank 3-4 Special: Emergency Spawn  
 | Rank 5-6 Special: JS Attack

=====

NOTE: May sometimes lift and throw enemies right next to you (except Prinnyes).

=====

HEAVENLY	Movement: Stationary	Fire	Wind	Water	JM
	Attack: 3/LAT		50%	-50%	25

=====

RANKS	SKILLS	Items
Cloudie Baron	Substitute	Hover Cloud
Cloudie Earl	>>Splits into 2 when hit by a non-lethal	Lightning Drum
Cloudie Count	attack.	
Cloudie Marquis		
Cloudie Prince		
Cloudie Duke		

=====

| SPECIAL ATTACKS

=====

| Rank 1-2 Special: Chain Thunder  
 | Rank 3-4 Special: Gas Collider  
 | Rank 5-6 Special: Volt Cross

=====

KNIGHT	Movement: Mobile	Fire	Wind	Water	JM
	Attack: 1/SAT				15

=====

RANKS	SKILLS	Items
Dark Knight	Dual Strike	Feudal Lord
Gloom Knight	>>Regular attacks hit twice.	Longsword
Vesper Knight		
Raven Knight		
Abyss Knight		
Barbatos		

=====

| SPECIAL ATTACKS

=====

| Rank 1-2 Special: Rose Sword  
 | Rank 3-4 Special: Grudge Shock  
 | Rank 5-6 Special: Dark Blast

=====

ALCHEMY	Movement: Stationary	Fire	Wind	Water	JM
	Attack: 1/SAT	-50%			15

=====

RANKS	SKILLS	Items

-----

Homunculus	Mimetic	Zombie Hat
Feelgia	>>Copies the form, skills, and special attacks	
Android	of nearby monsters.	
Synthetic		
Bioroid		
Gene Rich		

=====

SPECIAL ATTACKS

=====

Body Change (rank 1-6)  
 >>No damage. Transforms into a different enemy permanently.

=====

CORPSE	Movement: Stationary	Fire	Wind	Water	JM
	Attack: 1/SAT	-50%			15

=====

RANKS	SKILLS	Items
Cinder	Death March	Curse Band
Cadaver	>>Killed Corpses revive after 15 turns.	Curse Hand
Carcass		Robo Popo Mask
Living Dead		
Yammy		
Anubis		

=====

SPECIAL ATTACKS

=====

Rank 1-2 Special: Bandage Wrap  
 Rank 3-4 Special: Bond Drop  
 Rank 5-6 Special: Zombie Spiral

=====

NOTE: Can be killed permanently with Holy Upper and Holy Straight specials.

=====

PINFLOWER	Movement: Mobile	Fire	Wind	Water	JM
	Attack: 1/SAT	-50%			15

=====

RANKS	SKILLS	Items
Spiky	Photosynthesis	Appetite Engine
Uhstein	>>Recover 10% of total HP every turn.	Flower Frill
Enterior		
Cactus Leaf		
Naver Agria		
Desert Floral		

=====

SPECIAL ATTACKS

=====

Rank 1-2 Special: Elastic Pin  
 Rank 3-4 Special: Quinti Lutz  
 Rank 5-6 Special: Cactuwasher

=====

METAL SPIKY	Movement: Mobile	Fire	Wind	Water	JM
	Attack: -	50%	50%	50%	25

=====

SKILLS

```

|-----|
| Metallic
| >>All types of damage dealt is reduced to 1.
|
| Double Speed
| >>Moves twice every turn.

```

```

=====
NOTE: Does not attack. Every metal spiky you kill will add a fixed amount of
      levels. See the Nippon Ichi: Netherworld Wars and NIS Dungeon power-
      leveling sections for more info.
=====

```

```

|-----|=====
| MACHINE | Movement: Mobile          | Fire | Wind | Water | JM
|-----| Attack: 1/SAT              |      | -50% |      | 15
|-----|

```

```

| RANKS   | SKILLS                               | Items
|-----|-----|-----
| Guardian | Trap Factory                          | Rocket Punch L
| Ruin Automata | >>Creates traps on the floor randomly. | Rocket Punch R
| Relic Patron |                                         | Ranged Cannon
| Dolma    |                                         | R Booster
| Adjuchas |                                         |
| Monolith |                                         |
|-----|

```

SPECIAL ATTACKS

```

| Rank 1-2 Special: Muffled Vulcan
| Rank 3-4 Special: Guernica Blitz
| Rank 5-6 Special: Berserk Mode

```

```

|-----|=====
| FLIGHT  | Movement: Mobile          | Fire | Wind | Water | JM
|-----| Attack: 1/SAT              |      | 50%  | -50%  | 25
|-----|

```

```

| RANKS   | SKILLS                               | Items
|-----|-----|-----
| Harpy   | Levitation                          | Harpy Wing
| Banshee | >>Able to move in the air and jump over | Harpy Leg
| Ylfe    | objects.                             | Kamikaze Goggles
| Garuda  |                                         |
| Siren   | Picket Line                          |
| Valkyrie | >>Flies many spaces ahead and onto an adjacent |
|         | space to flank you.                  |
|-----|

```

SPECIAL ATTACKS

```

| Rank 1-2 Special: Spin Feather
| Rank 3-4 Special: Sky Flower
| Rank 5-6 Special: Phoenix Flight

```

```

|-----|=====
| DRAGONET | Movement: Stationary      | Fire | Wind | Water | JM
|-----| Attack: 3/LAT/Fire        | 50%  |      | -50%  | 25
|-----|

```

```

| RANKS   | SKILLS                               | Items
|-----|-----|-----
| Petit Dragon | Fire Element                          | Wood Staff

```

Sylph	>>Endows regular attacks with the Fire	White Hot Fist
Swift	element.	(rank 2-6)
Twister		
Luxori		
Zephyrus		

=====

SPECIAL ATTACKS

=====

Rank 1-2 Special: Photon Tackle  
Rank 3-4 Special: Asterism  
Rank 5-6 Special: Dragon Wakening

=====

CLOWN	Movement: Mobile	Fire	Wind	Water	JM
	Attack: 3/LAT	20%	20%	20%	15

=====

RANKS	SKILLS	Items
Trick Clown	Casting Cancel	Eye Bit
Joker	>>May cancel Special Attacks in your Casting	Suspicious Mask
Wizard	Stock.	
Warlock		
Magus		
Clown		

=====

SPECIAL ATTACKS

=====

Rank 1-2 Special: Hexa Ray  
Rank 3-4 Special: Final Delta  
Rank 5-6 Special: Low Fate

=====

DEATH POT	Movement: Stationary	Fire	Wind	Water	JM
	Attack: 3/LAT				20

=====

RANKS	SKILLS	Items
Death Pod	Creeping Death	Skull Face
Charon	>>Invisible when not attacking. They also	Curse Hand
Alastor	appear when you move beside them.	
Phonos		
Chernobog		
Thanatos		

=====

SPECIAL ATTACKS

=====

Rank 1-2 Special: Death Brahma  
Rank 3-4 Special: Death Scythe  
Rank 5-6 Special: Death Dragonia

=====

FISH	Movement: Mobile	Fire	Wind	Water	JM
	Attack: 3/LAT/Water	-50%		50%	15

=====

RANKS	SKILLS	Items
Sahuagin	Ice Element	Lantern

Vendas	>>Endows regular attacks with the Water	Mermaid Arm L
Winkelar	element.	Ice Staff
Larsman		Mermaid Arm R
Dagon		(rank 2-6)
Ndauthina		

=====

SPECIAL ATTACKS

=====

| Rank 1-2 Special: Bubble Blow  
 | Rank 3-4 Special: Pop Rendezvous  
 | Rank 5-6 Special: Hopping Tower

=====

	=====					
SEA BEAST	Movement: Stationary	Fire	Wind	Water	JM	
	Attack: 1/SAT	-99%		99%	15	

=====

RANKS	SKILLS	Items
Walru	None	Frozen Fist
Aegir		Ice Staff
Orc		
Delacmim		
Bledmall		
Forneus		

=====

SPECIAL ATTACKS

=====

| Rank 1-2 Special: Iceberg Spiral  
 | Rank 3-4 Special: Massacre Show  
 | Rank 5-6 Special: Ice Crusher

=====

	=====					
DRAGON	Movement: Mobile	Fire	Wind	Water	JM	
	Attack: 1/SAT	50%		-50%	15	

=====

RANKS	SKILLS	Items
Dragon	Dragon Wrath	Dragon Claw
Fefnir	>>Damage boost for every enemy you killed in	
Nidhogg	the current floor.	
Azi Dahaka		
Tiamat		
Bahamut		

=====

SPECIAL ATTACKS

=====

| Rank 1-2 Special: Upper Breath  
 | Rank 3-4 Special: Graviton Bite  
 | Rank 5-6 Special: Dragon Material

=====

	=====					
BIRD	Movement: Stationary	Fire	Wind	Water	JM	
	Attack: 2/LAT/Wind		50%		20	

=====

RANKS	SKILLS	Items
Griffon	Wind Element	Holy Knuckle

Akbaba	>>Endows regular attacks with the Wind element	Holy Wing
Pazuzu		Angel Halo
Manticore		Jewel Wand
Hraesvelgr		
Marchosias		

=====

SPECIAL ATTACKS

=====

Rank 1-2 Special: Dust Play  
 Rank 3-4 Special: Ball Circus  
 Rank 5-6 Special: Spiral Drive

=====

<u>EVIL EYE</u>	Movement: Stationary	Fire	Wind	Water	JM
	Attack: 1/SAT				15

=====

RANKS	SKILLS	Items
Catoblepas	Silent Eye	Evil Eye
Almasty	>>Disables the use of Special Attacks when you	Giganto Rock
Tartaro	are adjacent to it.	
Fachan		
Cyclops		
Balor		

=====

SPECIAL ATTACKS

=====

Rank 1-2 Special: Rock-a-Round  
 Rank 3-4 Special: Stomp Bullet  
 Rank 5-6 Special: Evil Rock Eye

=====

<u>BIG CHIN</u>	Movement: Mobile	Fire	Wind	Water	JM
	Attack: 1/SAT		-50%	50%	15

=====

RANKS	SKILLS	Items
Scissor Beetle	Food Chain	Scissor Hat
Wakacaloula	>>Attacks and kills fellow monsters to	Scorpion Body
Tough Bug	Level Up.	Butterfly Wing
Karks		
Shamil		
Ascator		

=====

SPECIAL ATTACKS

=====

Rank 1-2 Special: Gigantic Bite  
 Rank 3-4 Special: Earth Scissors  
 Rank 5-6 Special: Miyama Clutch

=====

<u>TURTLE</u>	Movement: Stationary	Fire	Wind	Water	JM
	Attack: 2 (around self)/LAT	99%		-99%	10

=====

RANKS	SKILLS	Items
Magma Turtle	Turtle Shell	Volcano Shell

Volcano	>>Immune to lifting. Moves once every 2	White Hot Fist
Franbed	turns you make.	Turtle Leg
Blaze Tortoise		
Aethmicus		
Kagutsuchi		

=====

SPECIAL ATTACKS

=====

Rank 1-2 Special: Mini Eruption  
 Rank 3-4 Special: Flame Drop  
 Rank 5-6 Special: Magma Comet

=====

DOG	Movement: Mobile	Fire	Wind	Water	JM
	Attack: 1/SAT			-50%	15

=====

RANKS	SKILLS	Items
Death Corgi	Gluttony	Napalm Body
Toto	>>"Eats" nearby items leaving Leftover Scraps	Wok
Orhtros	in their place.	
Lailaps		
Cerberus		
Fenrir		

=====

SPECIAL ATTACKS

=====

Rank 1-2 Special: Walk Step  
 Rank 3-4 Special: Power Aura  
 Rank 5-6 Special: Fatty Bomb

=====

NOTE: A floor full of Dwarves and Dogs is bad news. If your equip gets dropped by a dwarf, be sure to reclaim it before a Dog turns it into Leftovers.

=====

PRINNY	Movement: Stationary	Fire	Wind	Water	JM
	Attack: 1/SAT	-50%			25

=====

RANKS	SKILLS	Items
Pvt. Prinny	Combustion	Prinny Hat
Cpt. Prinny	>>Explodes when thrown and causes 25% HP	Prinny Jet
Col. Prinny	damage.	
Gen. Prinny		
Prinny King		
Prinny God		

=====

SPECIAL ATTACKS

=====

Rank 1-2 Special: Prinny Strike  
 Rank 3-4 Special: Prinny Bomb  
 Rank 5-6 Special: Pringer Beam

=====

MUSHROOM	Movement: Stationary	Fire	Wind	Water	JM
	Attack: 2 (around self)/LAT	-50%			25

=====



RANKS	SKILLS	Items
Eryngi	Heal Spore	Plump Bosom
Matango	>>Warps next to damaged monsters in order to	
Championin	heal them.	
Fungus		
Wonderspore		
Eryndom		

SPECIAL ATTACKS

Rank 1-2 Special: Mushy Kiss (all ranks)  
 Rank 3-4 Special: Totem Tower  
 Rank 5-6 Special: Spore Smoke

SLEEPY CAT	Movement: Mobile	Fire	Wind	Water	JM
	Attack: 1/SAT	-50%			25

RANKS	SKILLS	Items
Cat Saber	Cat Burglar	Cat Ears
Cait Sith	>>Chance to steal items in your inventory	Catsabre Helm
Tail Ring	when connecting with regular attacks.	Paw Arm L
Grimalkin	Higher ranks have a higher steal rate.	
Elbaccie		
Lord Cat God		

SPECIAL ATTACKS

Rank 1-2 Special: Cat-Cat Attack  
 Rank 3-4 Special: The Fish is Mine  
 Rank 5-6 Special: Meowzer Spin

NOTES: If you didn't notice the pop-up message telling you an item was stolen, a good visual cue is that the Cat who stole your item moves away right after stealing it (regardless of your turn progression). Killing the thief will drop your stolen item on the ground.

EVIL CAT	Movement: Mobile	Fire	Wind	Water	JM
	Attack: 1/SAT		-50%		15

RANKS	SKILLS	Items
Death Saber	EXP Steal	Dark Mask
Xiao Mao	>>Chance to steal EXP and decrease your level	Paw Arm R
Caracal	when connecting with regular attacks.	
Ocelot	Higher ranks have a higher steal rate.	
Abyssinian		
Devon Rex		

SPECIAL ATTACKS

Rank 1-2 Special: Round Claw  
 Rank 3-4 Special: Blender  
 Rank 5-6 Special: Crimson Rain

FODDER H.	Movement: Stationary	Fire	Wind	Water	JM
	Attack: 1/SAT	-30%	-30%	-30%	10

RANKS	SKILLS	Items
Goon	None	Meat Chunk
Goon Black		Ointment
Goon Brown		Marbled Meat
Goon Purple		(rank 2-6)
Goon Red		
Goon Green		

#### SPECIAL ATTACKS

Rank 1-2 Special: Spinning Chain  
 Rank 3-4 Special: Tornado Battler  
 Rank 5-6 Special: Goon Elegy

NOTE: May sometimes be equipped like an Adversary (see next section).

#### ADVERSARIES

These are special enemies that are usually stronger and higher-leveled than the rest of the enemies in the floor. They are marked by a purple square in the dungeon's minimap. Unlike the rest of the monster races, adversaries only have 1 rank. However, they are equipped with random items and thus they will have the skills and special attacks that those items provide. They won't have default item drops but you'll be able to steal their equipments (if they're too strong for you, try stripping their gear to drop their stats).

All adversaries come with the Heavy Stance skill (immune to lifting) by default and those that act as Gatekeepers (appears right on top of the exit staircase) have a view range of just 1 space around them.

Since the 3 races of adversaries don't have any default special attacks, ranks, and item drops, I'll list them here in a small table that details their elemental affinities and Jump status. The items they have equipped will affect these as well.

RACE	Name	Fire	Wind	Water	JM
Fodder C.	Rival Werecat	-50%	50%		25
Fodder F.	Rival Amphibian		-50%	50%	25
Fodder R.	Rival Robot	50%		-50%	25

#### Defense Break

>>This is a special skill that some dungeon bosses have. It allows their special attacks to bypass Blocking, so don't waste your turn with it.

>>All enemies in the deeper floors (around floor 100+) of the Absolute Hero Dungeon will have Defense Break as well.

#### Special Enemies

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>>After you beat a Mastery/Dengeki Dungeon's boss, it will be replaced with a Fodder race unit. Its elemental affinities and Jump stat will NOT be the same as a normal enemy. Instead, they will have fixed stats depending on the dungeon. This also applies to boss minions in certain dungeons (i.e.: Valvolga's turtle and mushroom minions have 70+ Jump each).

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|[CRD00]XXXXXXXXXXXXXXXXX|          CREDITS          |XXXXXXXXXXXXXXXXXXXXXXXXX|  
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I'd like to forward my thanks to:

- gohobojoe for his Tiger's Den and Costumes thread.
- The\_LuXx for his sticky thread on effective Synthesis.
- Encapturer for his Google Docs spreadsheet of every item's COND rates and chip type. Also for some early error-corrections and input on various sections.
- 6o4huynh for info on Barrier LV3 types.
- Haledire for info on some mod item effects.
- Eternal\_Abyss\_ and Mistere Man for help regarding the unlock requirements of Usual Cafe and Space Police, as well as other item-specific info. Also thanks to weltallzero for pointing out that the Usual Cafe's stat is Info, not Transport.
- SirBlank and technolem for multiple corrections in different parts of the guide.
- SirBlank again for finally figuring out the effect of Light Shadow.
- demonfang0 for discovering a little effect of Wrapped Blanket disabling special attacks.
- Teslavi, spweasel, and Tanto\_H for multiple info, advice, stat/skill building tips/tricks, early error-corrections, and input on various sections.
- pangjhj for translating the damage formula and spweasel for bringing it into the GameFAQs boards. Original damage formula thread found in this site: <http://www.cngba.com/thread-18710700-1-1.html>. Thanks to the original posters of this Chinese forum as well.
- much thanks to spweasel for nearly all of the work put into version 2.0 of the guide. The FAQ is more complete now because of him.
- the ZHP Japanese Wiki, located at <http://www39.atwiki.jp/zhero/pages/1.html> for its nearly-complete and precise database on ZHP's items, dungeons, and whatnot. This is the place where most of the aforementioned people got their info from, and also one of my biggest references for this guide.
- Nippon Ichi Software, for treading the path of old-school gaming goodness and bringing us a very fun and over-the-top roguelike. Let's hope for ZHP 2!
- YOU, the viewer, for taking your time to read the guide. It takes quite some

effort to put together something like this, so I'm hoping it was worth your time. :)

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