



## **Etrian Mystery Dungeon 2 Classes, Skills, and Misc Translations**

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The Mystery Dungeon series is owned by Chunsoft.

## **NOTICE**

**This document only serves as a VERY basic translation of certain parts of Etrian Mystery Dungeon 2, as I am unable to make an actual patch for the game.**

**Additionally, information on this game is very limited, so my apologies for any missing or inaccurate information. As none of the names of new skills, quests, dungeons, etc. have official names (to my knowledge), a lot of these are names that I and a friend came up with to try and make close enough to official sounding names. Also! If you do plan on playing the game and parooze this doc, I highly recommend you **IGNORE DUNGEONS 9, 10, AND ENCHANTED WONDERLAND!** It has some spoilers that you might wanna avoid!**

## Classes

There are 15 classes in Etrian Mystery Dungeon 2. Alongside the new Kenkaku class, some classes from EO1 and 3 make their EMD debut. The visual below is a mockup of the class menu from the actual game.



|             |           |            |
|-------------|-----------|------------|
| Landsknecht | Protector | Runemaster |
| Medic       | Buccaneer | Alchemist  |
| Kenkaku     | Monk      | Gunner     |
| Wanderer    | Ninja     | Farmer     |
| Dancer      | Sovereign | Hexer      |

(The Class names below are linked to their specific pages)

**Landsknecht** (pg.4)

**Protector** (pg.24)

**Runemaster** (pg.44)

**Medic** (pg.8)

**Buccaneer** (pg.28)

**Alchemist** (pg.48)

**Kenkaku** (pg.12)

**Monk** (pg.32)

**Gunner** (pg.52)

**Wanderer** (pg.16)

**Ninja** (pg.36)

**Farmer** (pg.56)

**Dancer** (pg.20)

**Sovereign** (pg.40)

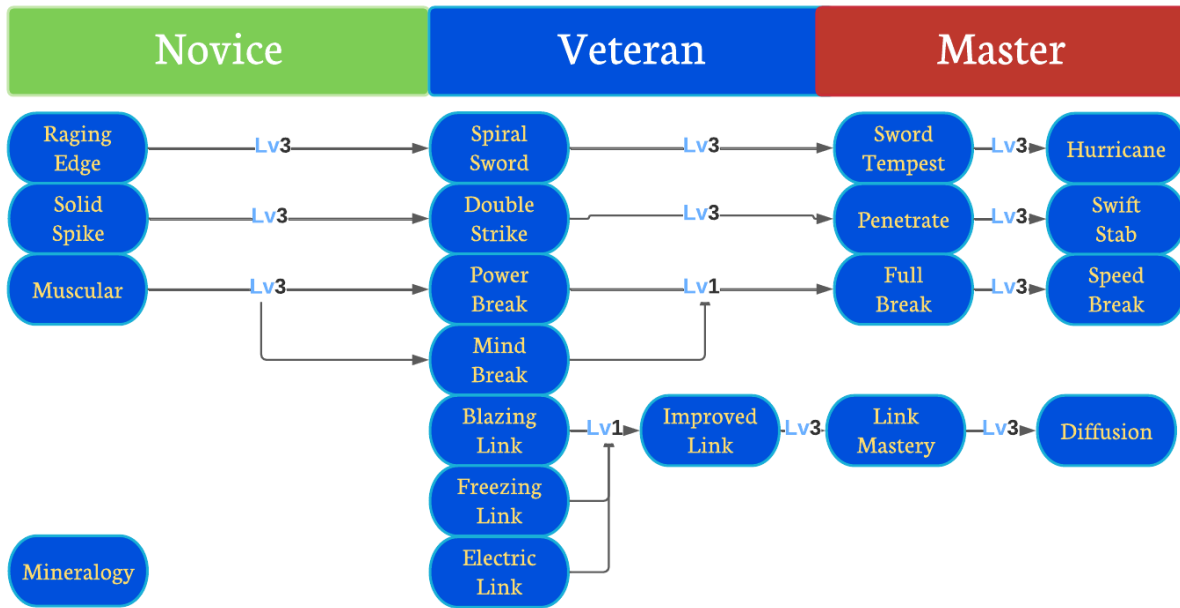
**Hexer** (pg.60)

# Landsknecht



**“Landsknechts are physical attackers who fight wielding swords and shields. Melee skills are their specialty, and they have a very good balance of offense and defense. Recommended for new adventurers who struggle choosing a class.”**

# Skill Tree



## NOVICE SKILLS (LV1)

| Skill Name                   | Description   | Type/Uses               | Prerequisites | Extra   |
|------------------------------|---|-------------------------|---------------|---|
| Raging Edge<br>(Max Lvl. 10) | The user performs a frontal Cut attack that gets stronger the higher the user's STR is.                           | Active/Sword/Uses Arms  | -----         | <b>Lv 4 and 8</b> increase TP cost (7 → 9 → 12) |
| Solid Spike<br>(Max Lvl. 10) | The user performs a frontal Stab attack that gets stronger the higher the user's AGI is compared to the target's. | Active/Rapier/Uses Arms | -----         | <b>Lv 4 and 8</b> increase TP cost (5 → 7 → 10) |
| Muscular<br>(Max Lvl. 10)    | The user hones their arm strength, increasing both the power of Bash attacks and their STR.                       | Passive                 | -----         | <b>Total: +20 STR</b>                           |
| Mineralogy<br>(Max Lvl. 10)  | May find extra materials when gathering at a mining point.  | Gather                  | -----         | -----   |

## VETERAN SKILLS (LV10)

|                                |  |                                   |  |   |
|--------------------------------|--|-----------------------------------|--|---|
| Spiral Sword<br>(Max Lvl. 6)   | The user performs a Cut attack to the 3 tiles in front of them that gets stronger the higher the user's STR is. (Hits large monsters multiple times)         | Active/Sword/Uses Arms            | Raging Edge <b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost: (9 → 12 → 17)<br><b>Lv4</b> : Sends hit enemies flying backwards  |
| Double Strike<br>(Max Lvl. 6)  | The user performs 2 frontal Stab attacks that get stronger the higher the user's AGI is compared to the target's.  | Active/Rapier/Uses Arms           | Solid Spike <b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost: (7 → 9 → 13)  |
| Power Break<br>(Max Lvl. 8)    | The user performs a frontal Bash attack that may lower the target's Physical Attack for 3 turns.   | Active/Shield/Uses Arms           | Muscular <b>Lv3</b>  | <b>Lv4</b> and <b>7</b> increase TP cost (6 → 9 → 13) and debuff duration (3 → 5 → 7)   |
| Mind Break<br>(Max Lvl. 8)     | The user performs a frontal Bash attack that may lower the target's Elemental Attack for 3 turns.  | Active/Shield/Uses Arms           | Muscular <b>Lv3</b>  | <b>Lv4</b> and <b>7</b> increase TP cost (6 → 9 → 13) and debuff duration (3 → 5 → 7)   |
| Blazing Link<br>(Max Lvl. 10)  | The user performs a frontal Fire attack that may inflict Blazing Link for 10 turns, causing the target to take additional Fire damage after being attacked.  | Active/Sword/Rapier/<br>Uses Arms | -----  | <b>Lv4</b> and <b>8</b> increase TP cost (5 → 8 → 13)<br><b>Lv4</b> and <b>7</b> and increase link debuff duration (10 → 12 → 15)   |
| Freezing Link<br>(Max Lvl. 10) | The user performs a frontal Ice attack that may inflict Freezing Link For 10 turns, causing the target to take additional Ice damage after being attacked.   | Active/Sword/Rapier/<br>Uses Arms | -----  | <b>Lv4</b> and <b>8</b> increase TP cost (5 → 8 → 13)<br><b>Lv4</b> and <b>7</b> and increase link debuff duration (10 → 12 → 15)   |
| Electric Link<br>(Max Lvl. 10) | The user performs a frontal Volt attack that may inflict Electric Link for 10 turns, causing the target to take additional Volt damage after being attacked. | Active/Sword/Rapier/<br>Uses Arms | -----  | <b>Lv4</b> and <b>8</b> increase TP cost (5 → 8 → 13)<br><b>Lv4</b> and <b>7</b> and increase link debuff duration (10 → 12 → 15)   |
| Improved Link<br>(Max Lvl. 5)  | Causes any link skill to last 1 additional turn for 10 turns. (Can act after using)  | Active/Uses Head                  | Blazing Link<br><b>Lv1</b><br>Freezing Link<br><b>Lv1</b><br>Electric Link<br><b>Lv1</b> | <b>Lv3</b> and <b>5</b> increase TP cost: (8 → 9 → 16)<br><b>Lv2, 3, 4,</b> and <b>5</b> increase additional turns (1 → 2 → 4 → 7)<br><b>Lv5</b> : Lasts the entire floor |
| <b>MASTER SKILLS (LV20)</b>    |  |                                   |  |   |
| Sword Tempest                  | The user gathers power, then unleashes a   | Active/Sword/Uses                 | Spiral Sword   | <b>Lv3</b> and <b>5</b> increase TP   |

|                              |  |                                   |   |   |
|------------------------------|--|-----------------------------------|---|---|
| (Max Lvl. 6)                 | powerful frontal Cut attack the next turn that gets stronger the higher the user's STR is.   | Arms                              | <b>Lv3</b>                                      | cost: (11 → 13 → 18)  |
| Penetrate<br>(Max Lvl. 6)    | The user performs a frontal Stab attack with a 2-tile range that gets stronger the higher the user's AGI is compared to the target's.  | Active/Rapier/Uses Arms           | Double Strike<br><b>Lv3</b>                     | <b>Lv3</b> and <b>5</b> increase TP cost: (12 → 14 → 18)  |
| Full Break<br>(Max Lvl. 8)   | The user performs a frontal Bash attack that may lower both the target's Physical and Elemental Attack for 3 turns.  | Active/Shield/Uses Arms           | Power Break <b>Lv1</b><br>Mind Break <b>Lv1</b> | <b>Lv4</b> and <b>7</b> increase TP cost (9 → 11 → 16) and debuff duration (3 → 5 → 7)                                      |
| Link Mastery<br>(Max Lvl. 5) | Damage inflicted by a link skill's follow-up attack is increased.  | Passive                           | Improved Link<br><b>Lv3</b>                     | -----   |
| Hurricane<br>(Max Lvl. 5)    | The user unleashes a frontal, fan-shaped Cut attack that gets stronger the higher the user's STR is. (Hits large monsters multiple times)  | Active/Sword/Uses Arms            | Sword Tempest<br><b>Lv3</b>                     | <b>Lv3</b> and <b>5</b> increase TP cost: (19 → 21 → 25)  |
| Swift Stab<br>(Max Lvl. 5)   | The user performs multiple frontal Stab attacks that get stronger the higher the user's AGI is compared to the target's.   | Active/Rapier/Uses Arms           | Penetrate <b>Lv3</b>                            | <b>Lv3</b> and <b>5</b> increase TP cost: (19 → 22 → 29) and number of hits   |
| Speed Break<br>(Max Lvl. 8)  | The user performs a frontal Bash attack that may lower the target's speed for 3 turns.   | Active/Shield/Uses Arms           | Full Break <b>Lv3</b>                           | <b>Lv4</b> and <b>7</b> increase TP cost (11 → 14 → 19)<br><b>Lv3</b> and <b>5</b> and increase debuff duration (3 → 4 → 5) |
| Diffusion<br>(Max Lvl. 8)    | The user dispels a link from the enemy in front of them, dealing damage to all enemies in a 1-tile radius including the target. Damage dealt is dependent on the number of link follow up attacks performed. | Active/Sword/Rapier/<br>Uses Arms | Link Mastery<br><b>Lv3</b>                      | <b>Lv4</b> and <b>7</b> increase TP cost (10 → 13 → 19) and effect radius (1 tile → 2 tiles → Entire Room)                  |

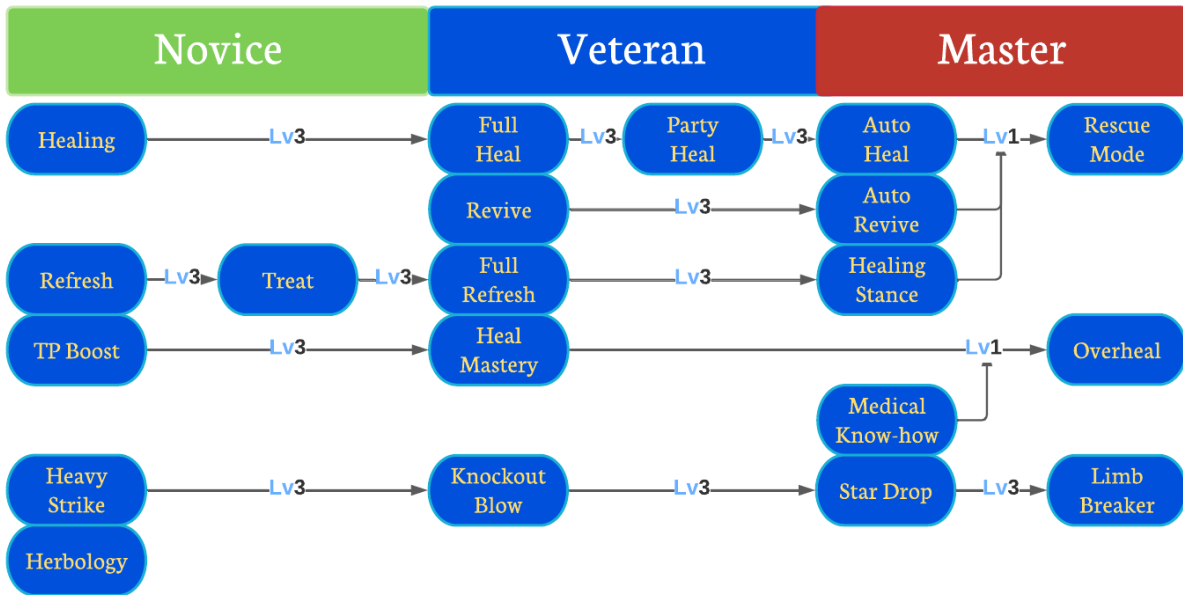
# Medic



**“Recovery skill experts. However, due to their high defense and offensive skills, they are not limited to just healing. You would want a Medic in your guild for your injured allies.”**



# Skill Tree



| NOVICE SKILLS (LV1)           |   |                               |               |   |
|-------------------------------|---|-------------------------------|---------------|---|
| Skill Name                    | Description   | Type/Uses                     | Prerequisites | Extra   |
| Healing<br>(Max Lvl. 10)      | Restores the selected ally's HP.                                      | Active/Uses Head              | -----         | <b>Lv4 and 8</b> increase TP cost (3 → 5 → 10)              |
| Refresh<br>(Max Lvl. 5)       | Cure all of the selected ally's status ailments.                      | Active/Uses Head              | -----         | <b>All levels reduce TP cost.</b><br><b>Lv1: 7 → Lv5: 3</b> |
| TP Boost<br>(Max Lvl. 10)     | Increases maximum TP.   | Passive                       | -----         | <b>Total: +70 TP</b>  |
| Heavy Strike<br>(Max Lvl. 10) | The user performs a frontal Bash attack that may Paralyze the target. | Active/Hammer/Staff/Uses Arms | -----         | <b>Lv4 and 8</b> increase TP cost (5 → 8 → 12)              |
| Herbology<br>(Max Lvl. 10)    | May find extra materials when gathering at a taking point.            | Gather                        | -----         | -----   |

|                                   |  |                               |                  |  |
|-----------------------------------|--|-------------------------------|------------------|--|
| Treat<br>(Max Lvl. 5)             | Dispels all debuffs from the selected ally.  | Active/Uses Head              | Refresh Lv3      | <b>All levels reduce TP cost.</b><br>Lv1: 8 → Lv5: 3   |
| <b>VETERAN SKILLS (LV10)</b>      |  |                               |                  |  |
| Full Heal<br>(Max Lvl. 5)         | Restores all of the selected ally's HP.  | Active/Uses Head              | Healing Lv3      | <b>All levels reduce TP cost.</b><br>Lv1: 18 → Lv5: 11   |
| Revive<br>(Max Lvl. 8)            | Brings the selected ally back to life.   | Active/Uses Head              | -----            | Lv4 and 7 increase TP cost (10 → 12 → 18)  |
| Full Refresh<br>(Max Lvl. 5)      | Cure all of the selected ally's ailments as well as dispelling all debuffs afflicting them.  | Active/Uses Head              | Treat Lv3        | <b>All levels reduce TP cost.</b><br>Lv1: 13 → Lv5: 6  |
| Heal Mastery<br>(Max Lvl. 8)      | Increases HP recovered from healing skills.  | Passive                       | TP Boost Lv3     | Seems to be about a 41% increase at max level  |
| Knockout Blow<br>(Max Lvl. 8)     | The user performs a frontal Bash attack that may put the target to Sleep for 5 turns.        | Active/Hammer/Staff/Uses Arms | Heavy Strike Lv3 | Lv4 and 7 increase TP cost (8 → 10 → 16) and status effect duration (5 → 6 → 7)  |
| Party Heal<br>(Max Lvl. 10)       | Restores all allies in the same room as the user's HP.                                       | Active/Uses Head              | Full Heal Lv3    | Lv4 and 8 increase TP cost (10 → 14 → 20)  |
| <b>MASTER SKILLS (LV20)</b>       |  |                               |                  |  |
| Auto Heal<br>(Max Lvl. 6)         | May restore an ally's HP once it drops below a certain threshold.                            | Passive/Uses Head             | Party Heal Lv3   | ---  |
| Auto Revive<br>(Max Lvl. 5)       | May bring an ally back into battle if they become incapacitated.                             | Passive/Uses Head             | Revive Lv3       | -----  |
| Healing Stance<br>(Max Lvl. 6)    | Increases the recovery power and range of healing skills for 10 turns. (Can act after using) | Active/Uses Head              | Full Refresh Lv3 | Lv3 and 5 increase TP cost (10 → 13 → 18) and duration (10 → 12 → 15)  |
| Medical Know-how<br>(Max Lvl. 10) | May draw out the true effect of medicinal items.   | Passive                       | -----            | Medicas, Amritas, et al. restore more HP/TP respectively (seems to be a flat +40 increase). Always activates at max level. |

|                              |  |                               |   |   |
|------------------------------|--|-------------------------------|---|---|
| Star Drop<br>(Max Lvl. 6)    | The user performs a frontal Bash attack that may lower the target's Physical Defense for 10 turns.   | Active/Hammer/Staff/Uses Arms | Knockout Blow<br><b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (11 → 14 → 19) and debuff duration (10 → 12 → 15)                            |
| Rescue Mode<br>(Max Lvl. 3)  | For 3 turns, the user will activate Auto Heal/Auto Revive/Full Refresh for any allies in a pinch within a 1-tile radius. (Can act after using) | Active/Uses Head              | Auto Heal <b>Lv1</b><br>Auto Revive<br><b>Lv1</b><br>Healing Stance<br><b>Lv1</b> | Each level increases TP Cost (20 → 22 → 26) and duration (3 → 5 → 7)<br><b>Lv3</b> increases range to a 2-tile radius |
| Overheal<br>(Max Lvl. 6)     | Restores the selected ally's HP which can exceed their maximum HP. HP restored beyond max lasts for 10 turns.                                  | Active/Uses Head              | Healing<br>Mastery <b>Lv1</b><br>Medical<br>Know-how <b>Lv1</b>                   | -----   |
| Limb Breaker<br>(Max Lvl. 5) | The user detects the weakest part of the enemy and unleashes a powerful Bash attack to it.   | Active/Hammer/Staff/Uses Arms | Star Drop <b>Lv3</b>  | <b>Lv3</b> and <b>5</b> increase TP cost (15 → 19 → 22)   |

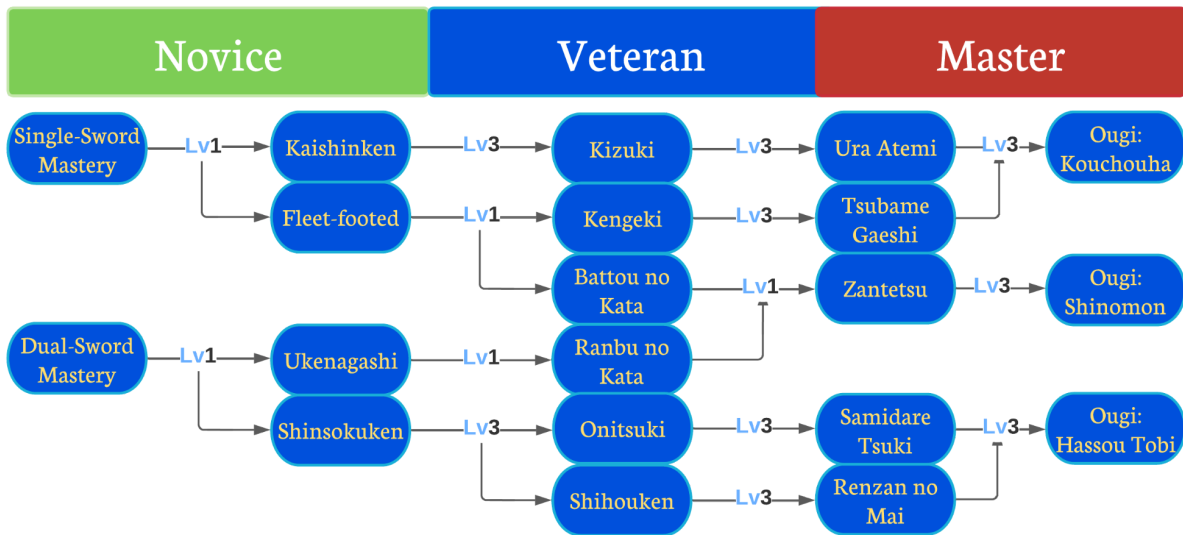
# Kenkaku



**"Warriors who live by the blade, feared for their mastery of single- and dual-bladed combat. Be careful of their low defenses, however.**

**These swordsmen have pursued the path of pure offense."**

## Skill Tree



| NOVICE SKILLS (LV1)                   |   |                         |                          |  |
|---------------------------------------|---|-------------------------|--------------------------|--|
| Skill Name                            | Description   | Type/Uses               | Prerequisites            | Extra  |
| Single-Sword Mastery<br>(Max Lvl. 10) | Increases the damage dealt by regular attacks when wielding Katanas.  | Passive                 | -----                    | -----  |
| Kaishinken<br>(Max Lvl. 10)           | A strike that always results in a critical hit.   | Active/Katana/Uses Arms | Single-Sword Mastery Lv1 | <b>Lv4</b> and <b>8</b> increase TP cost (4 → 6 → 9) |
| Fleet-footed<br>(Max Lvl. 8)          | By adopting an agile stance, the user increases their dodge rate, as well as the rate and damage of critical hits   | Passive                 | Single-Sword Mastery Lv1 | -----  |
| Dual-Sword Mastery<br>(Max Lvl. 10)   | Allows the use of Dual Katana Skills. increases the damage dealt by katana attacks when using swords in both hands. | Passive                 | -----                    | -----  |
| Ukenagashi<br>(Max Lvl. 8)            | May ward off an enemy's physical attack with both swords.   | Passive                 | Dual-Sword Mastery Lv1   | -----  |

|                                |   |                            |                               |  |
|--------------------------------|---|----------------------------|-------------------------------|--|
| Shinsokuken<br>(Max Lvl. 8)    | The user performs two blindingly fast thrust attacks to the target directly in front of them.   | Active/D.Katanas/Uses Arms | Dual-Sword Mastery <b>Lv1</b> | <b>Lv4</b> and <b>7</b> increase TP cost (10 → 12 → 16)<br>(Note: In spite of the description saying “thrust attacks”, I don’t actually know if it does Stab damage) |
| <b>VETERAN SKILLS (LV10)</b>   |   |                            |                               |  |
| Kizuki<br>(Max Lvl. 6)         | Dash 3 tiles forward while assaulting all enemies in your path.   | Active/Katana/Uses Legs    | Kaishinken <b>Lv3</b>         | <b>Lv3</b> and <b>5</b> increase TP cost (5 → 7 → 10)<br><b>Lv5</b> increases tiles moved from 3 tiles to 4.   |
| Kengeki<br>(Max Lvl. 8)        | The user fires a forward moving blast from their sword.   | Active/Katana/Uses Arms    | Fleet-footed <b>Lv1</b>       | <b>Lv4</b> and <b>7</b> increase TP cost (6 → 9 → 13)<br><b>Lv4</b> adds two more attacks that travel diagonally forwards  |
| Battou no Kata<br>(Max Lvl. 6) | For 3 turns, abandon all evasion for an increase in attack and defense. Regular attacks now pierce through enemies, and may instantly kill them.<br>(Can act after using) | Active/Katana/Uses Arms    | Fleet-footed <b>Lv1</b>       | <b>Lv3</b> and <b>5</b> increase TP cost (7 → 9 → 12) and duration (3 → 5 → 7)   |
| Ranbu no Kata<br>(Max Lvl. 6)  | For 3 turns, abandon all defense for an increase in attack and evasion. Regular attacks now have a range of three tiles ahead of the user.<br>(Can act after using)       | Active/D.Katanas/Uses      | Ukenagashi <b>Lv1</b>         | <b>Lv3</b> and <b>5</b> increase TP cost (7 → 9 → 12) and duration (3 → 5 → 7)   |
| Onitsuki<br>(Max Lvl. 6)       | Deliver an extremely powerful thrust that pierces through targets.  | Active/D.Katanas/Uses Arms | Shinsokuken <b>Lv3</b>        | <b>Lv3</b> and <b>5</b> increase TP cost (13 → 15 → 19)  |
| Shihouken<br>(Max Lvl. 6)      | Perform a thrust that attacks enemies in all four cardinal directions.  | Active/D.Katanas/Uses Arms | Shinsokuken <b>Lv3</b>        | <b>Lv3</b> and <b>5</b> increase TP cost (10 → 13 → 18)  |
| <b>MASTER SKILLS (LV20)</b>    |   |                            |                               |  |
| Ura Atemi<br>(Max Lvl. 6)      | Switch places with an enemy, and then strike from behind.   | Active/Katana/Uses Legs    | Kizuki <b>Lv3</b>             | <b>Lv3</b> and <b>5</b> increase TP cost (9 → 11 → 14)   |
| Tsubame Gaeshi                 | Slash as a feint, and then slash twice at an enemy.   | Active/Katana/Uses Arms    | Kengeki <b>Lv3</b>            | <b>Lv3</b> and <b>5</b> increase TP cost (11 → 14 → 18)  |

|                                      |   |                                   |   |   |
|--------------------------------------|---|-----------------------------------|---|---|
| (Max Lvl. 6)                         |   |                                   |   |   |
| Zantetsu<br>(Max Lvl. 10)            | Increase the power of all Cut attacks by learning a technique that allows a sword to cut through iron.                                | Passive                           | Drawn Sword<br><b>Lv1</b><br>Ranbu no Kata<br><b>Lv1</b>    | -----   |
| Ougi:<br>Kouchouha<br>(Max Lvl. 5)   | Damages enemies by blasting them with the gigantic aura of a Phoenix. (Hits large monsters multiple times)                            | Active/Katana/Uses Arms           | Ura Atemi <b>Lv3</b><br>Tsubame<br>Gaeshi <b>Lv3</b>        | <b>Lv3</b> and <b>5</b> increase TP cost (19 → 22 → 30)                     |
| Ougi:<br>Shinomon<br>(Max Lvl. 5)    | Open the Gates of Death, attacking all enemies in the room with a chance to kill them instantly. (Hits large monsters multiple times) | Active/Katana/D.Katanas/Uses Arms | Zantetsu <b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (22 → 29 → 34)                     |
| Samidare Tsuki<br>(Max Lvl. 5)       | Deliver multiple frontal thrusts reminiscent of summer rain to the front 3 tiles.   | Active/Katana/D.Katanas/Uses Arms | Onitsuki <b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (19 → 22 → 30) and number of hits. |
| Renzan no Mai<br>(Max Lvl. 6)        | The user slashes any and all foes surrounding them.<br>(Hits large monsters multiple times)   | Active/Katana/D.Katanas/Uses Legs | Shihouken <b>Lv3</b>  | <b>Lv3</b> and <b>5</b> increase TP cost (14 → 16 → 22)                     |
| Ougi: Hassou<br>Tobi<br>(Max Lvl. 5) | The user flies around the entire room, performing multiple Cut attacks as they do so.   | Active/D.Katanas/Uses Legs        | Samidare Tsuki<br><b>Lv3</b><br>Renzan no Mai<br><b>Lv3</b> | <b>Lv3</b> and <b>5</b> increase TP cost (19 → 25 → 32) and number of hits. |

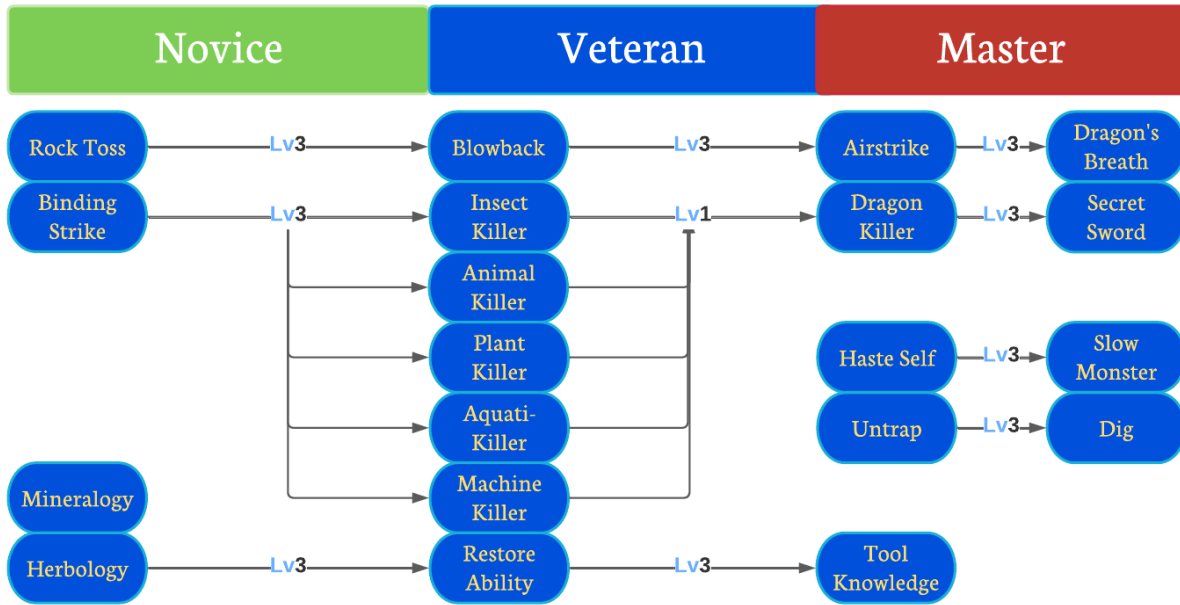
# Wanderer



**“Wanderers in search of various legends. They are experts at navigating mystery dungeons, equipped with skills that make navigation easier. These adventurers are recommended for those who struggle finding front-line attackers.”**



# Skill Tree

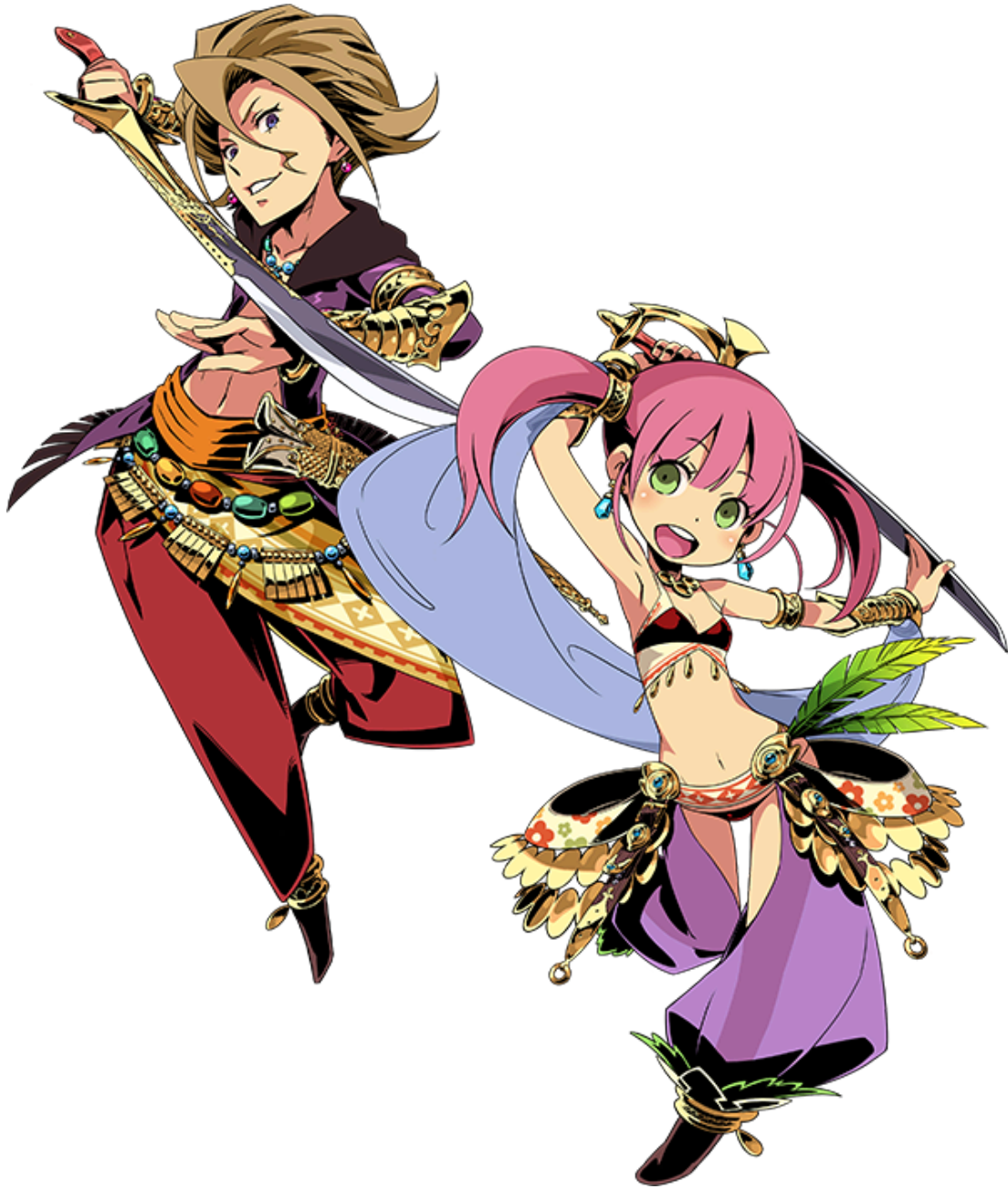


| NOVICE SKILLS (LV1)            |  |  |               |  |
|--------------------------------|--|--|---------------|--|
| Skill Name                     | Description  | Type/Uses  | Prerequisites | Extra  |
| Rock Toss<br>(Max Lvl. 8)      | The user throws a stone, dealing damage to an enemy within a fan shaped area in front of them.       | Active/Uses Arms                                     | -----         | <b>Lv4</b> and <b>7</b> increase TP cost (4 → 6 → 10)                                  |
| Binding Strike<br>(Max Lvl. 8) | The user performs an attack in front of them that may inflict the enemy with Skill Bind for 3 turns. | Active/Any Weapon<br>Except Guns and Fists/Uses Arms | -----         | <b>Lv4</b> and <b>7</b> increase TP cost (7 → 10 → 15) and debuff duration (3 → 5 → 7) |
| Mineralogy<br>(Max Lvl. 10)    | May find extra materials when gathering at a mining point.   | Gather   | -----         | -----  |
| Herbology<br>(Max Lvl. 10)     | May find extra materials when gathering at a taking point.   | Gather   | -----         | -----  |
| VETERAN SKILLS (LV10)          |  |  |               |  |

|                                 |  |  |  |  |
|---------------------------------|--|--|--|--|
| Blowback<br>(Max Lvl. 3)        | The user sends the enemy in front of them flying a tile away.                      | Active/Uses Arms                                     | Rock Toss <b>Lv3</b>   | <b>Lv2</b> and <b>3</b> increase TP cost (6 → 8 → 10) and distance the target is sent (1 tile → 3 tiles → 5 tiles) |
| Insect Killer<br>(Max Lvl. 10)  | The user performs a frontal attack that deals more damage to insects.              | Active/Any Weapon<br>Except Guns and Fists/Uses Arms | Binding Strike <b>Lv3</b>  | <b>Lv4</b> and <b>8</b> increase TP cost (6 → 9 → 13)  |
| Animal Killer<br>(Max Lvl. 10)  | The user performs a frontal attack that deals more damage to animals.              | Active/Any Weapon<br>Except Guns and Fists/Uses Arms | Binding Strike <b>Lv3</b>  | <b>Lv4</b> and <b>8</b> increase TP cost (6 → 9 → 13)  |
| Plant Killer<br>(Max Lvl. 10)   | The user performs a frontal attack that deals more damage to plants.               | Active/Any Weapon<br>Except Guns and Fists/Uses Arms | Binding Strike <b>Lv3</b>  | <b>Lv4</b> and <b>8</b> increase TP cost (7 → 10 → 15)   |
| Aquati-Killer<br>(Max Lvl. 10)  | The user performs a frontal attack that deals more damage to aquatic creatures.    | Active/Any Weapon<br>Except Guns and Fists/Uses Arms | Binding Strike <b>Lv3</b>  | <b>Lv4</b> and <b>8</b> increase TP cost (7 → 10 → 15)   |
| Machine Killer<br>(Max Lvl. 10) | The user performs a frontal attack that deals more damage to machines.             | Active/Any Weapon<br>Except Guns and Fists/Uses Arms | Binding Strike <b>Lv3</b>  | <b>Lv4</b> and <b>8</b> increase TP cost (7 → 10 → 15)   |
| Restore Ability<br>(Max Lvl. 5) | Dispels all debuffs from the user.   | Active/Uses Head                                     | Herbology <b>Lv3</b>   | <b>All levels reduce TP cost.</b><br><b>Lv1:</b> 8 TP → <b>Lv5:</b> 3 TP   |
| <b>MASTER SKILLS (LV20)</b>     |  |  |  |  |
| Airstrike<br>(Max Lvl. 6)       | The user performs a frontal Cut attack with a 3-tile range.                        | Active/Any Weapon<br>Except Guns and Fists/Uses Arms | Blowback <b>Lv3</b>  | <b>Lv3</b> and <b>5</b> increase TP cost (12 → 15 → 19)  |
| Dragon Killer<br>(Max Lvl. 10)  | The user performs a frontal attack that deals more damage to dragons and reptiles. | Active/Any Weapon<br>Except Guns and Fists/Uses Arms | Insect Killer <b>Lv1</b><br>Animal Killer <b>Lv1</b><br>Plant Killer <b>Lv1</b><br>Aquati-Killer <b>Lv1</b><br>Machine Killer <b>Lv1</b> | <b>Lv4</b> and <b>8</b> increase TP cost (13 → 16 → 22)  |
| Haste Self                      | The user increases their speed for 3 turns.  | Active/Uses Legs                                     | ----   | <b>Lv3</b> and <b>5</b> increase TP  |

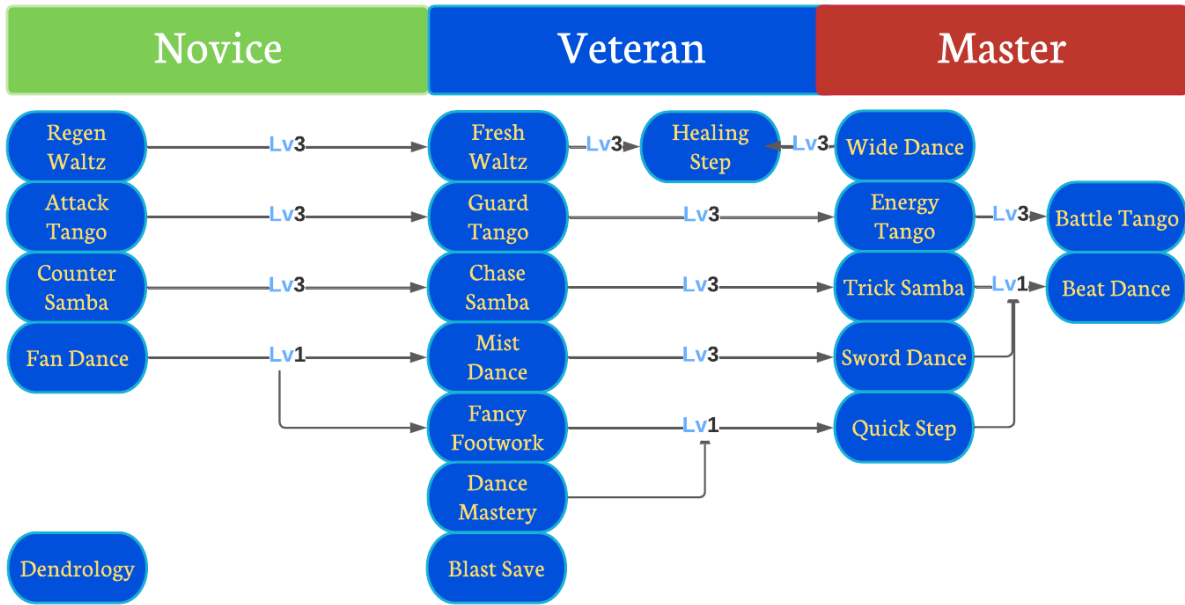
|                                 |   |                  |                               |  |
|---------------------------------|---|------------------|-------------------------------|--|
| (Max Lvl. 5)                    | (Can act after using)   |                  |                               | cost (9 → 11 → 19) and duration (3 → 5 → 7)<br>(Note: Due to how “can act after use” skills work, raising speed with skills like this one should be used FIRST. Ex. Use Haste Self and then Ranbu no Kata) |
| Untrap<br>(Max Lvl. 3)          | The user destroys all traps within the room they are currently in.  | Active/Uses Arms | -----                         | <b>All levels reduce TP cost</b><br><b>Lv1:</b> 13 TP → <b>Lv3:</b> 9 TP   |
| Tool Knowledge<br>(Max Lvl. 10) | May draw out the true effect of all items.  | Passive          | Restore Ability<br><b>Lv3</b> | Increases effectiveness of all items. Always activates at max level.   |
| Dragon’s Breath<br>(Max Lvl. 6) | The user spews dragon’s fire, dealing damage in a fan shaped area in front of them.                                 | Active/Uses Arms | Airstrike <b>Lv3</b>          | <b>Lv3</b> and <b>5</b> increase TP cost (17 → 20 → 25)  |
| Secret Sword<br>(Max Lvl. 6)    | The user summons forth a giant sword, dealing untyped damage in front of them. (Hits giant monsters multiple times) | Active/Uses Head | Dragon Killer<br><b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (18 → 22 → 26)  |
| Slow Monster<br>(Max Lvl. 5)    | The user decreases the speed of the enemy in front of them for 3 turns.   | Active/Uses Legs | Haste Self <b>Lv3</b>         | <b>Lv3</b> and <b>5</b> increase TP cost (10 → 12 → 17) and debuff duration (3 → 5 → 7)  |
| Dig<br>(Max Lvl. 5)             | By throwing air bombs in front of themselves, the user destroys 3 wall tiles.                                       | Active/Uses Arms | Untrap <b>Lv3</b>             | <b>Lv3</b> and <b>5</b> increase TP cost (9 → 11 → 15)<br><b>All levels increase tiles destroyed</b><br>Lv1: 3 tiles → Lv5: 10 tiles   |

# Dancer



**“Performers who inspire, strengthen, and even heal allies in the range of their dances. Their rare ability to increase their speed is also very reliable.”**

## Skill Tree:



| NOVICE SKILLS (LV1)           |   |                  |               |   |
|-------------------------------|---|------------------|---------------|---|
| Skill Name                    | Description   | Type/Uses        | Prerequisites | Extra   |
| Regen Waltz<br>(Max Lvl. 8)   | The user performs a waltz that restores the HP of all allies in a 1-tile radius for 10 turns.                   | Active/Uses Legs | -----         | <b>Lv4</b> and <b>7</b> increase TP cost (6 → 9 → 10), duration (10 → 12 → 15), and extends area of effect (1 → 2 → 3-tile radius)      |
| Attack Tango<br>(Max Lvl. 6)  | The user performs a tango that increases the physical attack of all allies within a 1-tile radius for 10 turns. | Active/Uses Legs | -----         | <b>Lv3</b> and <b>5</b> increase TP cost (5 → 8 → 12) and duration (10 → 12 → 15)<br><b>Lv3</b> extends area of effect by an extra tile |
| Counter Tango<br>(Max Lvl. 6) | The user performs a tango that allows them to occasionally counter after being attacked for 10 turns.           | Active/Uses Legs | -----         | <b>Lv3</b> and <b>5</b> increase TP cost (6 → 10 → 15) and duration (10 → 12 → 15)  |

|                                |   |                  |                             |   |
|--------------------------------|---|------------------|-----------------------------|---|
| Fan Dance<br>(Max Lvl. 10)     | Increases dodge rate.   | Passive          | ----                        | ----  |
| <b>VETERAN SKILLS (LV10)</b>   |   |                  |                             |   |
| Fresh Waltz<br>(Max Lvl. 6)    | The user performs a waltz that cures the ailment of allies within a 1-tile radius at the end of each turn for 10 turns.     | Active/Uses Legs | Regen Waltz<br><b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (7 → 10 → 13), duration (10 → 12 → 15), and extends area of effect (1 → 2 → 3-tiles)           |
| Guard Tango<br>(Max Lvl. 6)    | The user performs a tango that increases the physical defense of all allies within a 1-tile radius for 10 turns.            | Active/Uses Legs | Attack Tango<br><b>Lv3</b>  | <b>Lv3</b> and <b>5</b> increase TP cost (6 → 9 → 13) and duration (10 → 12 → 15)<br><b>Lv3</b> extends area of effect by an extra tile |
| Chase Samba<br>(Max Lvl. 8)    | The user performs a samba that may allow allies within a 1-tile radius to follow up on attacks made by allies for 10 turns. | Active/Uses Legs | Counter Samba<br><b>Lv3</b> | <b>Lv3</b> and <b>5</b> increase TP cost (8 → 12 → 17) and duration (10 → 12 → 15)  |
| Mist Dance<br>(Max Lvl. 8)     | May cause the target to become panicked when performing a regular attack.   | Passive          | Fan Dance <b>Lv1</b>        | <b>Lv4</b> and <b>7</b> increase Panic duration by 2 turns each   |
| Fancy Footwork<br>(Max Lvl. 6) | increases both critical rate and critical hit damage.   | Passive          | Fan Dance <b>Lv1</b>        | ----  |
| Dance Mastery<br>(Max Lvl. 5)  | Any Waltz, Tango, or Samba you use has its effect duration extended by 1 turn.  | Passive          | ----                        | Each level increases Waltz/Tango/Samba duration by 1 turn per level   |
| Blast Save<br>(Max Lvl. 6)     | May reduce Blast Gauge consumption by 1 when using a Blast Skill.   | Passive          | ----                        | ----  |
| Healing Step<br>(Max Lvl. 8)   | Restore HP of allies in a 1-tile radius. Can be used during a Waltz.  | Active/Uses Legs | Fresh Waltz<br><b>Lv3</b>   | <b>Lv4</b> and <b>7</b> increase TP cost (11 → 14 → 18) and extends area of effect (1-tile → 2 → Entire Room)                           |
| <b>MASTER SKILLS (LV20)</b>    |   |                  |                             |   |

|                              |  |  |   |  |
|------------------------------|--|--|---|--|
| Wide Dance<br>(Max Lvl. 3)   | For 3 turns, Waltz/Tango/Samba skills affect allies within the entire room.  | Active/Uses Legs                                     | Healing Step<br><b>Lv3</b>  | <b>All levels increase TP cost and duration</b><br><b>Lv1:</b> 12 TP, 3 turns →<br><b>Lv3:</b> 18 TP, 7 turns  |
| Energy Tango<br>(Max Lvl. 6) | The user performs a tango that may cause allies within a 1-turn radius to consume less TP when using skills.   | Active/Uses Legs                                     | Guard Tango<br><b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (12 → 15 → 19) and duration (3 → 5 → 7)<br><b>Lv3</b> extends area of effect by an extra tile   |
| Trick Samba<br>(Max Lvl. 6)  | The user performs a samba that may allow allies within a 1-tile radius to follow up on attacks made by the user for 10 turns.  | Active/Uses Legs                                     | Chase Samba<br><b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (12 → 15 → 20) and duration (10 → 12 → 15)<br><b>Lv3</b> extends area of effect by an extra tile  |
| Sword Dance<br>(Max Lvl. 6)  | May perform an extra attack when performing a regular attack.  | Passive  | Mist Dance <b>Lv3</b>   | <b>Lv5</b> increases number of attacks from 2 to 3   |
| Quick Step<br>(Max Lvl. 10)  | Increases AGI and increases the chance of the user doubling their speed when enemies are in the room.  | Passive  | Fancy Footwork<br><b>Lv1</b><br>Dance Mastery<br><b>Lv1</b>                     | <b>Total:</b> +13 AGI<br><b>Lv4, 6,</b> and <b>8</b> increase activation rate.   |
| Battle Tango<br>(Max Lvl. 3) | The user performs a tango that increases the physical attack and defense of all allies within a 1-tile radius, as well as possibly reducing expended TP for 3 turns. | Active/Uses Legs                                     | Energy Tango<br><b>Lv3</b>  | <b>All levels increase TP cost and duration</b><br><b>Lv1:</b> 20 TP, 3 turns →<br><b>Lv3:</b> 30 TP, 7 turns<br><b>Lv3</b> also extends area of effect by an extra tile   |
| Beat Dance<br>(Max Lvl. 6)   | Use the equipped weapon to deliver an attack to all enemies in a 1-tile radius. The higher the total level of the user's dance skills, the stronger the attack.      | Active/Any Weapon<br>Except Guns and Fists/Uses Arms | Trick Samba<br><b>Lv1</b><br>Sword Dance<br><b>Lv1</b><br>Quick Step <b>Lv1</b> | <b>Lv3</b> and <b>5</b> increase TP cost (12 → 16 → 20)<br>Note: I think all of Dancer's skills aside from Dendrology, Fancy Footwork, and Blast Save count towards this skill's damage, but I can't say for sure. |

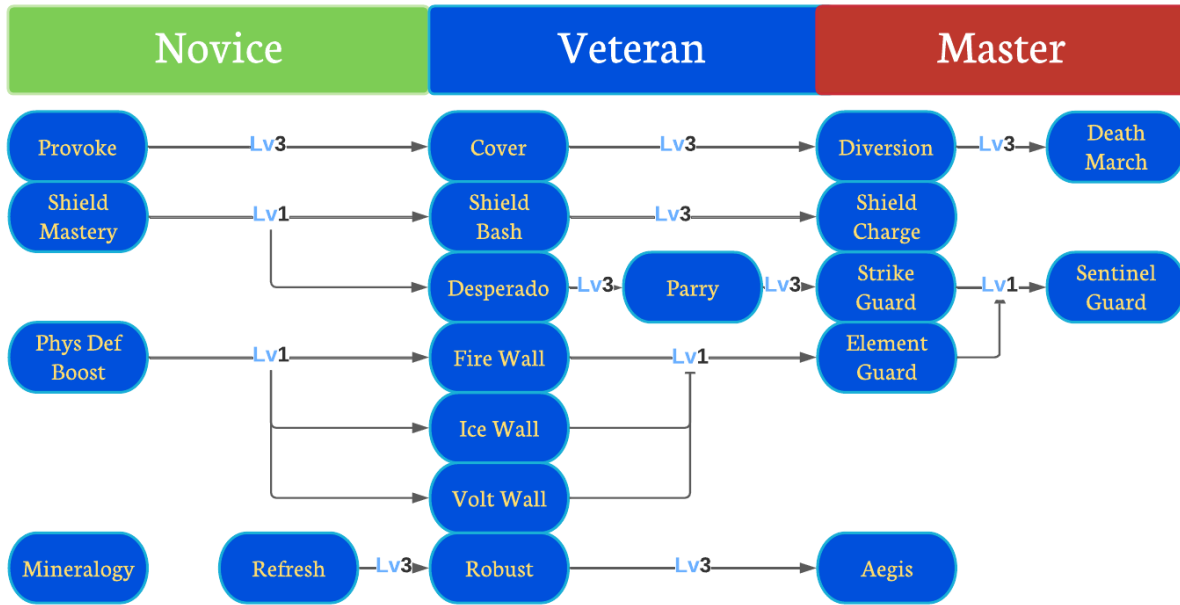
# Protector



**“Impregnable defenders capable of drawing the enemy’s attention, serving as the party’s shield. Protectors are invaluable for providing defense, survivability, and stability.”**



## Skill Tree:



| NOVICE SKILLS (LV1)             |   |                         |               |  |
|---------------------------------|---|-------------------------|---------------|--|
| Skill Name                      | Description   | Type/Uses               | Prerequisites | Extra  |
| Provoke<br>(Max Lvl. 8)         | The user provokes the enemy, drawing attention to themselves for 10 turns.<br>(Can act after using) | Active/Shield/Uses Head | -----         | <b>Lv4</b> and <b>7</b> increase duration (10 → 12 → 15)<br>(TP cost increases and decreases with skill level, but it costs 5 TP at max level) |
| Shield Mastery<br>(Max Lvl. 10) | Increases defense when a shield is equipped.  | Passive/Shield          | -----         | (It says it increases your defense with a shield equipped, but I can't tell. I'm going to assume it reduces damage by a certain amount)        |
| Phys Def Boost<br>(Max Lvl. 10) | Increases physical defense.   | Passive                 | -----         | <b>Total: +20 DEF</b>  |
| Mineralogy<br>(Max Lvl. 10)     | May find extra materials when gathering   | Gather                  | -----         | -----  |

|                              |   |                         |                           |   |
|------------------------------|---|-------------------------|---------------------------|---|
|                              | at a mining point.  |                         |                           |   |
| Refresh<br>(Max Lvl. 5)      | Cure all of the selected ally's status ailments.  | Active/Uses Head        | -----                     | <b>All levels reduce TP cost.</b><br><b>Lv1: 7 → Lv5: 3</b>   |
| <b>VETERAN SKILLS (LV10)</b> |   |                         |                           |   |
| Cover<br>(Max Lvl. 6)        | The user takes damage in place of allies in a 1-tile radius for 10 turns. (Can act after using) | Active/Shield/Uses Arms | Provoke <b>Lv3</b>        | <b>Lv3</b> and <b>5</b> increase TP cost (6 → 9 → 13) and duration (10 → 12 → 15)<br><b>Lv5</b> also extends area of effect from a 1-tile radius to 2 |
| Shield Bash<br>(Max Lvl. 8)  | The user performs a Bash attack in front of them, sending the target flying.                    | Active/Shield/Uses Arms | Shield Mastery <b>Lv1</b> | <b>Lv4</b> and <b>7</b> increase TP cost (6 → 9 → 13) and distance the target is sent   |
| Desperado<br>(Max Lvl. 5)    | Increases the user's physical defense the lower their HP.                                       | Passive                 | Shield Mastery <b>Lv1</b> | (I don't know how much it increases your defense, but I don't feel like testing it either. Probably nice to have though!)                             |
| Fire Wall<br>(Max Lvl. 6)    | Increase fire resistance for all allies within the room for 10 turns.                           | Active/Shield/Uses Arms | Phys Def Boost <b>Lv1</b> | <b>Lv3</b> and <b>5</b> increase TP cost (5 → 7 → 10) and duration (10 → 12 → 15)   |
| Ice Wall<br>(Max Lvl. 6)     | Increase ice resistance for all allies within the room for 10 turns.                            | Active/Shield/Uses Arms | Phys Def Boost <b>Lv1</b> | <b>Lv3</b> and <b>5</b> increase TP cost (5 → 7 → 10) and duration (10 → 12 → 15)   |
| Volt Wall<br>(Max Lvl. 6)    | Increase volt resistance for all allies within the room for 10 turns.                           | Active/Shield/Uses Arms | Phys Def Boost <b>Lv1</b> | <b>Lv3</b> and <b>5</b> increase TP cost (5 → 7 → 10) and duration (10 → 12 → 15)   |
| Robust<br>(Max Lvl. 6)       | Increases VIT and ailment resistance.   | Passive                 | Refresh <b>Lv3</b>        | <b>Total: +18 VIT</b><br><b>Lv3</b> and <b>5</b> increase ailment resistance  |

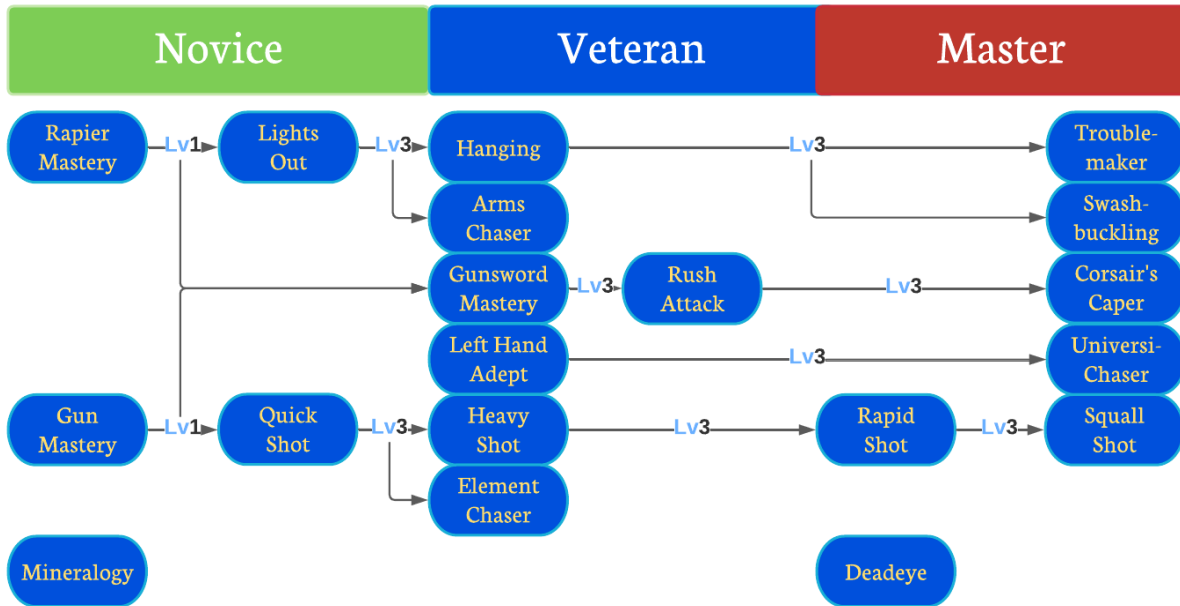
|                                |   |                            |   |   |
|--------------------------------|---|----------------------------|---|---|
| Parry<br>(Max Lvl. 8)          | The user may repel physical attacks using their shield.   | Passive/Shield             | Desperado <b>Lv3</b>  | -----   |
| <b>MASTER SKILLS (LV20)</b>    |   |                            |   |   |
| Diversion<br>(Max Lvl. 5)      | Draws all enemies in the room to the user.  | Active/Shield/Uses<br>Head | Cover <b>Lv3</b>  | <b>All levels decrease TP cost</b><br><b>Lv1: 16 TP → Lv3: 6 TP</b>   |
| Shield Charge<br>(Max Lvl. 5)  | The user charges towards an enemy, pushing them back while damaging them.   | Active/Shield/Uses<br>Legs | Shield Bash <b>Lv3</b>  | <b>Lv3 and 5 increase TP cost (9 → 11 → 16) and distance traveled</b>   |
| Strike Guard<br>(Max Lvl. 5)   | Increase Cut/Stab/Bash resistance for all allies within the room for 10 turns.  | Active/Shield/Uses<br>Arms | Parry <b>Lv3</b>  | <b>Lv3 and 5 increase TP cost (7 → 9 → 13) and duration (3 → 5 → 7)</b>                                       |
| Mana Guard<br>(Max Lvl. 5)     | Increase Fire/Ice/Volt resistance for all allies within the room for 10 turns.  | Active/Shield/Uses<br>Arms | Fire Wall <b>Lv1</b><br>Ice Wall <b>Lv1</b><br>Volt Wall <b>Lv1</b> | <b>Lv3 and 5 increase TP cost (7 → 9 → 13) and duration (3 → 5 → 7)</b>                                       |
| Aegis<br>(Max Lvl. 8)          | The user may survive a mortal blow.   | Passive                    | Robust <b>Lv3</b>   | -----   |
| Death March<br>(Max Lvl. 5)    | The user draws all enemies in the room to them while binding their legs and raising their physical defense for 3 turns. | Active/Shield/Uses<br>Legs | Diversion <b>Lv3</b>  | <b>Lv3 and 5 increase TP cost (16 → 18 → 22)</b>  |
| Sentinel Guard<br>(Max Lvl. 5) | Makes allies within a 1-tile radius' defense equal to the user's for 3 turns.   | Active/Shield/Uses<br>Arms | Strike Guard <b>Lv1</b><br>Element Guard <b>Lv1</b>                 | <b>Lv3 and 5 increase TP cost (16 → 17 → 18), duration (3 → 5 → 7), and tile radius (1 → 2 → Entire Room)</b> |

# Buccaneer



**“Versatile pirates who stab foes at close range with rapiers and shoot from afar with guns. Is leaving their fate to the sea the reason they can get around their low defenses on courage alone?”**

# Skill Tree



| NOVICE SKILLS (LV1)             |   |                         |                              |  |
|---------------------------------|---|-------------------------|------------------------------|--|
| Skill Name                      | Description   | Type/Uses               | Prerequisites                | Extra  |
| Rapier Mastery<br>(Max Lvl. 10) | Increases the damage dealt by regular attacks while wielding Rapiers.   | Passive/Rapier          | -----                        | -----  |
| Lights Out<br>(Max Lvl. 10)     | The user performs a frontal Stab attack that may lower the target's accuracy and evasion for 10 turns. (Can be used with either hand) | Active/Rapier/Uses Arms | Rapier Mastery<br><b>Lv1</b> | <b>Lv4</b> and <b>8</b> increase TP cost (5 → 8 → 13)<br><b>Lv4</b> and <b>7</b> increase debuff duration (10 → 12 → 15) |
| Gun Mastery<br>(Max Lvl. 10)    | Increases the damage dealt by critical hits and regular attacks while wielding Guns.  | Passive/Gun             | -----                        | -----  |
| Quick Shot<br>(Max Lvl. 6)      | The user fires two bullets at once.   | Active/Gun/Uses Arms    | Gun Mastery<br><b>Lv1</b>    | <b>Lv3</b> and <b>5</b> increase TP cost (8 → 11 → 17)   |
| Mineralogy<br>(Max Lvl. 10)     | May find extra materials when gathering   | Gather                  | -----                        | -----  |

|                                   | at a mining point.  |                           |   |  |
|-----------------------------------|---|---------------------------|---|--|
| VETERAN SKILLS (LV10)             |   |                           |   |  |
| Hanging<br>(Max Lvl. 8)           | The user performs a frontal Stab attack that may bind the target's head for 10 turns. (Can be used with either hand)  | Active/Rapier/Uses Arms   | Lights Out <b>Lv3</b>                               | <b>Lv4</b> and <b>7</b> increase TP cost (8 → 11 → 15) and debuff duration (10 → 12 → 15)  |
| Arms Chaser<br>(Max Lvl. 6)       | For 10 turns, the user may follow up on an allies' Cut/Stab/Bash attacks within 1 tile. (Can be used with either hand)  | Active/Rapier/Uses Arms   | Lights Out <b>Lv3</b>                               | <b>Lv3</b> and <b>5</b> increase TP cost (8 → 12 → 18) and duration (10 → 12 → 15)   |
| Gunsword Mastery<br>(Max Lvl. 10) | Allows Gunsword skills to be used by equipping a gun in your right hand, and a rapier in your left. Increases regular attack damage when using both Guns and Rapiers. | Passive                   | Rapier Mastery <b>Lv1</b><br>Gun Mastery <b>Lv1</b> | -----  |
| Rush Attack<br>(Max Lvl. 6)       | Perform two Stab attacks with a left-handed weapon and then fire a final gunshot.   | Active/Gunsword/Uses Arms | Gunsword Mastery <b>Lv3</b>                         | <b>Lv3</b> and <b>5</b> increase TP cost (15 → 18 → 22)  |
| Left Hand Adept<br>(Max Lvl. 8)   | Increases the likelihood of left-handed weapons' attacks resulting in critical hits.  | Passive                   | -----   | -----  |
| Heavy Shot<br>(Max Lvl. 8)        | The user performs a gun attack that may cancel the target's upcoming action.  | Active/Gun/Uses Arms      | Quick Shot <b>Lv3</b>                               | <b>Lv4</b> and <b>7</b> increase TP cost (10 → 13 → 18)  |
| Element Chaser<br>(Max Lvl. 6)    | For 10 turns, the user may follow up on an allies' Fire/Ice/Volt attacks within 2 tiles.  | Active/Gun/Uses Arms      | Quick Shot <b>Lv3</b>                               | <b>Lv3</b> and <b>5</b> increase TP cost (8 → 12 → 18) and duration (10 → 12 → 15)<br><b>Lv5</b> increases tile radius from 2 tiles to the entire room |
| MASTER SKILLS (LV20)              |   |                           |   |  |
| Troublemaker<br>(Max Lvl. 5)      | The user performs a frontal Stab attack that may inflict various status effects. (Can be used with either hand)   | Active/Rapier/Uses Arms   | Hanging <b>Lv3</b>                                  | <b>Lv3</b> and <b>5</b> increase TP cost (12 → 14 → 15)<br><b>Lv2, 4,</b> and <b>5</b> increase number of possible status effects it can               |

|                                 |   |                           |                            |  |
|---------------------------------|---|---------------------------|----------------------------|--|
|                                 |   |                           |                            | inflict  |
| Pincushion<br>(Max Lvl. 5)      | The user performs multiple Stab attacks to the 3 tiles in front of them. The higher the user's AGI is compared to the enemy, the stronger this skill becomes. | Active/Rapier/Uses Arms   | Troublemaker<br><b>Lv3</b> | <b>Lv3</b> and <b>5</b> increase TP cost (19 → 21 → 26) and maximum number of attacks  |
| Swashbuckling<br>(Max Lvl. 6)   | May cause regular attacks occur twice when wielding a rapier. (Can be used with either hand)  | Active/Rapier/Uses Arms   | Hanging <b>Lv3</b>         | <b>Lv5</b> increases number of attacks from 2 to 3   |
| Corsair's Caper<br>(Max Lvl. 5) | The user performs an attack with a left-handed weapon 3 tiles in front of them, and then fires multiple gunshots forwards.                                    | Active/Gunsword/Uses Arms | Rush Attack<br><b>Lv3</b>  | <b>Lv3</b> and <b>5</b> increase TP cost (22 → 26 → 30)  |
| Universi-Chaser<br>(Max Lvl. 6) | For 10 turns, the user may follow up on allies' attacks on an enemy within 2 tiles.   | Active/Gunsword/Uses Arms | Left Hand Adept <b>Lv3</b> | <b>Lv3</b> and <b>5</b> increase TP cost (10 → 13 → 19) and duration (10 → 12 → 15)<br><b>Lv5</b> extends area of effect from a 2-tile radius to the entire room |
| Rapid Fire<br>(Max Lvl. 6)      | The user fires three shots at once.   | Active/Gun/Uses Arms      | Heavy Shot <b>Lv3</b>      | <b>Lv3</b> and <b>5</b> increase TP cost (15 → 17 → 22)  |
| Squall Shot<br>(Max Lvl. 5)     | The user showers the room in a hail of bullets, hitting enemies a random amount of times.   | Active/Gun/Uses Arms      | Rapid Fire <b>Lv3</b>      | <b>Lv3</b> and <b>5</b> increase TP cost (19 → 22 → 28) and maximum number of attacks  |
| Deadeye<br>(Max Lvl. 8)         | With an eye for precision, the user's Stab attack power is increased.   | Passive                   | -----                      | -----  |

# Monk

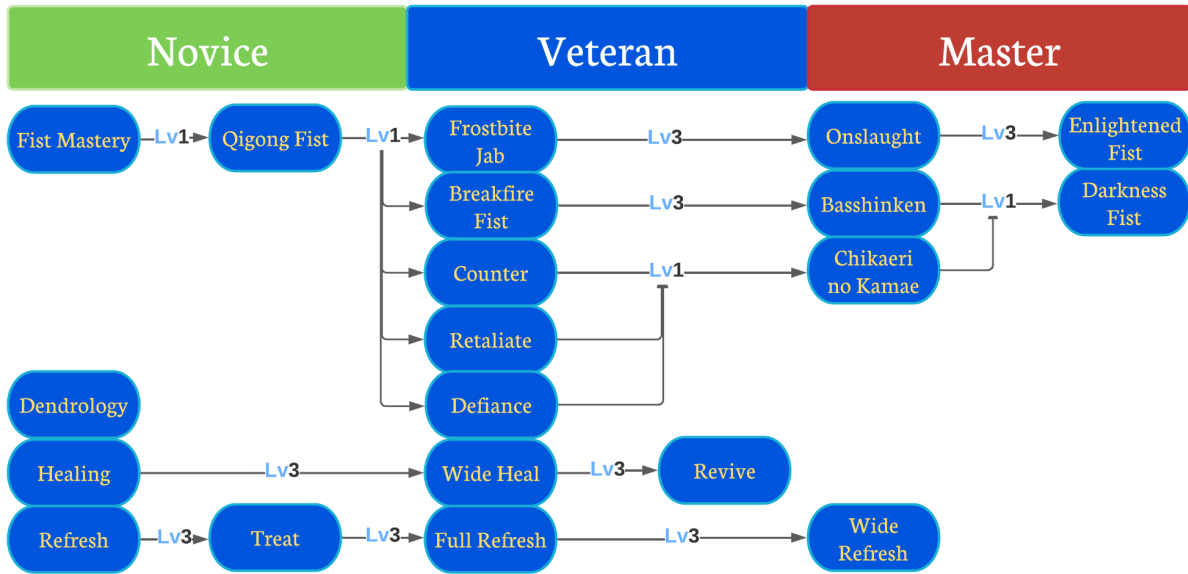


**"Qigong experts who specialize in counterattacks, barehanded strikes that inflict status effects on their targets, and healing techniques.**

**Their healing range isn't as large as a Medic's though."**



# Skill Tree



| NOVICE SKILLS (LV1)           |  |   |                            |  |
|-------------------------------|--|---|----------------------------|--|
| Skill Name                    | Description  | Type/Uses                                     | Prerequisites              | Extra  |
| Fist Mastery<br>(Max Lvl. 10) | Increases the damage dealt and critical hit chance of regular attacks. | Passive/Barehanded/<br>Gauntlets              | -----                      | Increases critical hit chance from <b>Lv4</b> onwards              |
| Dendrology<br>(Max Lvl. 10)   | May find extra materials when gathering at a chopping point.           | Gather  | -----                      | -----  |
| Healing<br>(Max Lvl. 10)      | Restores the selected ally's HP.                                       | Active/Uses Head                              | -----                      | <b>Lv4</b> and <b>8</b> increase TP cost (3 → 5 → 10)              |
| Refresh<br>(Max Lvl. 5)       | Cure all of the selected ally's status ailments.                       | Active/Uses Head                              | -----                      | <b>All levels reduce TP cost.</b><br><b>Lv1:</b> 7 → <b>Lv5:</b> 3 |
| Qigong Fist<br>(Max Lvl. 10)  | The user performs a frontal Bash attack that paralyzes the target.     | Active/Barehanded/<br>Gauntlets/<br>Uses Arms | Fist Mastery<br><b>Lv1</b> | <b>Lv4</b> and <b>8</b> increase TP cost (5 → 7 → 10)              |
| Treat<br>(Max Lvl. 5)         | Dispels all debuffs from the selected ally.                            | Active/Uses Head                              | Refresh <b>Lv3</b>         | <b>All levels reduce TP cost.</b><br><b>Lv1:</b> 8 → <b>Lv5:</b> 3 |

| VETERAN SKILLS (LV10)          |   |   |  |   |
|--------------------------------|---|---|--|---|
| Frostbite Jab<br>(Max Lvl. 8)  | User performs a frontal Ice/Stab attack.  | Active/Barehanded/<br>Gauntlets/<br>Uses Arms | Qigong Fist <b>Lv1</b>                     | <b>Lv4</b> and <b>7</b> increase TP cost (6 → 8 → 11)                                       |
| Breakfire Fist<br>(Max Lvl. 8) | User performs a frontal Fire/Bash attack.   | Active/Barehanded/<br>Gauntlets/<br>Uses Arms | Qigong Fist <b>Lv1</b>                     | <b>Lv3</b> and <b>7</b> increase TP cost (6 → 8 → 11)                                       |
| Counter<br>(Max Lvl. 5)        | For 10 turns, User may counter when hit with a Cut/Stab/Bash attack.                        | Active/Barehanded/<br>Gauntlets/<br>Uses Arms | Qigong Fist <b>Lv1</b>                     | <b>Lv3</b> and <b>5</b> increase TP cost (9 → 12 → 16) and duration (10 → 12 → 15)          |
| Retaliate<br>(Max Lvl. 5)      | For 10 turns, User may counter when hit with a Fire/Ice/Volt attack.                        | Active/Barehanded/<br>Gauntlets/<br>Uses Arms | Qigong Fist <b>Lv1</b>                     | <b>Lv3</b> and <b>5</b> increase TP cost (9 → 12 → 16) and duration (10 → 12 → 15)          |
| Defiance<br>(Max Lvl. 8)       | When the user is in a pinch, their attack increases.  | Passive                                       | Qigong Fist <b>Lv1</b>                     | -----   |
| Wide Heal<br>(Max Lvl. 8)      | Restores the HP of all allies within a 1-tile radius.                                       | Active/Uses Head                              | Healing <b>Lv3</b>                         | <b>Lv4</b> and <b>7</b> increase TP cost (10 → 14 → 19) and tile radius (1, 2, Entire Room) |
| Full Refresh<br>(Max Lvl. 5)   | Cure all of the selected ally's ailments as well as dispelling all debuffs afflicting them. | Active/Uses Head                              | Treat <b>Lv3</b>                           | <b>All levels reduce TP cost.</b><br><b>Lv1:</b> 13 → <b>Lv5:</b> 6                         |
| Revive<br>(Max Lvl. 8)         | Brings the selected ally back to life.  | Active/Uses Head                              | Wide Heal <b>Lv3</b>                       | <b>Lv4</b> and <b>7</b> increase TP cost (10 → 12 → 18)                                     |
| MASTER SKILLS (LV20)           |   |   |  |   |
| Onslaught<br>(Max Lvl. 6)      | User performs multiple frontal Bash attacks.  | Active/Barehanded/<br>Gauntlets/Uses Arms     | Frostbite Jab <b>Lv3</b>                   | <b>Lv3</b> and <b>5</b> increase TP cost (10 → 13 → 17) and maximum number of attacks       |
| Basshinken<br>(Max Lvl. 5)     | The user performs a frontal Bash attack that may steal some TP.                             | Active/Barehanded/<br>Gauntlets/Uses Arms     | Breakfire Fist <b>Lv3</b>                  | <b>Lv3</b> and <b>5</b> increase TP cost (10 → 12 → 15)                                     |
| Chikaeri no Kamae              | For 3 turns, the user enters a dangerous stance that increases their physical               | Active/Barehanded/<br>Gauntlets/Uses Arms     | Counter <b>Lv1</b><br>Retaliate <b>Lv1</b> | <b>Lv3</b> and <b>5</b> increase TP cost (9 → 12 → 17) and                                  |

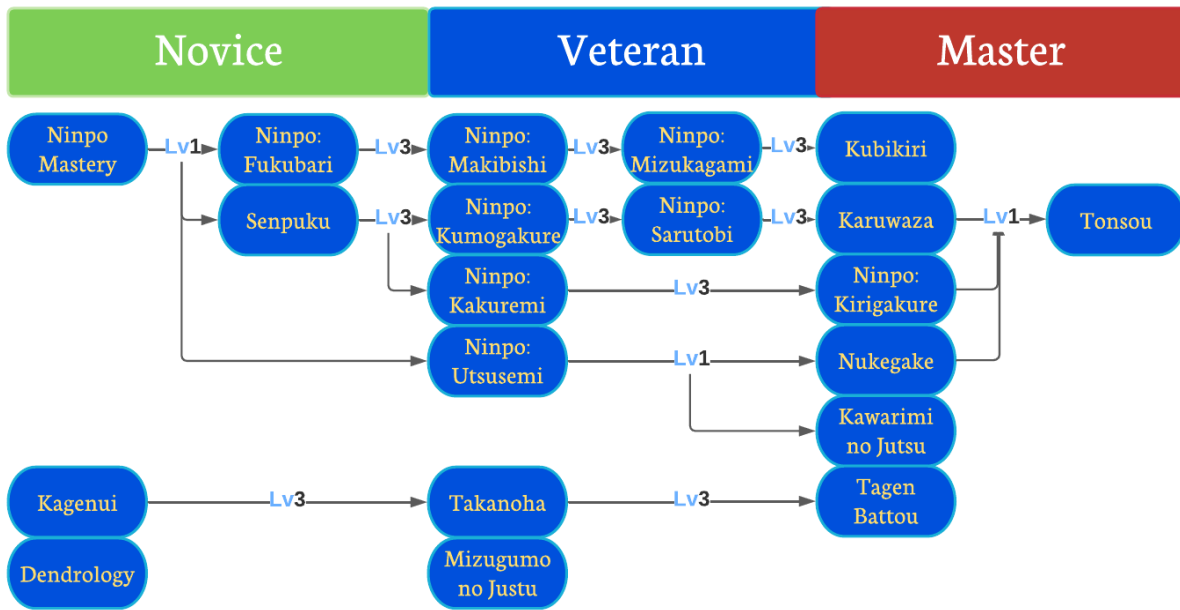
|                                  |   |   |  |  |
|----------------------------------|---|---|--|--|
| (Max Lvl. 5)                     | attack, while also taking a portion of the damage dealt. (Can act after using)  |   | Defiance <b>Lv1</b>                                      | duration (3 → 5 → 7)   |
| Wide Refresh<br>(Max Lvl. 5)     | Cure all of ailments as well as dispel all debuffs afflicting allies within a 1-tile radius..                               | Active/Uses Head                          | Full Refresh<br><b>Lv3</b>                               | <b>Lv 2</b> and <b>4</b> reduce TP cost (16 → 14 → 12)<br><b>Lv3</b> and <b>5</b> increase tile radius (1 → 2 → Entire Room) |
| Enlightened Fist<br>(Max Lvl. 6) | The user gathers power, then unleashes a powerful frontal, fan-shaped attack that lowers the accuracy of enemies hit by it. | Active/Barehanded/<br>Gauntlets/Uses Arms | Onslaught <b>Lv3</b>                                     | <b>Lv3</b> and <b>5</b> increase TP cost (20 → 24 → 28)  |
| Darkness Fist<br>(Max Lvl. 8)    | User performs multiple frontal Bash attacks. May instantly kill.  | Active/Barehanded/<br>Gauntlets/Uses Arms | Basshinken <b>Lv1</b><br>Chikaeri no<br>Kamae <b>Lv1</b> | <b>Lv4</b> and <b>7</b> increase TP cost (16 → 20 → 26) and maximum number of attacks  |

# Ninja



**“Practitioners of stealth that can leap into the fray and destroy all enemies at once. Be careful, however, as if they miss their attacks, they’ll be surrounded by enemies by themselves.”**

# Skill Tree



| NOVICE SKILLS (LV1)          |  |                         |                          |  |
|------------------------------|--|-------------------------|--------------------------|--|
| Skill Name                   | Description  | Type/Uses               | Prerequisites            | Extra  |
| Ninpo Mastery (Max Lvl. 10)  | Increases evasion rate and status affliction rate of Ninpo skills.                           | Passive                 | -----                    | <b>Lv4</b> and <b>8</b> increase evasion   |
| Kagenui (Max Lvl. 10)        | The user performs a Cut attack in front of them that may bind the enemy's legs for 10 turns. | Active/Katana/Uses Arms | -----                    | <b>Lv4</b> and <b>8</b> increase TP cost (5 → 7 → 11)<br><b>Lv4</b> and <b>7</b> increase Leg Bind duration (10 → 12 → 15) |
| Dendrology (Max Lvl. 10)     | May find extra materials when gathering at a chopping point.                                 | Gather                  | -----                    | -----  |
| Ninpo: Fukubari (Max Lvl. 8) | The user throws needles that may put an enemy to sleep for 5 turns.                          | Active/Uses Arms        | Ninpo Mastery <b>Lv1</b> | <b>Lv4</b> and <b>7</b> increase TP cost (7 → 9 → 11) and Sleep duration (5 → 6 → 7)                                       |
| Senpuku (Max Lvl. 8)         | Increases evasion.   | Passive                 | Ninpo Mastery <b>Lv1</b> | -----  |
| VETERAN SKILLS (LV10)        |  |                         |                          |  |

|                                      |  |                            |                                    |  |
|--------------------------------------|--|----------------------------|------------------------------------|--|
| Ninpo:<br>Makibishi<br>(Max Lvl. 6)  | The user performs a ninja skill that retaliates enemy attacks with poison-coated caltrops for 10 turns. (Can act after using)  | Active/Uses Arms           | Ninpo:<br>Fukubari <b>Lv3</b>      | <b>Lv3</b> and <b>5</b> increase TP cost (6 → 9 → 13) and buff duration (10 → 12 → 15)   |
| Ninpo:<br>Kumogakure<br>(Max Lvl. 6) | The user sacrifices 30% of their HP to significantly increase their evasion for 10 turns. (Can act after using)  | Active/Katana/Uses<br>Legs | Sempuku <b>Lv3</b>                 | <b>Lv3</b> and <b>5</b> increase TP cost (9 → 11 → 14), buff duration (10 → 12 → 15), and decrease HP cost (30% → 28% → 25%)                           |
| Ninpo:<br>Kakuremi<br>(Max Lvl. 6)   | The user flees from sight, leaving enemies unable to find them. Sacrifices physical defense and evasion for increased critical hit rate of regular attacks for 10 turns. (Can act after using) | Active/Uses Arms           | Sempuku <b>Lv3</b>                 | <b>Lv3</b> and <b>5</b> increase TP cost (9 → 11 → 15) and buff duration (10 → 12 → 15)<br>All levels make it less likely that enemies will detect you |
| Ninpo:<br>Utsusemi<br>(Max Lvl. 6)   | For 10 turns, When the user is attacked by an enemy, they retaliate by appearing behind them and striking. (Can act after using)   | Active/Uses Legs           | Ninpo Mastery<br><b>Lv1</b>        | <b>Lv3</b> and <b>5</b> increase TP cost (11 → 12 → 17) and buff duration (10 → 12 → 15)   |
| Takanoha<br>(Max Lvl. 8)             | The user moves 3 tiles ahead whilst performing Cut attacks to all enemies in their path.   | Active/Katana/Uses<br>Legs | Kagenui <b>Lv3</b>                 | <b>Lv4</b> and <b>7</b> increase TP cost (10 → 13 → 17) and distance traveled (3 → 4 → 5)  |
| Mizugumo no<br>Jutsu<br>(Max Lvl. 3) | The user performs a ninja skill that allows them to walk on water until they move to another floor. (Can act after using)  | Active/Uses Legs           | -----                              | <b>All levels decrease TP cost</b><br><b>Lv1:</b> 10 TP → <b>Lv3:</b> 6 TP   |
| Ninpo:<br>Mizukagami<br>(Max Lvl. 6) | The user performs a skill that inflicts the entire room with the status ailment(s) of the enemy in front of them.  | Active/Uses Head           | Ninpo:<br>Makibishi <b>Lv3</b>     | <b>Lv3</b> and <b>5</b> increase TP cost (10 → 12 → 16)  |
| Ninpo: Sarutobi<br>(Max Lvl. 6)      | The user performs a ninja skill that has a chance of nullifying enemies' physical attacks for 10 turns. (Can act after using)  | Active/Uses Legs           | Ninpo:<br>Kumogakure<br><b>Lv3</b> | <b>Lv3</b> and <b>5</b> increase TP cost (10 → 12 → 17) and buff duration (10 → 12 → 15)   |
| <b>MASTER SKILLS (LV20)</b>          |  |                            |                                    |  |
| Kubikiri                             | Normal attacks now have a chance of  | Passive/Katana             | Ninpo:                             | -----  |

|                                      |   |                         |   |   |
|--------------------------------------|---|-------------------------|---|---|
| (Max Lvl. 6)                         | instantly killing the target.   |                         | Mizukagami<br><b>Lv3</b>  |   |
| Karuwaza<br>(Max Lvl. 6)             | Restores TP after successfully dodging an attack.                                       | Passive                 | Ninpo: Sarutobi<br><b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP recovery  |
| Ninpo:<br>Kirigakure<br>(Max Lvl. 6) | The user, whilst using Kakuremi, performs a powerful Cut attack.                        | Active/Katana/Uses Arms | Ninpo:<br>Kakuremi <b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (12 → 14 → 18)   |
| Nukegake<br>(Max Lvl. 5)             | The user instantly moves up to 3 tiles forward.   | Active/Katana/Uses Legs | Ninpo:<br>Utsusemi <b>Lv1</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (6 → 8 → 10)<br><b>All levels increase distance traveled</b><br><b>Lv1:</b> 3 tiles → <b>Lv5:</b> 10 tiles |
| Kawarimi no Jutsu<br>(Max Lvl. 5)    | The user sends a Ki blast that travels forwards, swapping places with an enemy it hits. | Active/Uses Head        | Ninpo:<br>Utsusemi <b>Lv1</b>   | <b>All levels decrease TP cost</b><br><b>Lv1:</b> 14 TP → <b>Lv5:</b> 9 TP  |
| Tagen Battou<br>(Max Lvl. 5)         | A random amount of Cut attacks are performed to the entire room.                        | Active/Katana/Uses Arms | Takanoha <b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (17 → 19 → 24) and maximum number of attacks   |
| Tonsou<br>(Max Lvl. 3)               | The user uses a skill that transports them to another room, alone, in order to escape.  | Active/Uses Arms        | Karuwaza <b>Lv1</b><br>Ninpo:<br>Kirigakure <b>Lv1</b><br>Nukegake <b>Lv1</b> | <b>All levels increase distance traveled</b><br><b>Lv1:</b> 24 TP → <b>Lv5:</b> 18 TP   |

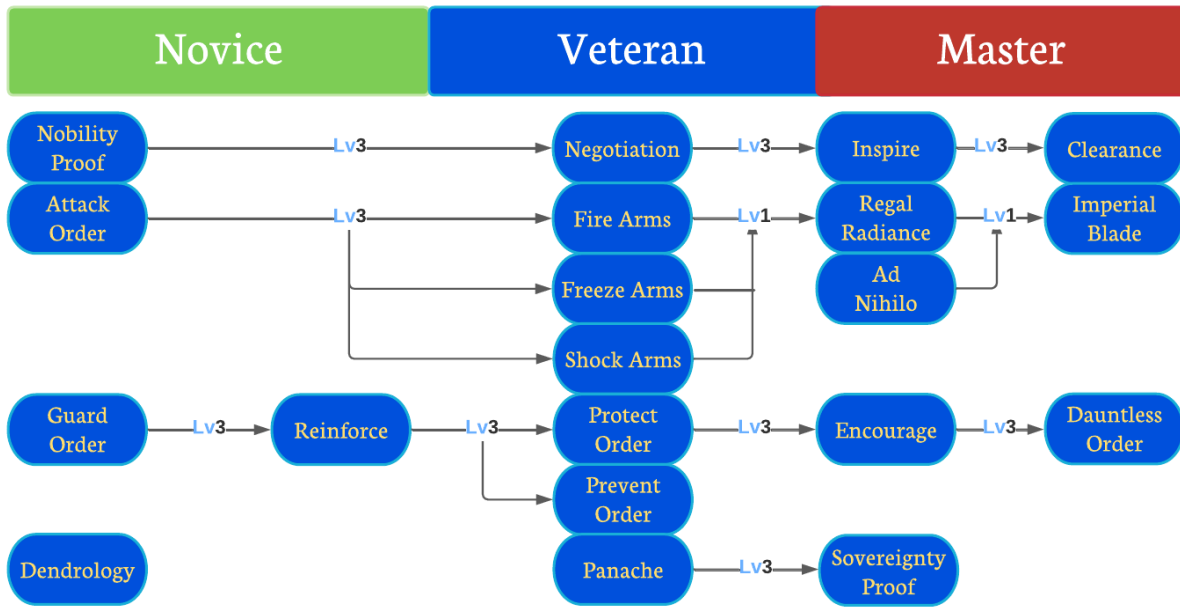
# Sovereign



**"Descendants of royals specializing in inspiring allies and granting them various status-enhancing boosts. Their confidence and dignity as leaders instill courage in their party members."**



# Skill Tree



Note: The name “Nobility Proof” is used for two different skills in EO3 and EO Nexus respectively. Both Japanese names (EO3’s 王たる証/Outaru Akashi and EON’s 高潔の証/Kouketsu no Akashi) are used in this game. I have renamed EON’s Nobility Proof to “Sovereignty Proof” for clarity (even if they mean the same thing).

| NOVICE SKILLS (LV1)         |   |                  |               |   |
|-----------------------------|---|------------------|---------------|---|
| Skill Name                  | Description   | Type/Uses        | Prerequisites | Extra   |
| Nobility Proof (Max Lvl. 3) | You will recover TP when a buff’s effect ends.  | Passive          | ----          | ----  |
| Attack Order (Max Lvl. 8)   | increases the physical attack of all allies within the same room as the user for 10 turns. May also affect the user.  | Active/Uses Head | ----          | <b>Lv4</b> and <b>7</b> increase TP cost (6 → 10→ 15) and buff duration (10 → 12→ 15)<br>Always affects the user at max level |
| Guard Order (Max Lvl. 8)    | increases the physical defense of all allies within the same room as the user for 10 turns. May also affect the user. | Active/Uses Head | ----          | <b>Lv4</b> and <b>7</b> increase TP cost (6 → 10→ 15) and buff duration (10 → 12→ 15)<br>Always affects the user at max level |

|                               |   |                   |                              |  |
|-------------------------------|---|-------------------|------------------------------|--|
| Dendrology<br>(Max Lvl. 10)   | May find extra materials when gathering at a chopping point.  | Gather            | ----                         | ----   |
| Reinforce<br>(Max Lvl. 8)     | After casting an enhancement spell on an ally, they will recover HP.  | Passive           | Guard Order<br><b>Lv3</b>    | ----   |
| <b>VETERAN SKILLS (LV10)</b>  |   |                   |                              |  |
| Negotiation<br>(Max Lvl. 8)   | Dispel the buffs on a selected ally to restore some of their HP.  | Active/Uses Head  | Nobility Proof<br><b>Lv3</b> | <b>Lv4</b> and <b>7</b> increase TP cost (7 → 9→ 12)   |
| Fire Arms<br>(Max Lvl. 8)     | The selected ally's attacks deal Fire damage and their resistance to Fire is increased for 3 turns.                         | Active/Uses Head  | Attack Order<br><b>Lv3</b>   | <b>Lv4</b> and <b>7</b> increase TP cost (6 → 9→ 12) and buff duration (3 → 5→ 7)  |
| Freeze Arms<br>(Max Lvl. 8)   | The selected ally's attacks deal Ice damage and their resistance to Ice is increased for 3 turns.                           | Active/Uses Head  | Attack Order<br><b>Lv3</b>   | <b>Lv4</b> and <b>7</b> increase TP cost (6 → 9→ 12) and buff duration (3 → 5→ 7)  |
| Shock Arms<br>(Max Lvl. 8)    | The selected ally's attacks deal Volt damage and their resistance to Volt is increased for 3 turns.                         | Active/Uses Head  | Attack Order<br><b>Lv3</b>   | <b>Lv4</b> and <b>7</b> increase TP cost (6 → 9→ 12) and buff duration (3 → 5→ 7)  |
| Protect Order<br>(Max Lvl. 8) | Grant Regen status to allies in the room for 10 turns, which recovers HP at the end of each turn. May also affect the user. | Active/Uses Head  | Reinforce <b>Lv3</b>         | <b>Lv4</b> and <b>7</b> increase TP cost (9 → 12→ 17) and buff duration (10 → 12→ 15)<br>Always affects the user at max level                                |
| Prevent Order<br>(Max Lvl. 3) | Nullifies the next status effect that allies in the room would receive once for 10 turns. May also affect the user.         | Active/Uses Head  | Reinforce <b>Lv3</b>         | <b>All levels increase TP cost and buff duration</b><br><b>Lv1:</b> 10 TP, 10 turns →<br><b>Lv3:</b> 15 TP, 15 turns<br>Always affects the user at max level |
| Panache<br>(Max Lvl. 8)       | If an enemy is within a 1-tile radius around the user, its next action may be canceled.                                     | Passive/Uses Head | ----                         | ----   |

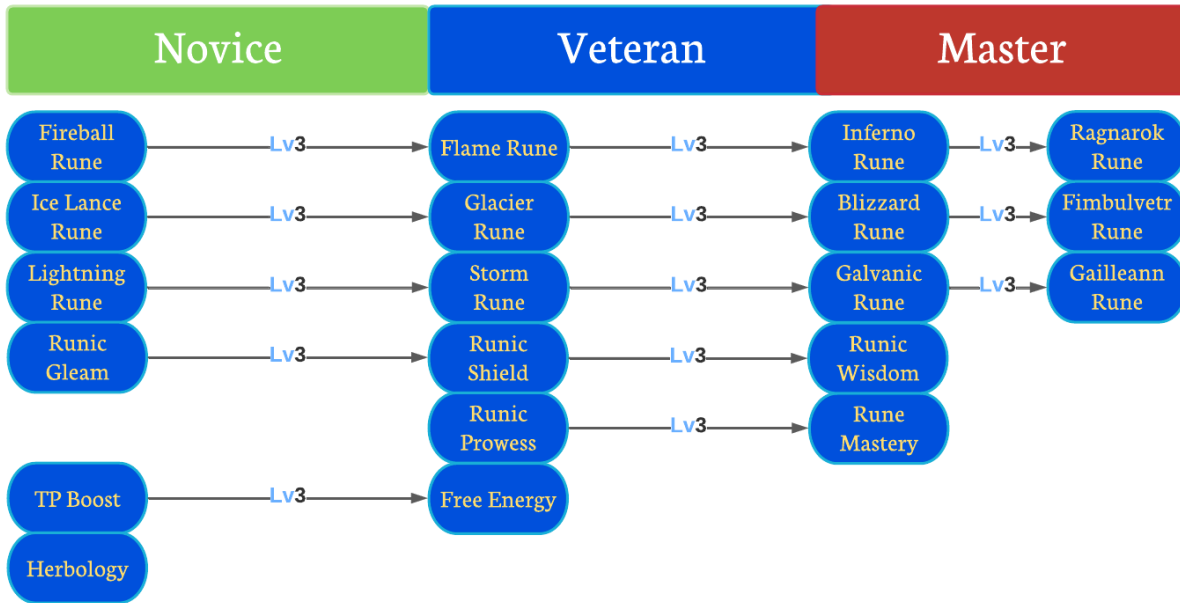
| MASTER SKILLS (LV20)              |   |                  |   |  |
|-----------------------------------|---|------------------|---|--|
| Inspire<br>(Max Lvl. 3)           | Dispels all stat decreases on one ally within a 1-tile radius and recovers their TP.  | Active/Uses Head | Negotiation<br><b>Lv3</b>   | <b>All levels increase TP cost and tile radius</b><br><b>Lv1:</b> 6 TP, 1 tile →<br><b>Lv3:</b> 11 TP, Entire Room   |
| Regal Radiance<br>(Max Lvl. 8)    | Dispels an ally's elemental attack buff and attack all enemies in the room with the dispelled element.                                      | Active/Uses Head | Fire Arms <b>Lv1</b><br>Freeze Arms<br><b>Lv1</b><br>Volt Arms <b>Lv1</b> | <b>Lv4</b> and <b>7</b> increase TP cost (11 → 14 → 18)  |
| Ad Nihilo<br>(Max Lvl. 6)         | Dispels all buffs from the enemy in front of you, dealing untyped damage to it.   | Active/Uses Head | -----   | <b>Lv3</b> and <b>5</b> increase TP cost (12 → 15 → 20)  |
| Encourage<br>(Max Lvl. 8)         | When an ally within a 1-tile radius from the user is incapacitated, this has a chance of reviving them with 1 HP.                           | Passive          | Protect Order<br><b>Lv3</b>   | <b>Lv4</b> and <b>7</b> increase tile radius (1 → 2 → Entire Room)   |
| Sovereignty Proof<br>(Max Lvl. 5) | Excluding the user, all allies in a 1-tile radius recover both HP and TP.   | Active/Uses Head | Panache <b>Lv3</b>  | <b>Lv3</b> and <b>5</b> increase TP cost (15 → 20 → 28)<br><b>Lv3</b> also increases tile radius from 1 tile to 2 tiles                                      |
| Clearance<br>(Max Lvl. 5)         | Dispels all buffs and debuffs from both friend and foe, restoring the user's TP in relation to buffs/debuffs removed.                       | Active/Uses Head | Inspire <b>Lv3</b>  | <b>Lv3</b> and <b>5</b> increase TP cost (5 → 8 → 11)  |
| Imperial Blade<br>(Max Lvl. 5)    | Dispels the user's Fire/Ice/Volt attacking state to create a magnificent sword to attack enemies with. (Hits giant monsters multiple times) | Active/Uses Head | Regal Radiance<br><b>Lv1</b><br>Ad Nihilo <b>Lv1</b>                      | <b>Lv3</b> and <b>5</b> increase TP cost (15 → 18 → 24)  |
| Dauntless Order<br>(Max Lvl. 3)   | For 10 turns, all allies in the same room as the user will revive when defeated once. May also affect the user.                             | Active/Uses Head | Encourage <b>Lv3</b>  | <b>All levels increase TP cost and buff duration</b><br><b>Lv1:</b> 16 TP, 10 turns →<br><b>Lv3:</b> 20 TP, 15 turns<br>Always affects the user at max level |

# Runemaster



**"While their defenses may be lacking, these are first-rate attackers, using runes to unleash devastating amounts of elemental damage from afar. This is a class that you should definitely consider for your party."**

## Skill Tree:



| NOVICE SKILLS (LV1)             |  |                  |               |   |
|---------------------------------|--|------------------|---------------|---|
| Skill Name                      | Description  | Type/Uses        | Prerequisites | Extra   |
| Fireball Rune<br>(Max Lvl. 10)  | Launch a fireball with a 10-tile range, dealing Fire damage to a single target.                              | Active/Uses Head | ----          | <b>Lv4</b> and <b>8</b> increase TP cost (5 → 8 → 13)                                   |
| Ice Lance Rune<br>(Max Lvl. 10) | Launch an ice spear with a 10-tile range, dealing Ice damage to the target and any enemy directly behind it. | Active/Uses Head | ----          | <b>Lv4</b> and <b>8</b> increase TP cost (5 → 9 → 15)                                   |
| Lightning Rune<br>(Max Lvl. 10) | Launch a bolt of lightning with a 10-tile range, dealing Volt damage to the target and paralyzing it.        | Active/Uses Head | ----          | <b>Lv4</b> and <b>8</b> increase TP cost (6 → 10 → 16)                                  |
| Runic Gleam<br>(Max Lvl. 6)     | Increase fire, ice, volt, and untyped damage for 10 turns. (Can act after using)                             | Active/Uses Head | ----          | <b>Lv3</b> and <b>5</b> increase TP cost (7 → 11 → 18) and buff duration (10 → 12 → 15) |
| TP Boost<br>(Max Lvl. 10)       | Increases your maximum TP.   | Passive          | ----          | <b>Total: +70 TP</b>  |
| Herbology<br>(Max Lvl. 10)      | May find extra materials when gathering at a taking point.   | Gather           | ----          | ----  |

| VETERAN SKILLS (LV10)          |  |                  |                              |  |
|--------------------------------|--|------------------|------------------------------|--|
| Flame Rune<br>(Max Lvl. 6)     | Launch a fireball with a 10-tile range, which explodes on impact to deal Fire damage enemies in a 1-tile radius.             | Active/Uses Head | Fireball Rune<br><b>Lv3</b>  | <b>Lv3</b> and <b>5</b> increase TP cost (9 → 12→ 18)  |
| Glacier Rune<br>(Max Lvl. 6)   | Launch 2 piercing icicles with a 10-tile range, dealing Ice damage to all enemies within its range.                          | Active/Uses Head | Ice Lance Rune<br><b>Lv3</b> | <b>Lv3</b> and <b>5</b> increase TP cost (11 → 15→ 22)<br><b>Lv5</b> also increases number of icicles shot from 2 to 3                       |
| Storm Rune<br>(Max Lvl. 6)     | Launch a bolt of lightning with a 10-tile range that damages and paralyzes the target.                                       | Active/Uses Head | Lightning Rune<br><b>Lv3</b> | <b>Lv3</b> and <b>5</b> increase TP cost (9 → 13→ 19)  |
| Runic Shield<br>(Max Lvl. 8)   | Sometimes nullifies an ally within a 1-tile radius taking damage from a Fire/Ice/Volt attack.                                | Passive          | Runic Gleam<br><b>Lv3</b>    | <b>Lv4</b> increases the tile radius from 1 to 2 tiles   |
| Runic Prowess<br>(Max Lvl. 10) | Increases TEC and sometimes draws out the true power of Sigils.  | Passive          | ----                         | <b>Total: +20 TEC</b><br>Increases the effectiveness of sigil items (Ex. Fireball Sigils deal more damage)<br>Always activates at max level. |
| Free Energy<br>(Max Lvl. 6)    | Chance of expending 0 TP when using skills.  | Passive          | TP Boost <b>Lv3</b>          | ----   |
| MASTER SKILLS (LV20)           |  |                  |                              |  |
| Inferno Rune<br>(Max Lvl. 6)   | Launch an intense ball of flame with a 10-tile range. On impact, generates a blast that damages enemies in a 2-space radius. | Active/Uses Head | Flame Rune<br><b>Lv3</b>     | <b>Lv3</b> and <b>5</b> increase TP cost (14 → 16→ 21)   |
| Blizzard Rune<br>(Max Lvl. 6)  | Summon a blizzard to damage all enemies within the room.   | Active/Uses Head | Glacier Rune<br><b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (13 → 16→ 23)   |
| Galvanic Rune<br>(Max Lvl. 6)  | Call down thunderbolts that strike randomly within the room, damaging and paralyzing those it hits.                          | Active/Uses Head | Storm Rune<br><b>Lv3</b>     | <b>Lv3</b> and <b>5</b> increase TP cost (15 → 17→ 25) and maximum number of attacks   |
| Runic Wisdom                   | The user's Fire/Ice/Volt/Untyped attacks   | Passive          | Runic Shield                 | ----   |

|                                 |  |                  |                             |  |
|---------------------------------|--|------------------|-----------------------------|--|
| (Max Lvl. 8)                    | will sometimes result in a critical hit.   |                  | <b>Lv3</b>                  |  |
| Rune Mastery<br>(Max Lvl. 10)   | Increases the attack power of rune skills.   | Passive          | Runic Prowess<br><b>Lv3</b> | Seems to increase Rune skill attack power by ~22%  |
| Ragnarok Rune<br>(Max Lvl. 5)   | The user conjures a devastating inferno that damages all enemies in the room, occasionally reducing their physical defense for 10 turns.<br>(Hits giant monsters multiple times) | Active/Uses Head | Inferno Rune<br><b>Lv3</b>  | <b>Lv3</b> and <b>5</b> increase TP cost (18 → 22→ 30) and debuff duration (10 → 12→ 15) |
| Fimbulvetr Rune<br>(Max Lvl. 5) | The user conjures a bone-chilling blizzard that damages all enemies in the room, occasionally killing them instantly.<br>(Hits giant monsters multiple times)                    | Active/Uses Head | Blizzard Rune<br><b>Lv3</b> | <b>Lv3</b> and <b>5</b> increase TP cost (19 → 22→ 30)                                   |
| Gailleann Rune<br>(Max Lvl. 5)  | The user calls forth divine lightning that damages and paralyzes all enemies in the room, occasionally lowering their elemental defense.<br>(Hits giant monsters multiple times) | Active/Uses Head | Galvanic Rune<br><b>Lv3</b> | <b>Lv3</b> and <b>5</b> increase TP cost (20 → 22→ 30) and debuff duration (10 → 12→ 15) |

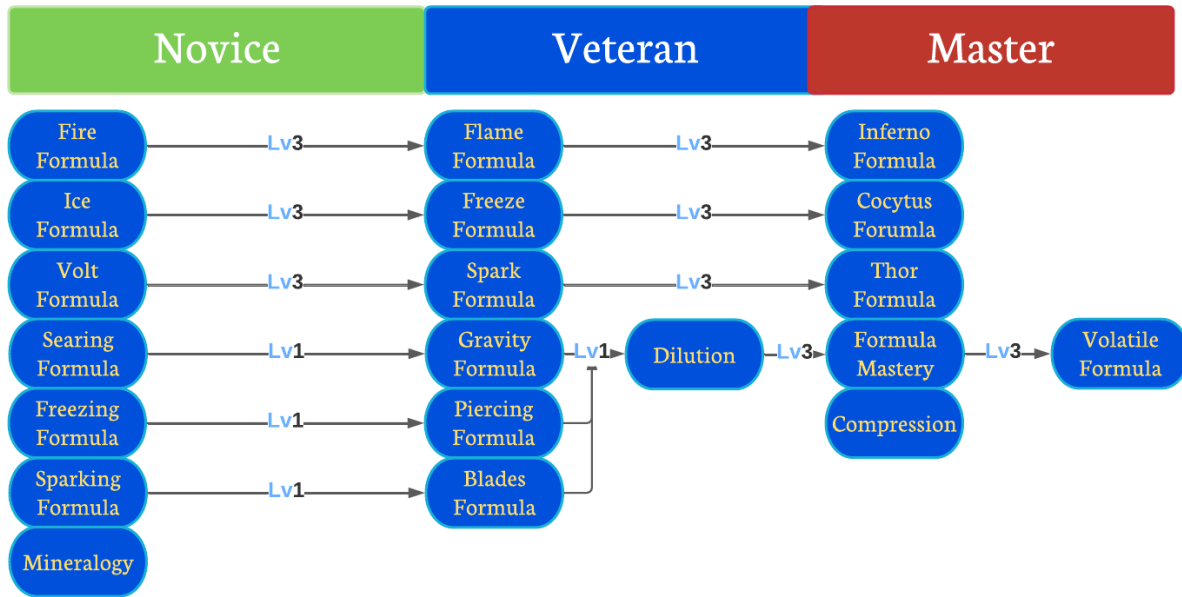
# Alchemist



**“Elemental attackers who fight by making use of formulas. They have their own unique quirks, but when they strike, they have immense destructive potential, said to be greater than even that of a Runemaster.”**



## Skill Tree:



| NOVICE SKILLS (LV1)              |  |                  |               |  |
|----------------------------------|--|------------------|---------------|--|
| Skill Name                       | Description  | Type/Uses        | Prerequisites | Extra  |
| Fire Formula<br>(Max Lvl. 10)    | The user conjures a piercing bullet of fire that travels 5 tiles in front of them.   | Active/Uses Head | -----         | <b>Lv4</b> and <b>8</b> increase TP cost (4 → 7 → 11)  |
| Ice Formula<br>(Max Lvl. 10)     | The user conjures a piercing bullet of ice that travels 5 tiles in front of them.  | Active/Uses Head | -----         | <b>Lv4</b> and <b>8</b> increase TP cost (4 → 7 → 12)<br><b>Lv8</b> adds the chance to cancel enemy actions when hit |
| Volt Formula<br>(Max Lvl. 10)    | The user conjures a piercing bullet of electricity that travels 5 tiles in front of them, paralyzing those it hits.                        | Active/Uses Head | -----         | <b>Lv4</b> and <b>8</b> increase TP cost (5 → 8 → 12)  |
| Searing Formula<br>(Max Lvl. 5)  | Applies a follow up effect to the selected ally, dealing additional Fire damage after a regular attack for 15 turns. (Can act after using) | Active/Uses Head | -----         | <b>Lv3</b> and <b>5</b> increase TP cost (3 → 6 → 10) and debuff duration (15 → 20 → 30)                             |
| Freezing Formula<br>(Max Lvl. 5) | Applies a follow up effect to the selected ally, dealing additional Ice damage after a regular attack for 15 turns. (Can act after using)  | Active/Uses Head | -----         | <b>Lv3</b> and <b>5</b> increase TP cost (3 → 6 → 10) and debuff duration (15 → 20 → 30)                             |

|                                  |  |                  |   |   |
|----------------------------------|--|------------------|---|---|
| Sparking Formula<br>(Max Lvl. 5) | Applies a follow up effect to the selected ally, doing additional Volt damage after a regular attack for 15 turns. (Can act after using)                                   | Active/Uses Head | -----   | <b>Lv3</b> and <b>5</b> increase TP cost (3 → 6 → 10) and debuff duration (15 → 20 → 30)                              |
| Mineralogy<br>(Max Lvl. 10)      | May find extra materials when gathering at a mining point.   | Gather           | -----   | <b>Lv3</b> and <b>5</b> increase TP cost (3 → 6 → 10) and debuff duration (15 → 20 → 30)                              |
| <b>VETERAN SKILLS (LV10)</b>     |  |                  |   |   |
| Flame Formula<br>(Max Lvl. 8)    | The user conjures 3 piercing bullets of fire that travel 5 tiles in front of them.   | Active/Uses Head | Fire Formula<br><b>Lv3</b>  | <b>Lv4</b> and <b>7</b> increase TP cost (8 → 10 → 16)  |
| Freeze Formula<br>(Max Lvl. 8)   | The user conjures piercing bullets of ice that travel 5 tiles in a plus shaped direction.  | Active/Uses Head | Ice Formula<br><b>Lv3</b>   | <b>Lv4</b> and <b>7</b> increase TP cost (9 → 11 → 19)<br><b>Lv7</b> adds the chance to cancel enemy actions when hit |
| Spark Formula<br>(Max Lvl. 8)    | The user conjures 3 piercing bullets of electricity that travel 5 tiles in front of them in a fan shape, paralyzing those it hits.   | Active/Uses Head | Volt Formula<br><b>Lv3</b>  | <b>Lv4</b> and <b>7</b> increase TP cost (9 → 12 → 20)  |
| Gravity Formula<br>(Max Lvl. 5)  | Applies a follow up effect to the selected ally, dealing additional Bash damage after a regular attack for 15 turns. (Can act after using)                                 | Active/Uses Head | Searing Formula<br><b>Lv1</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (4 → 7 → 11) and debuff duration (15 → 20 → 30)                              |
| Piercing Formula<br>(Max Lvl. 5) | Applies a follow up effect to the selected ally, dealing additional Stab damage after a regular attack for 15 turns. (Can act after using)                                 | Active/Uses Head | Freezing Formula<br><b>Lv1</b>  | <b>Lv3</b> and <b>5</b> increase TP cost (4 → 7 → 11) and debuff duration (15 → 20 → 30)                              |
| Blades Formula<br>(Max Lvl. 5)   | Applies a follow up effect to the selected ally, dealing additional Cut damage after a regular attack for 15 turns. (Can act after using)                                  | Active/Uses Head | Sparking Formula<br><b>Lv1</b>  | <b>Lv3</b> and <b>5</b> increase TP cost (4 → 7 → 11) and debuff duration (15 → 20 → 30)                              |
| Dilution<br>(Max Lvl. 5)         | Use a skill that may create a weakness to an enemy. Does not create a weakness to a damage type if the enemy innately resists one of those elements. (Can act after using) | Active/Uses Head | Gravity Formula<br><b>Lv1</b><br>Piercing Formula<br><b>Lv1</b><br>Blades Formula<br><b>Lv1</b> | <b>Lv3</b> and <b>5</b> increase TP cost (8 → 11 → 14) and debuff duration  |

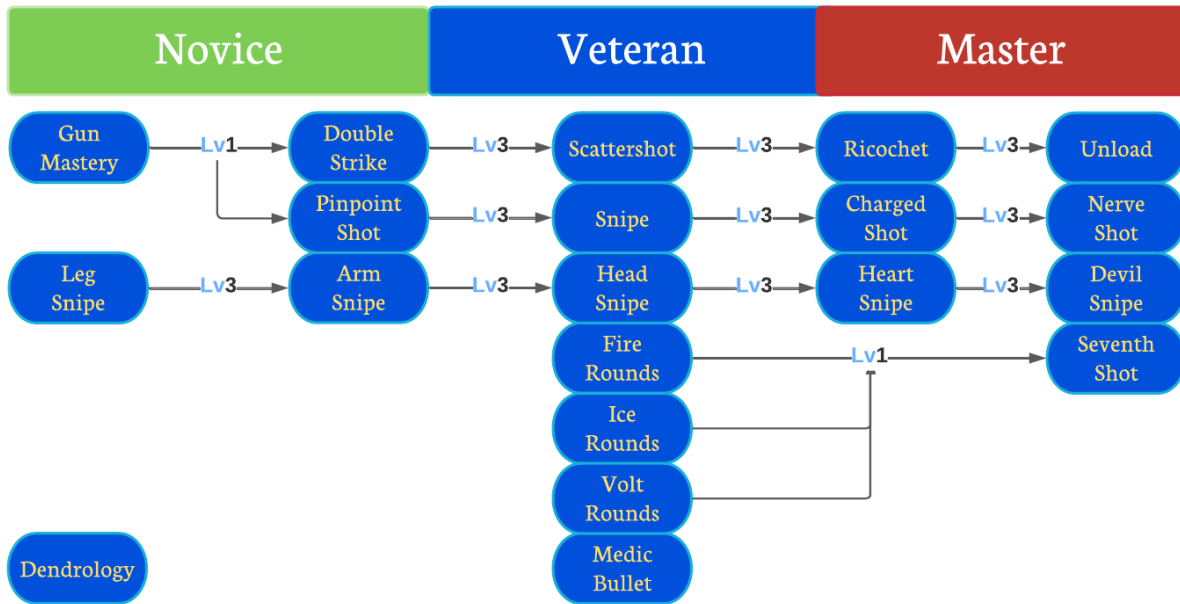
| MASTER SKILLS (LV20)             |  |                  |                               |  |
|----------------------------------|--|------------------|-------------------------------|--|
| Inferno Formula<br>(Max Lvl. 6)  | The user conjures 5 piercing bullets of fire that travel 5 tiles in front of them.   | Active/Uses Head | Flame Formula<br><b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (15 → 18 → 26)  |
| Cocytus Formula<br>(Max Lvl. 6)  | The user conjures piercing bullets of ice that travel 5 tiles in all cardinal directions while also occasionally canceling the target's next action. | Active/Uses Head | Glacier Formula<br><b>Lv3</b> | <b>Lv3</b> and <b>5</b> increase TP cost (18 → 22 → 30)  |
| Thor Formula<br>(Max Lvl. 6)     | The user conjures 5 piercing bullets of electricity that travel 5 tiles in front of them in a fan shape, paralyzing those it hits.                   | Active/Uses Head | Spark Formula<br><b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (16 → 19 → 28)  |
| Formula Mastery<br>(Max Lvl. 10) | Increases power of offensive formula skills.   | Passive          | Dilution <b>Lv3</b>           | Seems to increase formula skill damage by ~22%<br><b>Lv4</b> and <b>8</b> increase number of follow up attacks Searing Formula et al. skills can perform per hit (1 → 2 → 3) |
| Compression<br>(Max Lvl. 5)      | The next offensive formula skill used will be focused in a single direction, firing all attacks at once. (Can act after using)                       | Active/Uses Head | -----                         | <b>All levels decrease TP cost:</b><br><b>Lv1:</b> 15 TP → <b>Lv5:</b> 5 TP  |
| Volatile Formula<br>(Max Lvl. 3) | When a Fire/Ice/Volt/Cut/Stab/Bash follow up strikes an enemy's weakness, the following damage may also be treated as if it hit a weakness.          | Passive          | Formula Mastery <b>Lv3</b>    | -----  |

# Gunner



**“Snipers who keep their distance while shooting from afar. Their cover fire is incredibly reliable, but beware close combat. Having a Gunner is recommended to add depth to your attacks.”**

# Skill Tree



| NOVICE SKILLS (LV1)           |   |                      |                           |   |
|-------------------------------|---|----------------------|---------------------------|---|
| Skill Name                    | Description   | Type/Uses            | Prerequisites             | Extra   |
| Gun Mastery<br>(Max Lvl. 10)  | Increases the damage dealt by regular attacks and critical hits when wielding Guns. | Passive              | ----                      | ----  |
| Leg Snipe<br>(Max Lvl. 10)    | The user shoots a leg blocking bullet that may bind the target's legs for 10 turns. | Active/Gun/Uses Arms | ----                      | <b>Lv4</b> and <b>8</b> increase TP cost (5 → 7 → 10)<br><b>Lv4</b> and <b>7</b> increase ailment duration (10 → 12 → 15) |
| Dendrology<br>(Max Lvl. 10)   | May find extra materials when gathering at a chopping point.                        | Gather               | ----                      | ----  |
| Double Strike<br>(Max Lvl. 8) | May perform an extra attack when performing a regular attack.                       | Passive/Gun          | Gun Mastery<br><b>Lv1</b> | ----  |

|                               |   |                         |                             |   |
|-------------------------------|---|-------------------------|-----------------------------|---|
| Pinpoint Shot<br>(Max Lvl. 8) | Increases the chance for a regular attack to deal critical damage.                    | Passive/Gun             | Gun Mastery<br><b>Lv1</b>   | -----   |
| Arm Snipe<br>(Max Lvl. 10)    | The user shoots an arm blocking bullet that may bind the target's arms for 10 turns.  | Active/Gun/Uses<br>Arms | Leg Snipe <b>Lv3</b>        | <b>Lv4</b> and <b>8</b> increase TP cost (6 → 8 → 11)<br><b>Lv4</b> and <b>7</b> increase ailment duration (10 → 12 → 15) |
| <b>VETERAN SKILLS (LV10)</b>  |   |                         |                             |   |
| Scattershot<br>(Max Lvl. 6)   | The user fires shots within a fan shaped area in front of them.                       | Active/Gun/Uses<br>Arms | Double Strike<br><b>Lv3</b> | <b>Lv3</b> and <b>5</b> increase TP cost (10 → 12 → 18)   |
| Snipe<br>(Max Lvl. 5)         | The user fires a shot that travels 5 tiles ahead of them.                             | Active/Gun/Uses<br>Arms | Pinpoint Shot<br><b>Lv3</b> | <b>Lv3</b> and <b>5</b> increase TP cost (8 → 10 → 14)  |
| Head Snipe<br>(Max Lvl. 8)    | The user shoots a head blocking bullet that may bind the target's head for 10 turns.  | Active/Gun/Uses<br>Arms | Arm Snipe <b>Lv3</b>        | <b>Lv4</b> and <b>7</b> increase TP cost (9 → 11 → 14) and ailment duration (10 → 12 → 15)                                |
| Fire Rounds<br>(Max Lvl. 10)  | The user fires a bullet that deals Fire damage.                                       | Active/Gun/Uses<br>Arms | -----                       | <b>Lv4</b> and <b>8</b> increase TP cost (6 → 9 → 13)   |
| Ice Rounds<br>(Max Lvl. 10)   | The user fires a bullet that deals Ice damage.  | Active/Gun/Uses<br>Arms | -----                       | <b>Lv4</b> and <b>8</b> increase TP cost (6 → 9 → 13)   |
| Volt Rounds<br>(Max Lvl. 10)  | The user fires a bullet that deals Volt damage.                                       | Active/Gun/Uses<br>Arms | -----                       | <b>Lv4</b> and <b>8</b> increase TP cost (6 → 9 → 13)   |
| Medic Bullet<br>(Max Lvl. 3)  | The user fires a bullet that cures the ailments of all allies within a 1-tile radius. | Active/Gun/Uses<br>Head | -----                       | <b>All levels increase TP cost and tile radius:</b><br><b>Lv1:</b> 8 TP, 1-tile radius → <b>Lv5:</b> 15 TP, Entire Room   |
| <b>MASTER SKILLS (LV20)</b>   |   |                         |                             |   |
| Ricochet<br>(Max Lvl. 6)      | The user performs a number of attacks on random enemies within the room.              | Active/Gun/Uses<br>Arms | Scattershot <b>Lv3</b>      | <b>Lv3</b> and <b>5</b> increase TP cost (16 → 18 → 25) and total number of attacks                                       |
| Charged Shot<br>(Max Lvl. 6)  | The user builds up power, then fires a powerful bullet.                               | Active/Gun/Uses<br>Arms | Snipe <b>Lv3</b>            | <b>Lv3</b> and <b>5</b> increase TP cost (12 → 15 → 20)   |

|                              |   |                      |   |  |
|------------------------------|---|----------------------|---|--|
| Heart Snipe<br>(Max Lvl. 6)  | The user attacks with a toxin laced bullet that paralyzes the target.   | Active/Gun/Uses Arms | Head Snipe <b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (11 → 13→ 18)                             |
| Unload<br>(Max Lvl. 5)       | The user fires all of their bullets from their magazine, dealing damage to the entire room. User will not be able to act next turn. | Active/Gun/Uses Arms | Ricochet <b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (22 → 24→ 30) and total number of attacks |
| Nerve Shot<br>(Max Lvl. 5)   | The user continuously fires bullets that strike incredibly small points on the target.  | Active/Gun/Uses Arms | Charged Shot <b>Lv3</b>   | <b>Lv4</b> and <b>8</b> increase TP cost (16 → 20→ 26) and total number of attacks |
| Devil Snipe<br>(Max Lvl. 5)  | The user fires devilish bullets that inflict random abnormal conditions.  | Active/Gun/Uses Arms | Heart Shot <b>Lv3</b>   | <b>Lv3</b> and <b>5</b> increase TP cost (15 → 17→ 21)                             |
| Seventh Shot<br>(Max Lvl. 5) | The user fires 7 shots of random elements in quick succession.  | Active/Gun/Uses Arms | Fire Rounds <b>Lv1</b><br>Ice Rounds <b>Lv1</b><br>Volt Rounds <b>Lv1</b> | <b>Lv3</b> and <b>5</b> increase TP cost (22 → 24→ 30)                             |

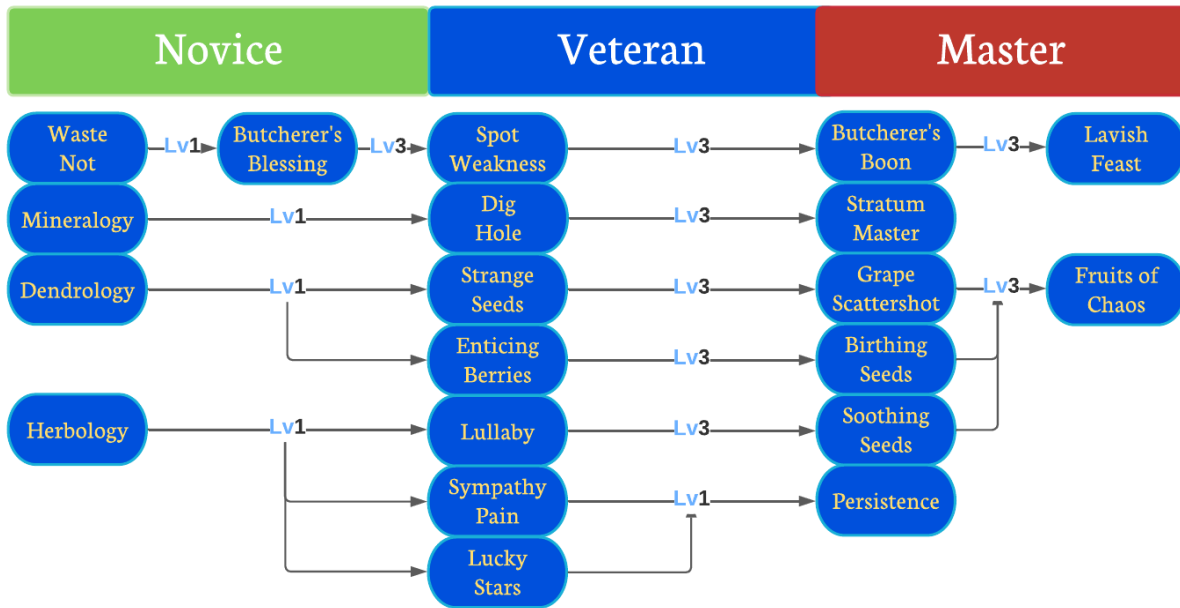
# Farmer



**“These adventurers easily accrue items and creatively use their skills and seeds to support their allies. But keep in mind that they’re farmers and not fighters.”**



# Skill Tree



| NOVICE SKILLS (LV1)         |   |           |                      |  |
|-----------------------------|---|-----------|----------------------|--|
| Skill Name                  | Description   | Type/Uses | Prerequisites        | Extra  |
| Waste Not<br>(Max Lvl. 10)  | Enemies you defeat are more likely to drop rare items.              | Passive   | -----                | <b>Lv6</b> increases drop rate of ALL items, normal and rare drops |
| Mineralogy<br>(Max Lvl. 10) | May find extra materials when gathering at a mining point.          | Gather    | -----                | -----  |
| Dendrology<br>(Max Lvl. 10) | May find extra materials when gathering at a chopping point.        | Gather    | -----                | -----  |
| Herbology<br>(Max Lvl. 10)  | May find extra materials when gathering at a taking point.          | Gather    | -----                | -----  |
| Butcherer's Blessing        | May find the juicy parts of enemies you defeat and recover some HP. | Passive   | Waste Not <b>Lv1</b> | -----  |

|                                  |   |  |                                 |  |
|----------------------------------|---|--|---------------------------------|--|
| (Max Lvl. 3)                     |   |  |                                 |  |
| <b>VETERAN SKILLS (LV10)</b>     |   |  |                                 |  |
| Spot Weakness<br>(Max Lvl. 10)   | Unleash a frontal attack that may create a Cut/Stab/Bash weakness to an enemy. Does not create a weakness to Cut/Stab/Bash if the enemy innately resists one of those elements. | Active/Any Weapon<br>Except Guns and Fists/Uses Arms | Butcherer's Blessing <b>Lv3</b> | <b>Lv4 and 8</b> increase TP cost (5 → 8 → 10) and debuff duration   |
| Dig Hole<br>(Max Lvl. 6)         | Dig the ground beneath you in order to gain some kind of effect. Can only be used once per floor.   | Active/Uses Arms                                     | Mineralogy <b>Lv1</b>           | <b>All levels increase TP cost and tile radius:</b><br><b>Lv1:</b> 12 TP → <b>Lv6:</b> 5 TP  |
| Strange Seeds<br>(Max Lvl. 6)    | Throw some mysterious seeds that bind a random limb for 10 turns.   | Active/Uses Arms                                     | Dendrology <b>Lv1</b>           | <b>Lv3 and 5</b> increase TP cost (6 → 9 → 14) and ailment duration (10 → 12 → 15)   |
| Enticing Berries<br>(Max Lvl. 5) | Throw berries that give off a scent that monsters love, granting lock-on status to whatever is hit, friend or foe.  | Active/Uses Arms                                     | Dendrology <b>Lv1</b>           | <b>Lv3 and 5</b> increase TP cost (9 → 12 → 14) and ailment duration (10 → 12 → 15)  |
| Lullaby<br>(Max Lvl. 8)          | Sing a soothing melody that may put enemies, as well as yourself, to sleep for 5 turns.   | Active/Uses Head                                     | Herbology <b>Lv1</b>            | <b>Lv4 and 7</b> increase TP cost (6 → 9 → 14) and ailment duration (5 → 6 → 7)  |
| Sympathy Pain<br>(Max Lvl. 6)    | May inflict all status effects you're suffering to enemies within 1 tile around you.  | Active/Uses Head                                     | Herbology <b>Lv1</b>            | <b>Lv3 and 5</b> increase TP cost (6 → 9 → 13)<br><b>Lv5</b> increases the area of effect from a 1-tile radius to the entire room, curing the user of their status effects in the process. |
| Lucky Stars<br>(Max Lvl. 10)     | Increases LUC   | Stat Increase  | Herbology <b>Lv1</b>            | <b>Total:</b> +30 LUC  |
| <b>MASTER SKILLS (LV20)</b>      |   |  |                                 |  |
| Butcherer's Boon<br>(Max Lvl. 6) | May find the juicy parts of enemies you defeat and gain various effects.  | Passive  | Spot Weakness <b>Lv3</b>        | ----   |

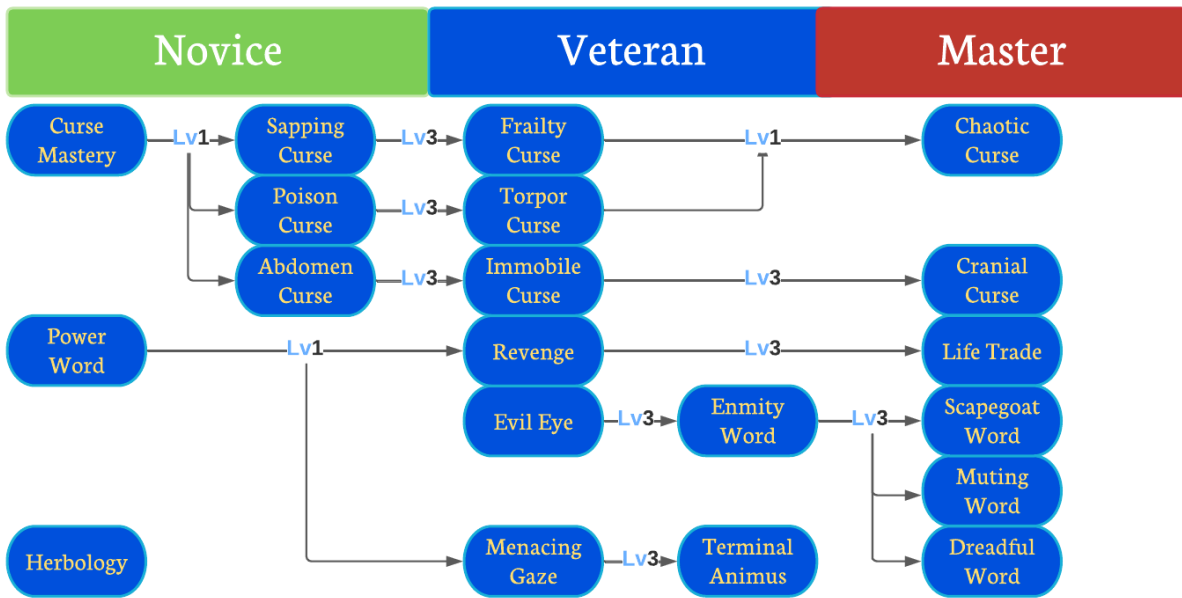
|                                   |  |                  |  |   |
|-----------------------------------|--|------------------|--|---|
| Stratum Master<br>(Max Lvl. 8)    | By understanding the ground beneath the users feet, they may increase the amount of TP recovered from crystal tiles, as well as rarely recovering the TP of allies within a 1-tile radius. | Passive          | Dig Hole <b>Lv3</b>  | <b>Lv7</b> increases tile radius from 1-tile to 2 tiles   |
| Grape Scattershot<br>(Max Lvl. 8) | Throw exploding grapes that damage the enemy hit, as well as those within a 1 tile radius.   | Active/Uses Arms | Strange Seeds <b>Lv3</b>   | <b>Lv4</b> and <b>7</b> increase TP cost (15 → 18→ 22)<br><b>Lv7</b> increases area of effect from a 1-tile radius to 2 |
| Birthing Seeds<br>(Max Lvl. 3)    | Throw seeds that eventually grow path-blocking trees.  | Active/Uses Arms | Enticing Berries <b>Lv3</b>  | <b>All levels increase TP cost and the tree's maximum HP</b> (12 → 15→ 20)  |
| Soothing Seeds<br>(Max Lvl. 8)    | Throw a remedial seed that heals the HP of a party member hit by them, as well as any party members with a 1-tile radius.  | Active/Uses Arms | Lullaby <b>Lv3</b>   | <b>Lv4</b> and <b>7</b> increase TP cost (12 → 15→ 20)  |
| Persistence<br>(Max Lvl. 8)       | User may revive themselves when they die.  | Passive          | Sympathy Pain <b>Lv1</b><br>Lucky Stars <b>Lv1</b>                                     | -----   |
| Lavish Feast<br>(Max Lvl. 6)      | Butchery Skill related benefits may be shared between party members within a 1-tile radius of the user.  | Passive          | Butcherer's Boon <b>Lv3</b>  | <b>Lv3</b> and <b>5</b> increase tile radius (1 → 2→ Entire Room)   |
| Fruits of Chaos<br>(Max Lvl. 6)   | Throw a mysterious fruit that inflicts various status effects to an enemy hit by it.   | Active/Uses Arms | Grape Scattershot <b>Lv3</b><br>Birthing Seeds <b>Lv3</b><br>Soothing Seeds <b>Lv3</b> | <b>Lv3</b> and <b>5</b> increase TP cost (18 → 21 → 27)   |

## Hexer



**“By invoking forbidden spells to inflict status effects and weaken enemies, these typical backline types make combat easier, even when dealing with a lot of enemies.”**

# Skill Tree



| NOVICE SKILLS (LV1)            |   |                  |                          |   |
|--------------------------------|---|------------------|--------------------------|---|
| Skill Name                     | Description   | Type/Uses        | Prerequisites            | Extra   |
| Curse Mastery<br>(Max Lvl. 10) | Greater chance of inflicting ailments with curse skills.                        | Passive          | ----                     | ----  |
| Power Word<br>(Max Lvl. 10)    | A forbidden chant is recited, dealing untyped damage to the target.             | Active/Uses Head | ----                     | <b>Lv4</b> and <b>8</b> increase TP cost (5 → 8 → 12)   |
| Herbology<br>(Max Lvl. 10)     | May find extra materials when gathering at a taking point.                      | Gather           | ----                     | ----  |
| Sapping Curse<br>(Max Lvl. 8)  | May decrease physical and elemental attack of enemies in the room for 10 turns. | Active/Uses Head | Curse Mastery <b>Lv1</b> | <b>Lv4</b> and <b>7</b> increase TP cost (5 → 9 → 14) and debuff duration (10 → 12 → 15)<br>Guaranteed to work at max level |
| Poison Curse<br>(Max Lvl. 6)   | May inflict all enemies in the room with poison for 3 turns.                    | Active/Uses Head | Curse Mastery <b>Lv1</b> | <b>Lv3</b> and <b>5</b> increase TP cost (10 → 14 → 19) and ailment duration (3 → 5 → 7)<br>Guaranteed to work at max level |

|                                |   |                   |                             |   |
|--------------------------------|---|-------------------|-----------------------------|---|
| Abdomen Curse<br>(Max Lvl. 6)  | May bind the arms of all enemies in the room for 10 turns.  | Active/Uses Head  | Curse Mastery<br><b>Lv1</b> | <b>Lv3</b> and <b>5</b> increase TP cost (5 → 8 → 12) and ailment duration (10 → 12 → 15)<br>Guaranteed to work at max level                                |
| <b>VETERAN SKILLS (LV10)</b>   |   |                   |                             |   |
| Frailty Curse<br>(Max Lvl. 8)  | May decrease physical and elemental defense of enemies in the room for 10 turns.  | Active/Uses Head  | Sapping Curse<br><b>Lv3</b> | <b>Lv4</b> and <b>7</b> increase TP cost (7 → 11 → 15) and debuff duration (10 → 12 → 15)<br>Guaranteed to work at max level                                |
| Torpor Curse<br>(Max Lvl. 6)   | May put all enemies in the room to sleep for 5 turns.   | Active/Uses Head  | Poison Curse<br><b>Lv3</b>  | <b>Lv3</b> and <b>5</b> increase TP cost (9 → 13 → 19) and ailment duration (5 → 6 → 7)   |
| Immobile Curse<br>(Max Lvl. 6) | May bind the legs of all enemies in the room for 10 turns.  | Active/Uses Head  | Abdomen Curse<br><b>Lv3</b> | <b>Lv3</b> and <b>5</b> increase TP cost (7 → 10 → 14) and ailment duration (10 → 12 → 15)<br>Guaranteed to work at max level                               |
| Revenge<br>(Max Lvl. 6)        | A forbidden chant is recited, dealing untyped damage to the target, ignoring their defense. The lower the user's HP, the stronger the attack. | Active/Uses Head  | Power Word<br><b>Lv3</b>    | <b>Lv3</b> and <b>5</b> increase TP cost (13 → 16 → 21)   |
| Evil Eye<br>(Max Lvl. 6)       | May inflict all enemies in the room with Fear for 10 turns.   | Active/Uses Head  | -----                       | <b>Lv3</b> and <b>5</b> increase TP cost (7 → 10 → 15) and ailment duration (10 → 12 → 15)<br>At max level, always inflicts Fear on all enemies in the room |
| Menacing Gaze<br>(Max Lvl. 10) | The user glares at the enemy in front of them, possibly causing their next action to be canceled.   | Passive/Uses Head | Power Word<br><b>Lv3</b>    | <b>Lv4</b> and <b>8</b> increase line of sight range (seems to span entire rooms at max level)  |

|                                 |  |                  |   |  |
|---------------------------------|--|------------------|---|--|
| Enmity Word<br>(Max Lvl. 6)     | May cause the enemies in the room that are inflicted with Fear to attack the user.                       | Active/Uses Head | Evil Eye <b>Lv3</b>                                 | <b>Lv3</b> and <b>5</b> increase TP cost (6 → 8 → 14)<br>Guaranteed to work at max level   |
| Terminal Animus<br>(Max Lvl. 6) | When at low HP, the user's untyped attack power and the damage dealt by Revenge are increased.           | Passive          | Menacing Gaze <b>Lv3</b>                            | I didn't test this, but I'm assuming that it increases damage by ~22% and increases how much low HP affects the power of Revenge |
| <b>MASTER SKILLS (LV20)</b>     |  |                  |   |  |
| Chaotic Curse<br>(Max Lvl. 6)   | May inflict all enemies in the room with a variety of status effects.                                    | Active/Uses Head | Frailty Curse <b>Lv1</b><br>Torpor Curse <b>Lv1</b> | <b>Lv3</b> and <b>5</b> increase TP cost (20 → 24 → 30) and number of possible ailments<br>Guaranteed to work at max level       |
| Cranial Curse<br>(Max Lvl. 6)   | May bind the heads of all enemies in the room for 10 turns.  | Active/Uses Head | Immobile Curse <b>Lv3</b>                           | <b>Lv3</b> and <b>5</b> increase TP cost (10 → 12 → 18) and ailment duration (10 → 12 → 15)<br>Guaranteed to work at max level   |
| Life Trade<br>(Max Lvl. 5)      | Damages all enemies in the room with an untyped attack. A portion of the damage restores the party's HP. | Active/Uses Head | Revenge <b>Lv3</b>                                  | <b>Lv3</b> and <b>5</b> increase TP cost (20 → 22 → 28)  |
| Scapegoat Word<br>(Max Lvl. 6)  | May cause the enemies in the room that are inflicted with Fear to attack your allies.                    | Active/Uses Head | Enmity Word <b>Lv3</b>                              | <b>Lv3</b> and <b>5</b> increase TP cost (13 → 15 → 19)<br>Guaranteed to work at max level                                       |
| Muting Word<br>(Max Lvl. 6)     | May cause the enemies in the room that are inflicted with Fear to become paralyzed.                      | Active/Uses Head | Enmity Word <b>Lv3</b>                              | <b>Lv3</b> and <b>5</b> increase TP cost (12 → 14 → 18)  |
| Dreadful Word<br>(Max Lvl. 6)   | May cause the enemies in the room that are inflicted with Fear to run away from the user for 10 turns.   | Active/Uses Head | Enmity Word <b>Lv3</b>                              | <b>Lv3</b> and <b>5</b> increase TP cost (19 → 22 → 28) and ailment duration (10 → 12 → 15)                                      |

## Class Unique Blast Skills:

Like its predecessor, EMD2 has Blast Skills unique to each class of the game unlocked by completing a quest. An important detail to note is that these Blast Skills do not apply to characters who subclass into another class. (i.e. Bucc/Gunner can't use the Gunner Blast Skill, and vice versa)

**Landsknecht**

**Protector**

**Runemaster**

**Medic**

**Buccaneer**

**Alchemist**

**Kenkaku**

**Monk**

**Gunner**

**Wanderer**

**Ninja**

**Farmer**

**Dancer**

**Sovereign**

**Hexer**

The structure will be:

Class Name

Quest Name & Details

Blast Skill Name & Details



# Landsknecht

Quest: Learn the Special Attack of Landsknechts/ソードマンの必殺技をさずけよう

Target: Kill 5 Eviloids (Weak: Cut, Fire)

Location: Dungeon 5 Ravenous Ergs/渴きの砂丘

Reward: Full Gain Manual

Note: Requires a Landsknecht to be in the party.

Blast Skill: Full Gain

A Blast Skill exclusive to Landsknechts. Requires a weapon (excluding Guns and Gauntlets) to be equipped. Unleashes a powerful Cut attack to all enemies in the room.

# Medic

**Quest:** How to Perform Medical Miracle/メディックの超医術を教えよう

**Target:** Build a Basic Fort in the Dungeon

**Location:** Dungeon 4 Viridescent Sea/巨植の樹海

**Reward:** Medical Miracle Manual

**Note:** Requires a Medic to be in the party.

**Blast Skill:** Medical Miracle

A Blast Skill exclusive to Medics. Fully heal HP and cure all abnormal status effects of all allies in the room.

# Kenkaku

Quest: Learn the Skills of a Master Swordsman/剣を極めし者の技を伝授しよう

Target: Kill 10 Snow Lizards (Weak: Fire, Resist+: Ice)

Location: Dungeon 5 Ravenous Ergs/渴きの砂丘

Reward: Tengeki Manual

Note: Requires a Kenkaku to be in the party.

Blast Skill: Tengeki

A Blast Skill exclusive to Kenkaku. Katana skill. Unleash a Cut attack to all enemies in the room that would even tear the heavens asunder.

# Wanderer

Quest: A True Wanderer Leaves their Fate to the Wind/フーライの心は風まかせ

Target: Kill 5 Honey Ants (Resist: Bash, Resist+: Fire)

Location: Dungeon 5 Ravenous Ergs/渴きの砂丘

Reward: Sudden Squall Manual

Note: Requires a Wanderer to be in the party.

Blast Skill: Sudden Squall

A Blast Skill exclusive to Wanderers. Whip up a gust of wind that blows all enemies in the room outside of the floor. This does not kill them, however...

# Dancer

Quest: If Ya Wanna Learn the Secret to Dancin', Come See Me!/踊りの極意知りたきゃ会いに  
きニヤ

Target: Escort a Dancer back to town

Location: Dungeon 4 Viridescent Sea/巨植の樹海 (B5F)

Reward: Sonic Dance Manual

Note: Requires a Dancer to be in the party.

Blast Skill: Sonic Dance

A Blast Skill exclusive to Dancers. Increases the speed and dodge rate of all allies in the room for 5 turns.

# Protector

Quest: This is the Spirit of a Protector!/これがパラダインの魂だ!

Target: Kill 5 Nomad Baboons (Doesn't Resist any element)

Location: Dungeon 4 Viridescent Sea/巨植の樹海

Reward: Aegis Shield Manual

Note: Requires a Protector to be in the party.

Blast Skill: Aegis Shield

A Blast Skill exclusive to Protectors. Shield skill. Nullify any damage the party would take for 2 turns.

# Buccaneer

Quest: What It Means to be a Pirate/

海賊の心意気を教えよう

Target: Kill 5 Cold Claws (Weak: Fire, Resists: Ice)

Location: Dungeon 4 Viridescent Sea/巨植の樹海

Reward: Dice of Fate Manual

Note: Requires a Buccaneer to be in the party.

Blast Skill: Dice of Fate

A Blast Skill exclusive to Buccaneers. Roll the Dice of Fate, without knowing what might happen.



Dice of Fate Effects:

| Number | Effect   |
|--------|--|
| 1      | Reveals the entire floor, enemies, items, and the stairs.              |
| 2      | Sends foes flying.   |
| 3      | Restores all allies' HP by 300.  |
| 4      | Targets an enemy or ally in the room, kills them, then slows the user. |
| 5      | Doubles the party's speed.   |
| 6      | Performs multiple Cut attacks to enemies in the room.                  |

# Monk

Quest: The Ultimate Hand-to-Hand Technique!/格闘！究極の秘奥義！

Target: Build a Search Fort in the Dungeon

Location: Dungeon 5 Ravenous Ergs/渴きの砂丘

Reward: Open Chakra Manual

Note: Requires a Monk to be in the party.

Blast Skill: Open Chakra

A Blast Skill exclusive to Monks. Gives all allies in the room Regen and increases their Elemental Attack and Defense for 3 turns.



# Ninja

Quest: Moving in the Dark Is the Art of the Ninja/闇に動くがシノビの極意

Target: Kill 5 Bloody Soldiers (Res: Cut, Bash, Fire, Ice)

Location: Dungeon 5 Ravenous Ergs/渴きの砂丘

Reward: Hiden: Kasumigiri Manual

Note: Requires a Ninja to be in the party.



Blast Skill: Hiden: Kasumigiri

A Blast Skill exclusive to Ninjas. Unleash a Cut attack to all enemies in the room that may instantly kill them.

# Sovereign

Quest: I Request a Noble to Be My Escort/王族も方に迎えにきてほしいの

Target: Escort a Princess back to town

Location: Mini Dungeon: Ouba Forest/小迷宮 オウバの森 (B3F)

Reward: Victory Order Manual

Note: Requires a Sovereign to be in the party.

Blast Skill: Victory Order

A Blast Skill exclusive to Sovereigns. Increases the damage your party deals while halving damage taken for 2 turns.

# Runemaster

Quest: I'll Teach You an Offensive Technique of a Runemaster/ルーンマスターの攻撃魔術  
授けよう

Target: Defeat 5 Forest Dragonflies (Weak: Bash, Volt)

Location: Dungeon 3: Wyrwind Pass/龍風峠

Reward: Origin Rune Manual

Note: Requires a Runemaster to be in the party.

Blast Skill: Origin Rune

A Blast Skill exclusive to Runemasters. Unleash a powerful, untyped attack to all enemies in the room.

# Alchemist

**Quest:** Learn the Secret Technique of an Alchemist!/錬金術師の奥義授けよう!

**Target:** Kill 5 Thunder Drakes

**Location:** Dungeon 5 Ravenous Ergs/渴きの砂丘

**Reward:** Riot Formula Manual

**Note:** Requires an Alchemist to be in the party.

**Blast Skill:** Riot Formula

A Blast Skill exclusive to Alchemists. Unleash three powerful elemental attacks of a randomly chosen element. There's no way of telling which element will be used until you use the skill.

# Gunner

Quest: Here It Is! The Secret Technique of a Gunner!/ガンナーの奥義ここにあり!

Target: Kill 5 Clawed Moles (Weak: Ice)

Location: Dungeon 4 Viridescent Sea/巨植の樹海

Reward: Riot Gun Manual

Note: Requires a Gunner to be in the party.

Blast Skill: Riot Gun

A Blast Skill exclusive to Gunners. Gun skill. Shoot an extremely powerful bullet 5 tiles in front of you, dealing damage and paralyzing all enemies hit by it.

# Farmer

Quest: I'll Teach You the Special Skill of a Farmer!/ファーマーの必殺技教えるだよ!

Target: Reach the bottom of Mini Dungeon: Ouba Forest

Location: Mini Dungeon: Ouba Forest/小迷宮 オウバの森 (B8F)

Reward: Earth's Blessing Manual

Note: Requires a Farmer to be in the party.

Blast Skill: Earth's Blessing

A Blast Skill exclusive to Farmers. Binds the Head, Arms, and Legs of all enemies in the room while strengthening all allies in the room.

# Hexer

Quest: The Secret Technique All Hexers Must Know/カースメーカーの秘術知るべし

Target: Kill 5 Bloody Soldiers (Res: Cut, Bash, Fire, Ice)

Location: Dungeon 5 Ravenous Ergs/渴きの砂丘

Reward: Oban's Curse Manual

Note: Requires a Hexer to be in the party.



Blast Skill: Oban's Curse

A Blast Skill exclusive to Hexers. Inflicts Panic and Fear to all enemies in the room while commanding them to attack themselves for 5 turns.

## Dungeons

**There are 12 numbered, or main dungeons in EOMD2. Of those 12 dungeons, you venture through 9 of them during the main game, and unlock 10, 11, and 12 during the post game.**

(The Dungeon names below link to their specific pages)

|                    |                  |                       |
|--------------------|------------------|-----------------------|
| Overgrown Vestiges | Emerald Hollow   | Wyrmwind Pass         |
| Viridescent Sea    | Ravenous Ergs    | Phantasmal Ivory      |
| Macabre Inselberg  | Aqueous Pass     | Archaic Capillary     |
| Crystal Crag       | Valley of Lament | Hyperspatial Boundary |



## Dungeon 1: Overgrown Vestiges (森林の遺跡) 4 Floors



**“Innumerable mangrove trees shroud these decaying ruins. The firmly rooted plant life strongly contrasts with the cruel passage of time, like light and shadow.”**

Enemies:

| Monster Name  | Type   | Drop(s)                   | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|---------------|--------|---------------------------|--|
| Forest Hare   | Animal | Rabbit Tooth              | Nor/Nor/Nor/Nor/Res+/Nor               |
| Guardian Ant  | Insect | Bone Shard                | Nor/Nor/Res/Res+/Nor/Nor               |
| Flying Lizard | Dragon | Glue Hide                 | Nor/Nor/Nor/Nor/Nor/Nor                |
| Giant Ladybug | Insect | Spotted Carapace          | Nor/Nor/Weak/Nor/Nor/Weak              |
| Sleeper Ooze  | Normal | Sticky Goo<br>Scarlet Ore | Res/Res/Res/Nor/Weak/Nor               |

Boss:

**Mantonma (大顎マントンマ, lit. Big Mandibles Mantonma)**

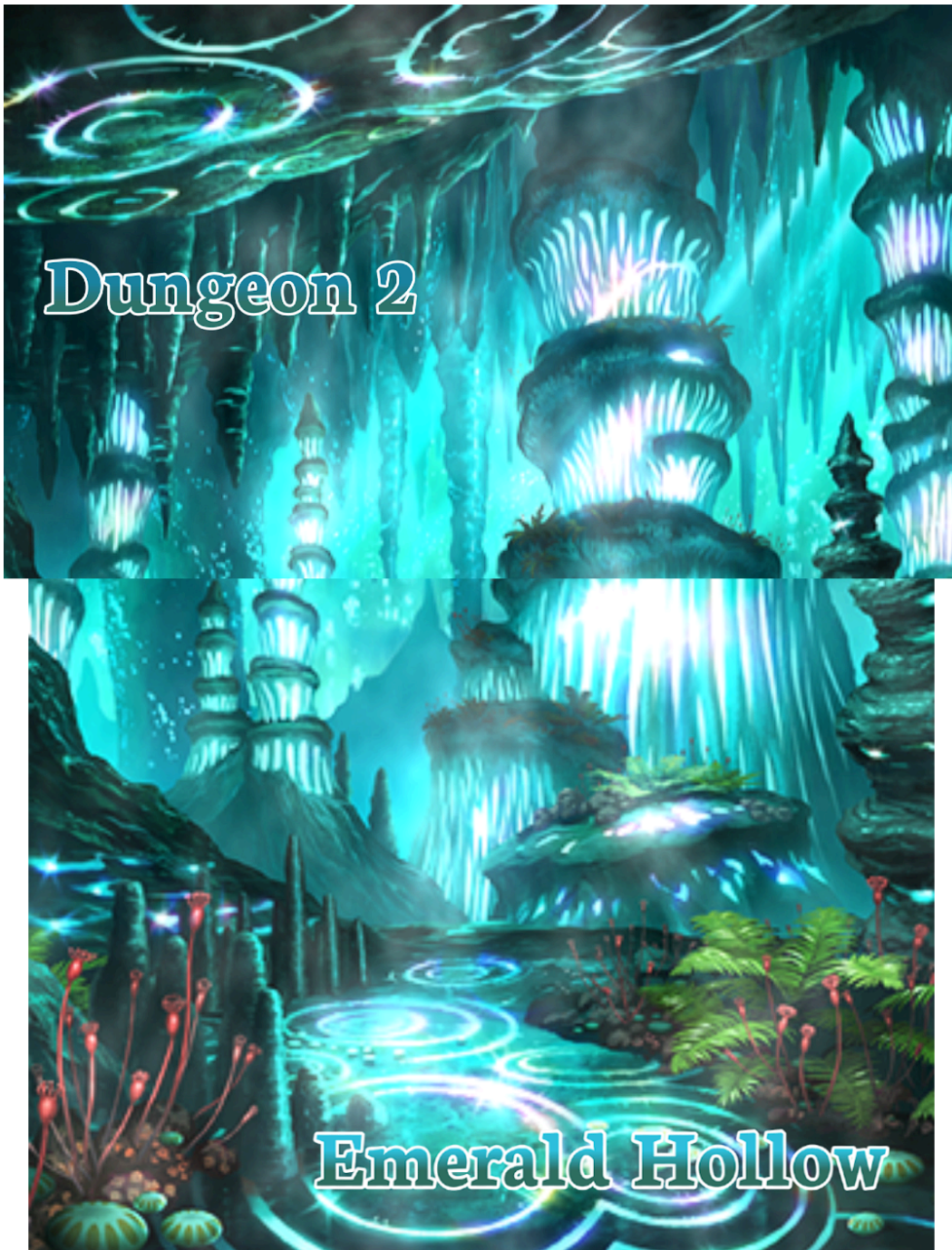


**Mantonma**

The monster that lurks in the deepest part of the Overgrown Vestiges. It uses its massive mandibles to pick up and throw its enemies.

斬 - 突 - 壊 - 🔥 - 📡 - ⚡ Res+

## Dungeon 2: Emerald Hollow (翠玉の洞窟) 7 Floors



**“These caves are decorated with countless stalactites and emerald lakes, weaving a mystical scene. However, don't be blinded by its beauty, for deep within this cave resides a powerful beast.”**

Enemies:

| Monster Name     | Type   | Drop(s)                        | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|------------------|--------|--------------------------------|--|
| Sleeper Ooze     | Normal | Sticky Goo<br>Scarlet Ore      | Res/Res/Res/Nor/Weak/Nor               |
| Army Wasp        | Insect | Bee Needle<br>Dense Syrup      | Nor/Nor/Weak/Nor/Nor/Weak              |
| Forest Dragonfly | Insect | Red Foreleg<br>Severed Wing    | Nor/Nor/Weak/Nor/Nor/Weak              |
| Red Lion         | Animal | Red Lion Fang<br>Red Lion Hide | Nor/Nor/Nor/Nor/Nor/Nor                |
| Giant Sloth      | Animal | Bent Claw                      | Nor/Nor/Nor/Res+/Weak/Nor              |

Boss:

**Shellbeast (甲羅獣ベスマオ、lit. Shell Beast Besumao)**



**Shellbeast**

The beast that rules over the Emerald Hollow. It has a very violent disposition and attacks using its very distinctive shell.

斬 Res 突 Res 懐 - 炎 - 氷 - 雷 Res+

## Dungeon 3: Wyrmwind Pass (龍風峠) 9 Floors



**“A cool breeze blows through this picturesque scene. The dragon, Etaragamura, appears to have returned despite its disappearance several years ago.”**

Enemies:

| Monster Name     | Type    | Drop(s)                            | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|------------------|---------|------------------------------------|--|
| Army Wasp        | Insect  | Bee Needle<br>Dense Syrup          | Nor/Nor/Weak/Nor/Nor/Weak              |
| Forest Dragonfly | Insect  | Red Foreleg<br>Severed Wing        | Nor/Nor/Weak/Nor/Nor/Weak              |
| Red Lion         | Animal  | Red Lion Fang<br>Red Lion Hide     | Nor/Nor/Nor/Nor/Nor/Nor                |
| Giant Sloth      | Animal  | Bent Claw                          | Nor/Nor/Nor/Res+/Weak/Nor              |
| Beamedge         | Machine | Woots Shard<br>Crimson Sword Shard | Nor/Nor/Nor/Nor/Nor/Nor                |



Boss:

**Etaragamura (龍獣エタラガムラ、lit. Dragon Beast Etaragamura)**



**Etaragamura**

Years ago, it vanished from Wyrwind Pass, but it has now reappeared. It uses electricity to attack places that it has covered with water.

斬 - 突 Res+ 壊 - 炎 - 雷 Res 電 Res+

**Dungeon 4: Viridescent Sea (巨植の樹海) 19 Floors**



**“A sea of trees obscured by giant plants. Skulls are encircled by large stalks, and among the thick grass, succulents and insectivorous plants struggle to survive in cramped spaces.”**

Enemies:

| Monster Name | Type    | Drop(s)                           | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|--------------|---------|-----------------------------------|--|
| Forest Rat   | Animal  | Small Fang<br>Soft Hide           | Nor/Nor/Nor/Weak/Nor/Nor               |
| Clawed Mole  | Animal  | Mole Claw<br>Soft Hide            | Nor/Nor/Nor/Nor/Weak/Nor               |
| Cold Claw    | Animal  | Cold Skin                         | Nor/Nor/Nor/Weak/Res+/Nor              |
| Nomad Baboon | Animal  | Baboon Skin                       | Nor/Nor/Nor/Nor/Nor/Nor                |
| Gasser Tree  | Plant   | Writhing Wood                     | Nor/Nor/Nor/Weak/Nor/Nor               |
| Killer Ant   | Insect  | Steel Bone-shard                  | Nor/Nor/Res/Res+/Nor/Nor               |
| Iron Crab    | Aquatic | Gray Carapace<br>Beheading Pincer | Imm/Nor/Imm/Imm/Imm/Nor                |

Boss:

**Tyrannical Primate (猿王魔, lit. Monkey King Demon)**



**Tyrannical Primate**

The king of the 4th Dungeon, the Viridescent Sea.  
Its enemies are instilled with fear when it wildly flails its girthy arms.

斬 - 突 Res+ 懐 - 炎 - 氷 - 雷 Res+

## Dungeon 5: Ravenous Ergs (渴きの砂丘) 19 Floors



**“Large rocky outcrops surrounded by endless sand dunes. The harsh conditions the wildlife must endure is quickly forgotten when you see the richly varied colors caused by the extreme temperatures.”**

Enemies:

| Monster Name    | Type   | Drop(s)                           | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|-----------------|--------|-----------------------------------|--|
| Plated Roller   | Animal | Heavenly Carapace                 | Res+/Res+/Res+/Nor/Nor/Nor             |
| Eviloid         | Plant  | Evil Flower                       | Weak/Nor/Nor/Weak/Nor/Nor              |
| Muskoid         | Plant  | Grief Thorn<br>Doom Petal         | Weak/Nor/Nor/Weak/Nor/Nor              |
| Honey Ant       | Insect | Iron Exoskeleton<br>Honey Crystal | Nor/Nor/Res/Res+/Nor/Nor               |
| Snow Lizard     | Dragon | White Metal Shard                 | Nor/Nor/Nor/Weak/Res+/Nor              |
| Charging Rhino  | Animal | Red Horn Shard<br>Bound Red Horn  | Nor/Nor/Res+/Nor/Nor/Nor               |
| Bloody Soldier  | Normal | Red Iron Shard<br>Burnt Iron      | Res/Nor/Res/Res/Res/Nor                |
| Lightning Drake | Dragon | Thunderbeast Scale                | Nor/Nor/Nor/Weak/Nor/Imm               |

Boss:

### Sappiaorkon (サツピアオルコン)



### Sappiaorkon

The "Sandstorm Monster". It uses both its head and tail to catch prey. It can perform all kinds of attacks from within the desert's sand.

斬 - 突 - 蹴 - 🔥 Res 📶 - ⚡ Res+

**Dungeon 6: Phantasmal Ivory (幻想白森) 26 Floors**



**“How this white forest came to be is a mystery. The eye-catching scenery is as dreamlike as it is terrifying.”**



Enemies:

| Monster Name   | Type   | Drop(s)  | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|----------------|--------|--|--|
| Woodfly        | Insect | Butterfly Scale<br>Steel Proboscis<br>Insect Eye | Nor/Nor/Weak/Nor/Nor/Weak              |
| Venomfly       | Insect | Poison Scale                                     | Nor/Nor/Weak/Nor/Nor/Weak              |
| Doom Bison     | Animal | Vermillion Fur<br>Vermillion Horn                | Nor/Nor/Nor/Nor/Nor/Nor                |
| Shining Bird   | Animal | Glowing Beak<br>Glowing Talon                    | Nor/Nor/Weak/Res/Res/Res               |
| Fanged Vine    | Plant  | Bendy Vine<br>Crazed Bulb                        | Nor/Nor/Res/Weak/Nor/Nor               |
| Frilled Lizard | Dragon | Iron Toenail<br>Collar Fur                       | Nor/Nor/Nor/Nor/Weak/Nor               |
| Evil Eye       | Normal | Crystal Lens                                     | Nor/Weak/Weak/Res+/Nor/Res+            |
| Undead Soldier | Normal | Silver Shard<br>Cowering Shard                   | Res/Nor/Res/Nor/Nor/Nor                |

Boss:

**Yateveo** (幻影樹ヤテベオ, lit. Phantom Tree Yateveo)



**Yateveo**

A demonic tree that fights and defeats its enemies using illusions, then erases their memory of the fight. It controls its parts via its central body.

斬 - 突 Res 壊 Res 炎 - 氷 Res 雷 Res+

## Dungeon 7: Macabre Inselberg (畏怖の山) 29 Floors



**"No one can completely explain this unexplored mountain. Large bones are immersed in a sea of acid that extends beneath the cliffs all over the dungeon, a forbidden expanse of rocky terrain."**

Enemies:

| Monster Name       | Type    | Drop(s)                           | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|--------------------|---------|-----------------------------------|--|
| Flame Rat          | Animal  | Flame Rat Skull<br>Paralyzed Tail | Nor/Nor/Nor/Imm/Weak/Nor               |
| Thunder Hare       | Animal  | Thunder Tooth<br>Chattering Tooth | Nor/Nor/Nor/Res+/Res+/Res+             |
| Volt Cat           | Animal  | Sharp Claw                        | Nor/Nor/Nor/Nor/Nor/Res+               |
| Red Pooka          | Normal  | Pooka Tail<br>White Potion        | Imm/Imm/Imm/Imm/Imm/Imm                |
| Magma Beast        | Normal  | Igneous Rock<br>Molten Core       | Res+/Res+/Res+/Imm/Weak/Nor            |
| Flame Lizard       | Dragon  | Crimson Hide                      | Nor/Nor/Nor/Res+/Weak/Nor              |
| Metal Needle       | Insect  | Shivering Stinger                 | Res+/Nor/Res+/Res+/Res+/Nor            |
| Purgatory Sentinel | Machine | Sentinel Shell                    | Res+/Res/Res/Nor/Nor/Res+              |
| Crawler            | Insect  | Small Nail                        | Nor/Nor/Nor/Weak/Nor/Nor               |
| Dream Eater        | Animal  | Cursed Wool                       | Nor/Nor/Res/Nor/Nor/Nor                |
| Black Claw         | Animal  | Slaughtering Claw<br>Perfect Hide | Weak/Weak/Weak/Weak/Weak/Weak          |
| Fire Drake         | Dragon  | Firebeast Spine                   | Nor/Nor/Nor/Imm/Weak/Nor               |

Boss:

## Gespenst (ゲシュペンスト)



### Gespenst

The guardian of the 7th Dungeon's depths. There's a rumor that the gods created it to protect the treasures of Yggdrasil, but that is still a mystery.

斬 - 突 Res 壊 Res+ 炎 - 氷 - 雷 Res+

## Dungeon 8: Aqueous Passage (湖中の回廊) 21 Floors

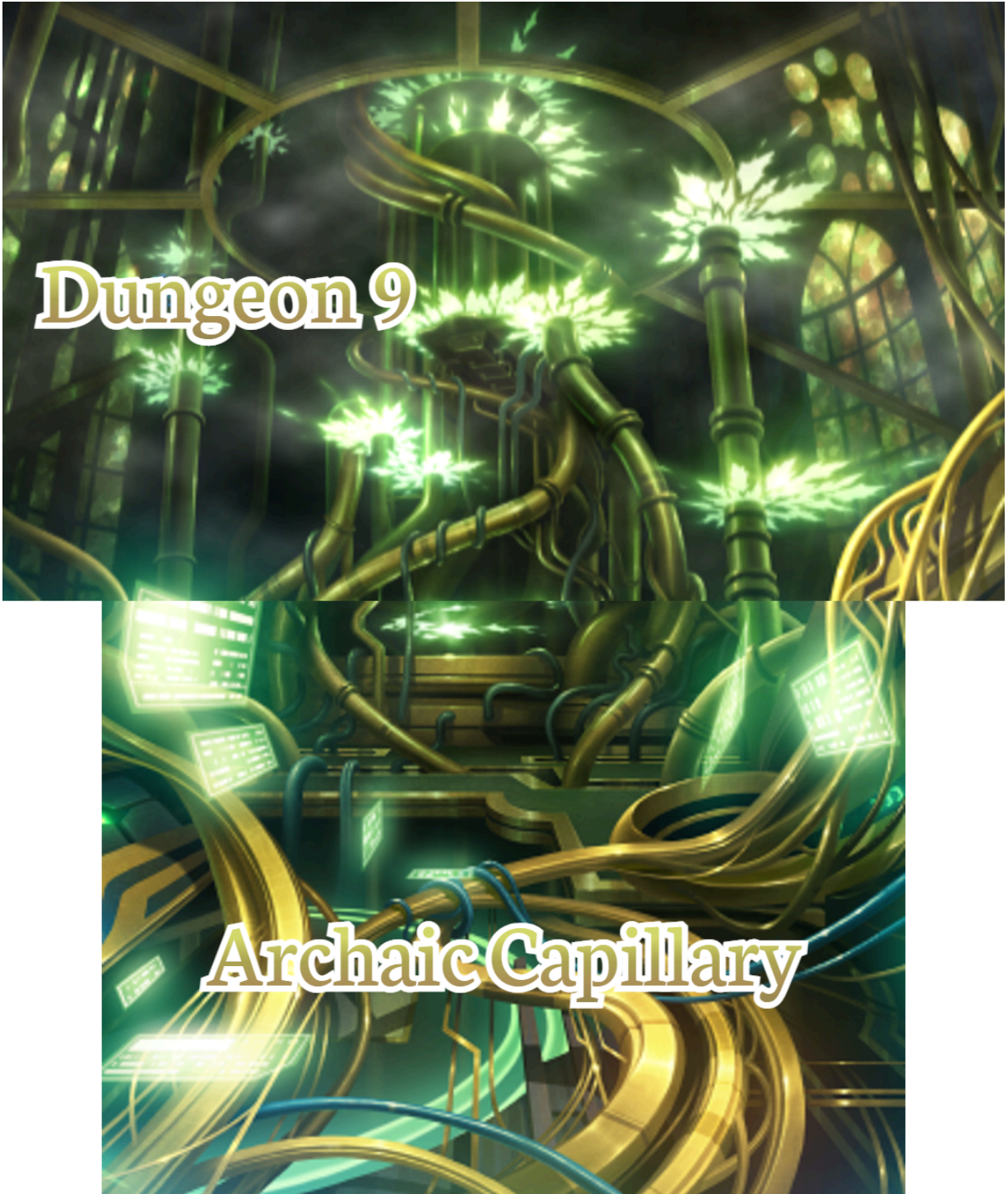


**“A peculiar space that, in spite of being in the lake, doesn’t seem to be. The walls appear to be covered in what looks like water or possibly even the sky, and the long road ahead leads to the World Tree.”**

Enemies:

| Monster Name  | Type    | Drop(s)                               | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|---------------|---------|---------------------------------------|--|
| Mauler Mole   | Animal  | Curved Claw                           | Nor/Nor/Nor/Weak/Nor/Nor               |
| Great Hermit  | Aquatic | Shell Chip<br>Flawless Shell          | Res+/Weak/Res+/Weak/Weak/Weak          |
| Rainbug       | Insect  | Prism Shell                           | Nor/Nor/Weak/Nor/Nor/Weak              |
| Swordfish     | Aquatic | Swordfish Scale                       | Res+/Nor/Nor/Weak/Res+/Nor             |
| Bladefish     | Aquatic | Blue Crystal<br>Spiral Horn           | Res+/Nor/Nor/Nor/Res+/Weak             |
| Sawfish       | Aquatic | Sawfish Scale<br>Saw Fin              | Res+/Nor/Nor/Nor/Res+/Weak             |
| Sandfish      | Aquatic | Sandfish Eye Lens<br>Sandfish Eyeball | Nor/Weak/Nor/Res+/Weak/Res+            |
| Fishman       | Aquatic | Blue Scale                            | Weak/Nor/Nor/Nor/Res+/Weak             |
| Red Fish      | Aquatic | Red Fin<br>Red Scale                  | Weak/Nor/Nor/Nor/Res+/Weak             |
| Sauroposeidon | Dragon  | Beast Femur                           | Res/Res/Res/Nor/Nor/Nor                |

## Dungeon 9: Archaic Capillary (超古代の脈流) 33 Floors



**“Yggdrasil was no mere illusion. It truly was here. Though this is the true Yggdrasil, what we saw inside of it was a truly mysterious sight.”**



Enemies:

| Monster Name    | Type    | Drop(s)                           | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|-----------------|---------|-----------------------------------|--|
| Thunder Hare    | Animal  | Thunder Tooth<br>Chattering Tooth | Nor/Nor/Nor/Res+/Res+/Res+             |
| Angry Baboon    | Animal  | Baboon Bone                       | Nor/Nor/Nor/Nor/Nor/Nor                |
| Proto-Bot       | Machine | Heavy Iron Ball<br>Mystery Shard  | Res/Res/Res/Res/Nor/Nor                |
| Forest Snail    | Insect  | Carapace Piece                    | Nor/Nor/Nor/Nor/Nor/Nor                |
| Ancient Hermit  | Aquatic | Mossy Shell<br>Refined Shell      | Res/Weak/Res/Weak/Weak/Weak            |
| Silver Sentinel | Machine | Cupronickel Shell                 | Res/Res/Res/Res/Res/Nor                |
| Mad Crawler     | Insect  | Jet Black Claw                    | Nor/Nor/Nor/Nor/Nor/Nor                |
| Peach Crow      | Animal  | Peach Feather<br>Peach Bird's Leg | Nor/Nor/Nor/Res/Nor/Nor                |
| Ice Drake       | Dragon  | Icebeast Medulla                  | Nor/Nor/Nor/Nor/Imm/Weak               |
| Metal Pooka     | Normal  | White Potion<br>Golden Potion     | Imm/Imm/Imm/Imm/Imm/Imm                |

Boss(es):

(F16) **Fiend Nadika** (妖魔ナディカ、lit. Fairy Demon Nadika)



### Fiend Nadika

An even more fiendish form of the Fiend Nadika.  
The three beast heads are proof of the repeated fusions of Fiends.

斬 - 突 Res+ 壊 - 炎 - 氷 - 雷 Res+

(Note: Translation may not be accurate. I didn't pay attention to the plot for the most part :P)

(F33) Verderben (フェアデルベン)

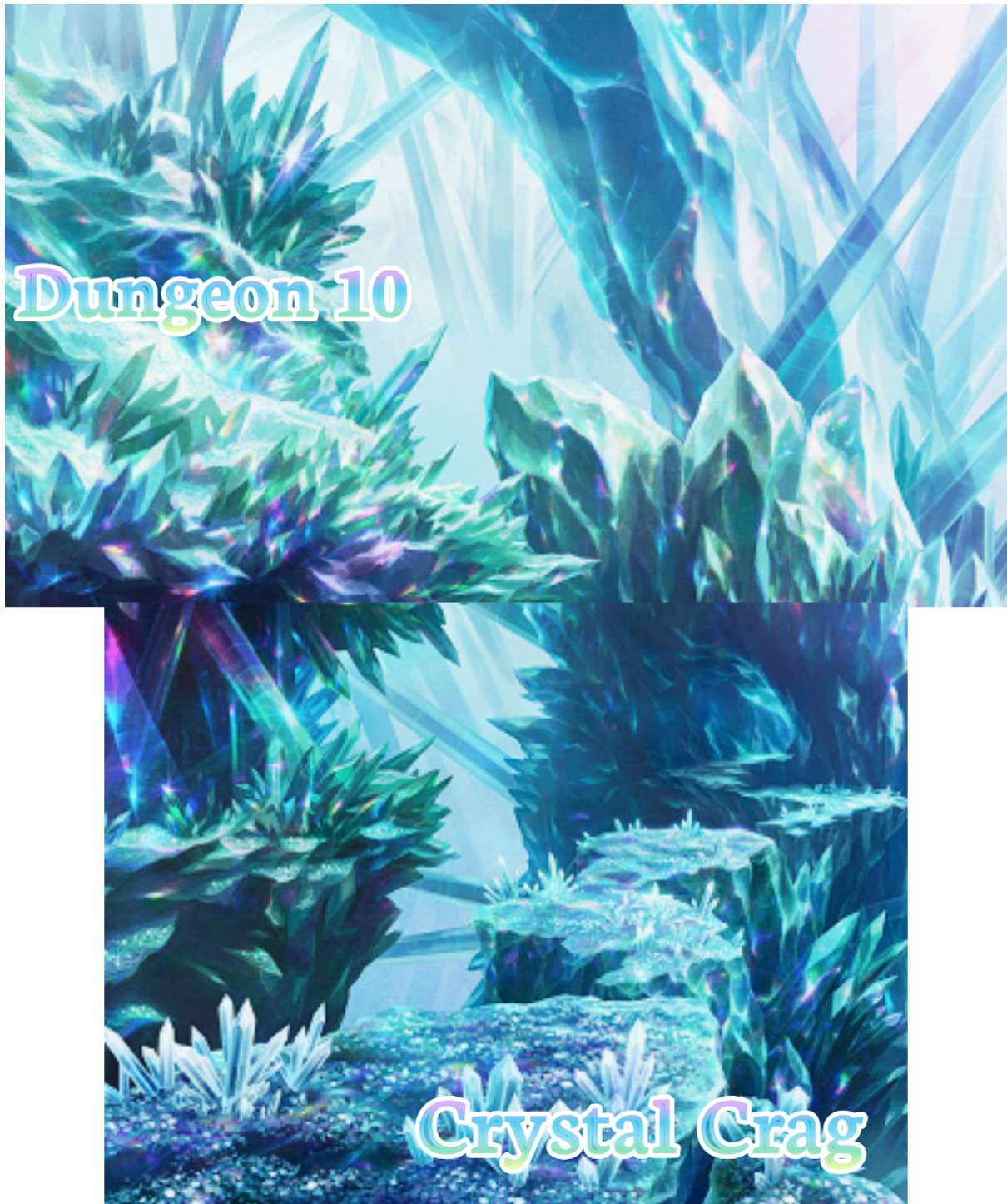


### Verderben

A giant, mysterious creature created from corruption itself. It invaded from the outside and corrupted Yggdrasil.

斬 - 突 - 壊 - 🔥 - 📶 - ⚡ Res+

## Dungeon 10: Crystal Crag (水晶の崖) 29 Floors



**“The crystals that comprise this dungeon emit a rainbow glow, making it a sight to behold. However, the endless, spiky expanse hinders the paths of adventurers.”**

Unlocked after clearing Dungeon 9

Enemies:

| Monster Name    | Type    | Drop(s)                                   | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|-----------------|---------|---|--|
| Black Claw      | Animal  | Slaughtering Claw<br>Perfect Hide         | Weak/Weak/Weak/Weak/Weak/Weak          |
| Divine Bee      | Insect  | Angel Wing<br>Venomous Gel<br>Royal Honey | Nor/Nor/Weak/Nor/Nor/Weak              |
| Roller          | Animal  | Gum Hide<br>Shell Wart                    | Res/Nor/Res/Nor/Nor/Nor                |
| Vampire Bat     | Animal  | Bat Membrane                              | Nor/Nor/Weak/Nor/Nor/Weak              |
| Ghost Owl       | Animal  | Soft Plume<br>Shocked Talon               | Weak/Weak/Weak/Nor/Nor/Res             |
| Medusa Tree     | Plant   | Hard Bark<br>Tree Eye<br>Poisoned Pith    | Nor/Nor/Nor/Weak/Nor/Nor               |
| Stalking Shadow | Dragon  | Earthy Skin                               | Nor/Nor/Nor/Nor/Res/Weak               |
| Forest Frog     | Aquatic | Frog Skin<br>Frog Fluid                   | Nor/Nor/Nor/Nor/Weak/Nor               |
| Death Scorpion  | Insect  | Iron Shell<br>Venom Barb                  | Nor/Weak/Nor/Nor/Nor/Weak              |
| Black Boar      | Animal  | Savage Tusk                               | Nor/Nor/Res/Weak/Nor/Nor               |
| Babirusa        | Animal  | Obsidian Fang<br>Scarlet Mane             | Nor/Nor/Nor/Res/Res/Res                |
| High Crawler    | Insect  | Damascus Claw                             | Nor/Nor/Nor/Nor/Nor/Nor                |

|           |        |                                 |                          |
|-----------|--------|---------------------------------|--------------------------|
|           |        | Soft Black Hide                 |                          |
| Largebill | Animal | Green Feather<br>Largebill Bone | Nor/Nor/Nor/Res+/Nor/Nor |

Boss:

### Green Verderben (フェアデルベン翠)



#### Green Verderben

Coming from a special form of corruption, it split from Verderben, creating another monster of corruption.

斬 - 突 Res 壊 - 炎 Res 氷 Res 雷 Res+

## Dungeon 11: Valley of Lament (慟哭の谷) 51 Floors



**“A fourth dragon appeared here, a location infamous for how difficult it is to traverse on foot. Emil says that it was a white dragon that lived near the village of the fairies...”**



Unlocked after taking the quest: "Defeat the Fourth Dragon!"

Enemies:

| Monster Name    | Type    | Drop(s)                                   | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|-----------------|---------|---|--|
| Iron Crab       | Aquatic | Gray Carapace<br>Beheading Pincer         | Imm/Nor/Imm/Imm/Imm/Nor                |
| Charging Rhino  | Animal  | Red Horn Shard<br>Bound Red Horn          | Nor/Nor/Res+/Nor/Nor/Nor               |
| Black Claw      | Animal  | Slaughtering Claw<br>Perfect Hide         | Weak/Weak/Weak/Weak/Weak/Weak          |
| Divine Bee      | Insect  | Angel Wing<br>Venomous Gel<br>Royal Honey | Nor/Nor/Weak/Nor/Nor/Weak              |
| Roller          | Animal  | Gum Hide<br>Shell Wart                    | Res/Nor/Res/Nor/Nor/Nor                |
| Vampire Bat     | Animal  | Bat Membrane                              | Nor/Nor/Weak/Nor/Nor/Weak              |
| Stalking Shadow | Dragon  | Earthy Skin                               | Nor/Nor/Nor/Nor/Res/Weak               |
| Death Scorpion  | Insect  | Iron Shell<br>Venom Barb                  | Nor/Weak/Nor/Nor/Nor/Weak              |
| Black Boar      | Animal  | Savage Tusk                               | Nor/Nor/Res/Weak/Nor/Nor               |
| Babirusa        | Animal  | Obsidian Fang<br>Scarlet Mane             | Nor/Nor/Nor/Res/Res/Res                |
| High Crawler    | Insect  | Damascus Claw<br>Soft Black Hide          | Nor/Nor/Nor/Nor/Nor/Nor                |
| Largebill       | Animal  | Green Feather<br>Largebill Bone           | Nor/Nor/Nor/Res+/Nor/Nor               |

|               |         |                                |                             |
|---------------|---------|--------------------------------|-----------------------------|
| Thunder Beast | Normal  | Petal Stone                    | Res+/Res+/Res+/Nor/Nor/Imm  |
| Maya Owl      | Animal  | Glow Quill<br>Sealed Skull     | Nor/Nor/Weak/Res+/Res+/Weak |
| Venomshroom   | Plant   | Poison Hypha<br>Poison Ferrule | Nor/Nor/Nor/Weak/Nor/Nor    |
| Plated Chaser | Dragon  | Armor Shard                    | Res+/Res+/Res+/Nor/Res/Nor  |
| King Snail    | Insect  | Metal Hull<br>Electric Shell   | Nor/Nor/Nor/Nor/Nor/Nor     |
| Cursed Knight | Normal  | Ebon Iron Shard<br>Bound Shard | Res/Nor/Res/Nor/Nor/Nor     |
| Hell Angler   | Aquatic | Developed Jaw<br>Glimmer Stone | Nor/Nor/Nor/Weak/Res+/Nor   |
| Mokele-mbembe | Dragon  | Blue Skull<br>Petrified Scale  | Res/Res/Res/Nor/Nor/Imm     |

Boss: **Corrupted Drake** (腐敗白竜、lit. Corrupted White Dragon)



### Corrupted Drake

It took on this form after being enticed by Verderben's malignant odor. When attacked, the corruption spreads across its entire body.

斬 - 突 Res 壊 - 炎 Res 氷 - 雷 Res+

## Dungeon 12: Hyperspatial Boundary (超時空間水域) 34 Floors



**“An area created from a space-time distortion from within the lake. After entering, your level is reduced to 1, the stairs back to the town disappear, and the myriad of unidentified items make this an extremely difficult dungeon for adventurers.”**

Unlocked after clearing Dungeon 9

Enemies:

| Monster Name | Type | Drop(s) | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|--------------|------|---------|--|
|              |      |         |  |
|              |      |         |  |
|              |      |         |  |
|              |      |         |  |
|              |      |         |  |
|              |      |         |  |
|              |      |         |  |
|              |      |         |  |
|              |      |         |  |

Boss: **None !**

## Mini-Dungeons

There are also dungeons outside of the 12 main dungeons the player can unlock throughout the game. These are called **Mini Dungeons**, or 小迷宫 “Mini Labyrinths/Mazes” in Japanese. There are dungeons without this moniker, but share much in common with other Mini-Dungeons such as a lack of splash art and map screen icons, so they’ll be listed here as well.

(The Dungeon names below link to their specific pages)

### Mini Dungeons:

|                                 |                               |                                 |                                 |
|---------------------------------|-------------------------------|---------------------------------|---------------------------------|
| <a href="#">Kiryu Mountains</a> | <a href="#">Ouba Forest</a>   | <a href="#">Amaga Precipice</a> | <a href="#">Mugen Woodlands</a> |
| <a href="#">Kagari Caves</a>    | <a href="#">Memeta Cliffs</a> | <a href="#">Tsuzuma Woods</a>   |                                 |

### Similar Dungeons:

|                               |                              |                                   |                               |                                      |                                      |
|-------------------------------|------------------------------|-----------------------------------|-------------------------------|--------------------------------------|--------------------------------------|
| <a href="#">Crimson Caves</a> | <a href="#">Glacial Cave</a> | <a href="#">Thunderous Valley</a> | <a href="#">Cursed Cavern</a> | <a href="#">Enchanted Wonderland</a> | <a href="#">Congregate Mountains</a> |
|-------------------------------|------------------------------|-----------------------------------|-------------------------------|--------------------------------------|--------------------------------------|

## Mini-Dungeon: Kiryu Mountain Trail (キリュウ山道)

Length: 9 Floors

Enemies:

| Monster Name     | Type    | Drop(s)                            | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|------------------|---------|------------------------------------|--|
| Army Wasp        | Insect  | Bee Needle<br>Dense Syrup          | Nor/Nor/Weak/Nor/Nor/Weak              |
| Forest Dragonfly | Insect  | Red Foreleg<br>Severed Wing        | Nor/Nor/Weak/Nor/Nor/Weak              |
| Red Lion         | Animal  | Red Lion Fang<br>Red Lion Hide     | Nor/Nor/Nor/Nor/Nor/Nor                |
| Giant Sloth      | Animal  | Bent Claw                          | Nor/Nor/Nor/Res/Weak/Nor               |
| Beamedge         | Machine | Woots Shard<br>Crimson Sword Shard | Nor/Res/Nor/Nor/Res/Res                |

## Mini-Dungeon: Ouba Forest (オウバの森)

Length: 8 Floors

Enemies:

| Monster Name | Type   | Drop(s)                 | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|--------------|--------|-------------------------|--|
| Forest Rat   | Animal | Small Fang<br>Soft Hide | Nor/Nor/Nor/Weak/Nor/Nor               |
| Clawed Mole  | Animal | Mole Claw<br>Soft Hide  | Nor/Nor/Nor/Nor/Weak/Nor               |
| Cold Claw    | Animal | Cold Skin               | Nor/Nor/Nor/Weak/Nor/Res               |
| Nomad Baboon | Animal | Baboon Skin             | Nor/Nor/Nor/Nor/Nor/Nor                |
| Gasser Tree  | Plant  | Writhing Wood           | Nor/Nor/Nor/Weak/Nor/Nor               |
| Killer Ant   | Insect | Steel Bone-shard        | Nor/Nor/Res/Res/Nor/Nor                |



## Mini-Dungeon: Amaga Precipice (アマガの岩場)

Length: 10 Floors

Enemies:

| Monster Name    | Type   | Drop(s)                           | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|-----------------|--------|-----------------------------------|--|
| Plated Roller   | Animal | Heavenly Carapace                 | Res/Res/Res/Nor/Nor/Nor                |
| Eviloid         | Plant  | Evil Flower                       | Weak/Nor/Nor/Weak/Nor/Nor              |
| Muskoid         | Plant  | Grief Thorn<br>Doom Petal         | Weak/Nor/Nor/Weak/Nor/Nor              |
| Honey Ant       | Insect | Iron Exoskeleton<br>Honey Crystal | Nor/Nor/Res/Res/Nor/Nor                |
| Snow Lizard     | Dragon | White Metal Shard                 | Nor/Nor/Nor/Weak/Res/Nor               |
| Charging Rhino  | Animal | Red Horn Shard<br>Bound Red Horn  | Res/Nor/Res/Res/Res/Nor                |
| Bloody Soldier  | Normal | Red Iron Shard<br>Burnt Iron      | Nor/Nor/Nor/Weak/Nor/Imm               |
| Lightning Drake | Dragon | Thunderbeast Scale                | Nor/Nor/Nor/Res/Nor/Res                |
| Fire Bulb       | Plant  | Fiery Rind<br>Fiery Seed          | Nor/Nor/Nor/Res+/Weak/Nor              |

## Mini-Dungeon: Mugen Woodlands (ムゲン樹海)

Length: 14 Floors

Enemies:

| Monster Name   | Type   | Drop(s)  | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|----------------|--------|--|--|
| Woodfly        | Insect | Butterfly Scale<br>Steel Proboscis<br>Insect Eye | Nor/Nor/Weak/Nor/Nor/Weak              |
| Venomfly       | Insect | Poison Scale                                     | Nor/Nor/Weak/Nor/Nor/Weak              |
| Doom Bison     | Animal | Vermillion Fur<br>Vermillion Horn                | Nor/Nor/Nor/Nor/Nor/Nor                |
| Shining Bird   | Animal | Glowing Beak<br>Glowing Talon                    | Nor/Nor/Weak/Res/Res/Res               |
| Fanged Vine    | Plant  | Bendy Vine<br>Crazed Bulb                        | Nor/Nor/Res/Weak/Nor/Nor               |
| Frilled Lizard | Dragon | Iron Toenail<br>Collar Fur                       | Nor/Nor/Nor/Nor/Ice/Nor                |
| Evil Eye       | Normal | Crystal Lens                                     | Nor/Weak/Weak/Res+/Nor/Res+            |
| Undead Soldier | Normal | Silver Shard<br>Cowering Shard                   | Res/Nor/Res/Nor/Nor/Nor                |

## Mini-Dungeon: Kagari Caves (カガリ洞窟)

Length: 21 Floors

Enemies:

| Monster Name     | Type   | Drop(s)  | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|------------------|--------|--|--|
| Giant Ladybug    | Insect | Spotted Carapace                                 | Nor/Nor/Weak/Nor/Nor/Weak              |
| Army Wasp        | Insect | Bee Needle<br>Dense Syrup                        | Nor/Nor/Weak/Nor/Nor/Weak              |
| Forest Dragonfly | Insect | Red Foreleg<br>Severed Wing                      | Nor/Nor/Weak/Nor/Nor/Weak              |
| Giant Sloth      | Animal | Bent Claw  | Nor/Nor/Nor/Res+/Weak/Nor              |
| Forest Rat       | Animal | Small Fang<br>Soft Hide                          | Nor/Nor/Nor/Weak/Nor/Nor               |
| Clawed Mole      | Animal | Mole Claw<br>Soft Hide                           | Nor/Nor/Nor/Nor/Weak/Nor               |
| Cold Claw        | Animal | Cold Skin  | Nor/Nor/Nor/Weak/Nor/Res               |
| Nomad Baboon     | Animal | Baboon Skin                                      | Nor/Nor/Nor/Nor/Nor/Nor                |
| Woodfly          | Insect | Butterfly Scale<br>Steel Proboscis<br>Insect Eye | Nor/Nor/Weak/Nor/Nor/Weak              |
| Venomfly         | Insect | Poison Scale                                     | Nor/Nor/Weak/Nor/Nor/Weak              |
| Fanged Vine      | Plant  | Bendy Vine<br>Crazed Bulb                        | Nor/Nor/Res/Weak/Nor/Nor               |
| Flame Rat        | Animal | Flame Rat Skull                                  | Nor/Nor/Nor/Imm/Weak/Nor               |

|                 |         |                                     |                            |
|-----------------|---------|-------------------------------------|----------------------------|
|                 |         | Paralyzed Tail                      |                            |
| Thunder Hare    | Animal  | Thunder Tooth<br>Chattering Tooth   | Nor/Nor/Nor/Res+/Res+/Res+ |
| Mauler Mole     | Animal  | Curved Claw                         | Nor/Nor/Nor/Weak/Nor/Nor   |
| Angry Baboon    | Animal  | Baboon Bone                         | Nor/Nor/Nor/Nor/Nor/Nor    |
| Silver Sentinel | Machine | Cupronickel Shell                   | Res/Res/Res/Res/Res/Nor    |
| Roller          | Animal  | Gum Hide<br>Shell Wart              | Res/Nor/Res/Nor/Nor/Nor    |
| Ghost Owl       | Animal  | Soft Plume<br>Shocked Talon         | Weak/Weak/Weak/Nor/Nor/Res |
| Slavering Vine  | Plant   | Bud Tusk<br>Pliant Vine             | Nor/Nor/Res/Weak/Nor/Nor   |
| Claw Beetle     | Insect  | Divine Carapace<br>Crushed Carapace | Res/Nor/Res/Nor/Nor/Nor    |
| Stun Eryngii    | Plant   | Horned Cap<br>Eryngii Hypha         | Nor/Nor/Nor/Weak/Nor/Res+  |

Bosses:

Crimson Shellbeast (F10)

Mystical Etaragamura (F21)

## Mini-Dungeon: Memeta Cliffs (メメタ岩場)

Length: 27 Floors

Enemies:

| Monster Name    | Type    | Drop(s)                                     | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|-----------------|---------|---|--|
| Forest Bat      | Animal  | Bat Fangs                                   | Nor/Nor/Nor/Nor/Nor/Nor                |
| Venom Ooze      | Normal  | Sticky Goo<br>Violet Ore<br>Condensed Mucus | Res/Res/Res/Nor/Weak/Nor               |
| Snow Lizard     | Dragon  | White Metal Shard                           | Nor/Nor/Nor/Weak/Res+/Nor              |
| Doom Bison      | Animal  | Vermillion Fur<br>Vermillion Horn           | Nor/Nor/Nor/Nor/Nor/Nor                |
| Flame Rat       | Animal  | Flame Rat Skull<br>Paralyzed Tail           | Nor/Nor/Nor/Imm/Weak/Nor               |
| Silver Sentinel | Machine | Cupronickel Shell                           | Res/Res/Res/Res/Res/Nor                |
| Flame Lizard    | Dragon  | Crimson Hide                                | Nor/Nor/Nor/Res/Weak/Nor               |
| Roller          | Animal  | Gum Hide<br>Shell Wart                      | Res/Nor/Res/Nor/Nor/Nor                |
| Forest Frog     | Aquatic | Frog Skin<br>Frog Fluid                     | Nor/Nor/Nor/Nor/Weak/Nor               |
| Zapper Frog     | Aquatic | Zapper Skin<br>Zapper Tongue                | Nor/Nor/Nor/Res+/Res+/Imm              |
| Spotted Frog    | Aquatic | Spotted Tongue                              | Nor/Nor/Nor/Nor/Weak/Nor               |
| Stun Eryngii    | Plant   | Horned Cap                                  | Nor/Nor/Nor/Weak/Nor/Res+              |

|               |        |                          |  |
|---------------|--------|--------------------------|--|
|               |        | Eryngii Hypha            |  |
| Flying Beetle | Insect | Hard Shell<br>Hard Thorn |  |

Bosses:

Imperial Primate (F10)

Blazing Yateveo (F27)

## Mini-Dungeon: Tsuzuma Woods (ツヅマ森林)

Length: 31 Floors

Enemies:

| Monster Name    | Type    | Drop(s)                           | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|-----------------|---------|-----------------------------------|--|
| Giant Ladybug   | Insect  | Spotted Carapace                  | Nor/Nor/Weak/Nor/Nor/Weak              |
| Friiled Lizard  | Dragon  | Iron Toenail<br>Collar Fur        | Nor/Nor/Nor/Nor/Weak/Nor               |
| Flame Rat       | Animal  | Flame Rat Skull<br>Paralyzed Tail | Nor/Nor/Nor/Imm/Weak/Nor               |
| Silver Sentinel | Machine | Cupronickel Shell                 | Res/Res/Res/Res/Res/Nor                |
| Ice Drake       | Dragon  | Icebeast Medulla                  | Nor/Nor/Nor/Nor/Imm/Weak               |
| Roller          | Animal  | Gum Hide<br>Shell Wart            | Res/Nor/Res/Nor/Nor/Nor                |
| Largebill       | Animal  | Green Feather<br>Largebill Bone   | Nor/Nor/Nor/Res+/Nor/Nor               |
| Burst Ooze      | Normal  | Gem Core                          | Res/Res/Res/Res+/Weak/Res+             |
| Ice Bulb        | Plant   | Icy Rind                          | Nor/Nor/Nor/Weak/Imm/Nor               |
| Aquatic Butcher | Aquatic | Bloody Blade<br>Volt Shell        | Res+/Res+/Res+/Nor/Nor/Weak            |
| Maya Owl        | Animal  | Glow Quill<br>Sealed Skull        | Nor/Nor/Weak/Res+/Res+/Weak            |
| Mokele-mbembe   | Dragon  | Blue Skull<br>Petrified Scale     | Res/Res/Res/Nor/Nor/Imm                |

|               |        |                              |                            |
|---------------|--------|------------------------------|----------------------------|
| Bloody Lizard | Dragon | Golden Horn<br>Poisoned Hide | Nor/Nor/Nor/Res+/Weak/Nor  |
| Beetle Lord   | Insect | Golden Shell                 | Res+/Res+/Res+/Nor/Nor/Nor |

Bosses:

Death Mandibles (F15)

Golden Shellbeast (F31)



## Crimson Caves (紅蓮の洞窟) 24 Floors

Unlocked after taking the quest: "Challenge the Legendary Red Dragon!"

Enemies:

| Monster Name   | Type    | Drop(s)                                  | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|----------------|---------|--|--|
| Shining Bird   | Animal  | Glowing Beak<br>Glowing Talon            | Nor/Nor/Weak/Res/Res/Res               |
| Flame Lizard   | Dragon  | Crimson Hide                             | Nor/Nor/Nor/Res/Weak/Nor               |
| Magma Beast    | Normal  | Igneous Rock<br>Molten Core              | Res+/Res+/Res+/Imm/Weak/Nor            |
| Fire Drake     | Dragon  | Firebeast Spine                          | Nor/Nor/Nor/Imm/Weak/Nor               |
| Great Lynx     | Animal  | Mountain Claw<br>Sealed Claw             | Nor/Nor/Nor/Weak/Nor/Nor               |
| Bounding Beast | Animal  | Kangaroo Fist                            | Nor/Nor/Nor/Nor/Nor/Nor                |
| Firebird       | Animal  | Fire Feather<br>Broken Wing<br>Carminite | Nor/Nor/Nor/Res+/Weak/Res+             |
| Jig Lizard     | Dragon  | Rainbow Skin<br>Rickrack Tongue          | Nor/Nor/Nor/Nor/Res/Nor                |
| Calm King      | Dragon  | Thorny Shell                             | Res+/Res+/Res+/Nor/Nor/Nor             |
| Thunder Beast  | Normal  | Petal Stone                              | Res+/Res+/Res+/Nor/Nor/Imm             |
| Burst Ooze     | Normal  | Gem Core                                 | Res/Res/Res/Res+/Weak/Res+             |
| Dragonhorse    | Aquatic | Scale Plate                              | Nor/Nor/Nor/Weak/Res+/Nor              |

|                |         |                                  |                              |
|----------------|---------|----------------------------------|------------------------------|
|                |         | Ryuguu Pearl                     |                              |
| Cruel Slayer   | Machine | Stone Fang                       | Res+/Res/Res/Nor/Res+/Nor    |
| Wandering Eye  | Normal  | Evil Wing Bone<br>Blind Eye      | Res+/Res+/Res+/Nor/Nor/Nor   |
| Lord Saguaro   | Plant   | Withered Spine<br>Crazed Stinger | Nor/Weak/Res+/Res+/Res+/Res+ |
| Armor Tortoise | Dragon  | Ankylosaur Shell                 | Res/Nor/Res/Weak/Weak/Weak   |

Boss: **Great Dragon** (偉大なる赤竜)



## Great Dragon

A legendary red dragon who has lived for millennia. Even hardened explorers prepare for death when facing it.

斬 - 突 - 壊 - Imm Weak

## Glacial Cave (氷雪の洞窟) 25 Floors

Unlocked after taking the quest: "Request to Subdue the Legendary Blue Dragon"

Enemies:

| Monster Name    | Type    | Drop(s)                           | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|-----------------|---------|-----------------------------------|--|
| Iron Crab       | Aquatic | Gray Carapace<br>Beheading Pincer | Imm/Nor/Imm/Imm/Imm/Nor                |
| Snow Lizard     | Dragon  | White Metal Shard                 | Nor/Nor/Nor/Weak/Res+/Nor              |
| Sauroposeidon   | Dragon  | Beast Femur                       | Res/Res/Res/Nor/Nor/Nor                |
| Ice Drake       | Dragon  | Icebeast Medulla                  | Nor/Nor/Nor/Nor/Imm/Weak               |
| Jig Lizard      | Dragon  | Rainbow Skin<br>Rickrack Tongue   | Nor/Nor/Nor/Nor/Res/Nor                |
| Thunder Beast   | Normal  | Petal Stone                       | Res+/Res+/Res+/Nor/Nor/Imm             |
| Dragonhorse     | Aquatic | Scale Plate<br>Ryuguu Pearl       | Nor/Nor/Nor/Weak/Res+/Nor              |
| Wandering Eye   | Normal  | Evil Wing Bone<br>Blind Eye       | Res+/Res+/Res+/Nor/Nor/Nor             |
| Armor Tortoise  | Dragon  | Ankylosaur Shell                  | Res/Nor/Res/Weak/Weak/Weak             |
| Blue Wallaby    | Animal  | Wallaby Fist                      | Nor/Nor/Nor/Nor/Res+/Nor               |
| Carmine Beak    | Animal  | Redbird Plume                     | Nor/Nor/Weak/Nor/Nor/Weak              |
| Ice Bulb        | Plant   | Icy Rind                          | Nor/Nor/Nor/Weak/Imm/Nor               |
| Aquatic Butcher | Aquatic | Bloody Blade<br>Volt Shell        | Res+/Res+/Res+/Nor/Nor/Weak            |

|               |        |                               |                             |
|---------------|--------|-------------------------------|-----------------------------|
| Glacier Beast | Normal | Melted Core<br>Glacier Core   | Res+/Res+/Res+/Weak/Imm/Nor |
| Wild Wing     | Dragon | Wyvern Skull<br>Frozen Bone   | Nor/Nor/Nor/Nor/Weak/Nor    |
| Hell Dragon   | Dragon | Dark Scale<br>Petrified Heads | Nor/Nor/Res+/Res+/Res+/Nor  |
| Dread Hydra   | Dragon | Bony Scale                    | Nor/Nor/Res+/Nor/Nor/Weak   |

Boss: **Blizzard King** (氷嵐の支配者)



### Blizzard King

A legendary blue dragon who has lived for millennia. It's said that no one can survive the attacks fired from its three heads.

斬 - 突 - 壊 - 炎 - Imm 雷 Weak

## Thunderous Valley (迅雷の谷) 15 Floors

Unlocked after taking the quest: "Defeat the Legendary Yellow Dragon!"

Enemies:

| Monster Name    | Type    | Drop(s)  | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|-----------------|---------|--|--|
| Lightning Drake | Dragon  | Thunderbeast Scale                             | Nor/Nor/Nor/Weak/Nor/Imm               |
| Volt Cat        | Animal  | Sharp Claw                                     | Nor/Nor/Nor/Nor/Nor/Res+               |
| Jig Lizard      | Dragon  | Rainbow Skin<br>Rickrack Tongue                | Nor/Nor/Nor/Nor/Res/Nor                |
| Calm King       | Dragon  | Thorny Shell                                   | Res+/Res+/Res+/Nor/Nor/Nor             |
| Thunder Beast   | Normal  | Petal Stone                                    | Res+/Res+/Res+/Nor/Nor/Imm             |
| Dragonhorse     | Aquatic | Scale Plate<br>Ryuguu Pearl                    | Nor/Nor/Nor/Weak/Res+/Nor              |
| Wandering Eye   | Normal  | Evil Wing Bone<br>Blind Eye                    | Res+/Res+/Res+/Nor/Nor/Nor             |
| Armor Tortoise  | Dragon  | Ankylosaur Shell                               | Res/Nor/Res/Weak/Weak/Weak             |
| Hell Dragon     | Dragon  | Dark Scale<br>Petrified Heads                  | Nor/Nor/Res+/Res+/Res+/Nor             |
| Dread Hydra     | Dragon  | Bony Scale                                     | Nor/Nor/Res+/Nor/Nor/Weak              |
| King Dragonfly  | Insect  | Sky Iron Nail<br>Transparent Wing<br>Chaos Eye | Nor/Nor/Nor/Nor/Nor/Nor                |
| Suicide Hare    | Animal  | Tiny Tooth<br>Blue Ear                         | Nor/Nor/Nor/Weak/Nor/Nor               |

|              |         |                              |                           |
|--------------|---------|------------------------------|---------------------------|
| War Bison    | Animal  | Metallic Horn                | Nor/Nor/Nor/Weak/Nor/Nor  |
| Lucifer Hawk | Animal  | None                         | Nor/Nor/Weak/Nor/Nor/Weak |
| Zapper Frog  | Aquatic | Zapper Skin<br>Zapper Tongue | Nor/Nor/Nor/Res+/Res+/Imm |
| Black Wing   | Dragon  | Coal Bone                    | Nor/Nor/Nor/Nor/Nor/Nor   |



Boss: **Storm Emperor** (雷鳴と共に現る者)



### Storm Emperor

A legendary yellow dragon who has lived for millennia. Its ability to manipulate lightning makes it a truly fearsome foe.

斬 - 突 - 壊 - Weak 雷 - Imm

## Cursed Cavern (呪いの洞穴) 42 Floors

Enemies:

| Monster Name   | Type   | Drop(s)                        | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|----------------|--------|--------------------------------|--|
| Death Scorpion | Insect | Iron Shell<br>Venom Barb       | Nor/Weak/Nor/Nor/Nor/Weak              |
| Carmines Beak  | Animal | Redbird Plume                  | Nor/Nor/Weak/Nor/Nor/Weak              |
| Venomshroom    | Plant  | Poison Hypha<br>Poison Ferrule | Nor/Nor/Nor/Weak/Nor/Nor               |
| Mokele-mbembe  | Dragon | Blue Skull<br>Petrified Scale  | Res/Res/Res/Nor/Nor/Imm                |
| Curse Locust   | Insect | Locust Femur<br>Locust Wing    | Nor/Nor/Nor/Nor/Nor/Weak               |
| Mandrake       | Plant  | Mandrake Root<br>Bound Root    | Nor/Nor/Nor/Nor/Res+/Res+              |
| Cursed Shroom  | Plant  | Cursed Hypha<br>Bound Cap      | Weak/Weak/Weak/Weak/Weak/Weak          |
| Petaloid       | Plant  | Flex Vine                      | Weak/Nor/Nor/Weak/Nor/Nor              |
| Bloody Lizard  | Dragon | Golden Horn<br>Poisoned Hide   | Nor/Nor/Nor/Res+/Weak/Nor              |
| Grand Binder   | Insect | None                           | Nor/Nor/Nor/Nor/Nor/Nor                |
| Demon Hopper   | Insect | Tough Leg<br>Hopper Wing       | Nor/Nor/Nor/Nor/Nor/Nor                |
| Bloody Knuckle | Animal | Bloody Fist                    | Nor/Nor/Nor/Weak/Nor/Nor               |

|               |         |                                   |                             |
|---------------|---------|-----------------------------------|-----------------------------|
| Arboreal Hulk | Animal  | Cursed Tusk<br>Hexed Tusk         | Nor/Nor/Nor/Nor/Nor/Nor     |
| Trip Mushroom | Plant   | Muddle Hypa<br>Cap Lump           | Nor/Nor/Nor/Nor/Nor/Nor     |
| Spotted Frog  | Aquatic | Spotted Tongue                    | Nor/Nor/Nor/Nor/Weak/Nor    |
| Trihorn       | Animal  | Pure White Horn<br>Cursed Horn    | Nor/Nor/Res+/Res+/Weak/Res+ |
| Nightmare Ram | Animal  | Horrific Breath<br>Poisoned Pupil | Nor/Nor/Res/Nor/Nor/Nor     |

## Enchanted Wonderland (仙境の樂園) 31 Floors

Enemies:

| Monster Name    | Type    | Drop(s)                          | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|-----------------|---------|----------------------------------|--|
| Gasser Tree     | Plant   | Writhing Wood                    | Nor/Nor/Nor/Weak/Nor/Nor               |
| Shining Bird    | Animal  | Glowing Beak<br>Glowing Talon    | Nor/Nor/Weak/Res/Res/Res               |
| Bladefish       | Aquatic | Blue Crystal<br>Spiral Horn      | Res+/Nor/Nor/Nor/Res+/Weak             |
| Stalking Shadow | Dragon  | Earthy Skin                      | Nor/Nor/Nor/Nor/Res/Weak               |
| Death Scorpion  | Insect  | Iron Shell<br>Venom Barb         | Nor/Weak/Nor/Nor/Nor/Weak              |
| Cruel Slayer    | Machine | Stone Fang                       | Res+/Res/Res/Nor/Res+/Nor              |
| Glacier Beast   | Normal  | Melted Core<br>Glacier Core      | Res+/Res+/Res+/Weak/Imm/Nor            |
| Venomshroom     | Plant   | Poison Hypha<br>Poison Ferrule   | Nor/Nor/Nor/Weak/Nor/Nor               |
| Venom Spider    | Insect  | Sticky Thread<br>Bound Mandible  | Nor/Nor/Nor/Nor/Nor/Nor                |
| Grasseater      | Insect  | Grasseater Leg<br>Grasseater Jaw | Nor/Nor/Nor/Nor/Nor/Nor                |
| Curse Locust    | Insect  | Locust Femur<br>Locust Wing      | Nor/Nor/Nor/Nor/Nor/Weak               |
| Mandrake        | Plant   | Mandrake Root<br>Bound Root      | Nor/Nor/Nor/Nor/Res+/Res+              |

|                |        |                                     |                               |
|----------------|--------|-------------------------------------|-------------------------------|
| Slavering Vine | Plant  | Bud Tusk<br>Pliant Vine             | Nor/Nor/Res/Weak/Nor/Nor      |
| Cursed Shroom  | Plant  | Cursed Hypha<br>Bound Cap           | Weak/Weak/Weak/Weak/Weak/Weak |
| Petaloid       | Plant  | Flex Vine                           | Weak/Nor/Nor/Weak/Nor/Nor     |
| Bloody Lizard  | Dragon | Golden Horn<br>Poisoned Hide        | Nor/Nor/Nor/Res+/Weak/Nor     |
| Madworm        | Insect | Elastic Skin<br>Sleepy Eyeball      | Weak/Nor/Nor/Weak/Nor/Res+    |
| Attack Cactus  | Plant  | Cactus Thorn<br>Fleeting Thorn      | Nor/Weak/Nor/Weak/Res+/Res+   |
| Asterius       | Normal | Tamahagane Shard<br>Tamahagane Lump | Nor/Nor/Nor/Nor/Nor/Res+      |

Boss: Clone Nadika

(This is just a stronger Fiend Nadika to my knowledge, so see her page for info)

## Congregate Mountains (大集結山脈) 99 Floors

Enemies:

| Monster Name    | Type    | Drop(s)  | Cut/Stab/Bash/Fire/Ice/Volt Resistance |
|-----------------|---------|--|--|
| Lightning Drake | Dragon  | Thunderbeast Scale                             | Nor/Nor/Nor/Weak/Nor/Imm               |
| Volt Cat        | Animal  | Sharp Claw                                     | Nor/Nor/Nor/Nor/Nor/Res+               |
| Jig Lizard      | Dragon  | Rainbow Skin<br>Rickrack Tongue                | Nor/Nor/Nor/Nor/Res/Nor                |
| Calm King       | Dragon  | Thorny Shell                                   | Res+/Res+/Res+/Nor/Nor/Nor             |
| Thunder Beast   | Normal  | Petal Stone                                    | Res+/Res+/Res+/Nor/Nor/Imm             |
| Dragonhorse     | Aquatic | Scale Plate<br>Ryuguu Pearl                    | Nor/Nor/Nor/Weak/Res+/Nor              |
| Wandering Eye   | Normal  | Evil Wing Bone<br>Blind Eye                    | Res+/Res+/Res+/Nor/Nor/Nor             |
| Armor Tortoise  | Dragon  | Ankylosaur Shell                               | Res/Nor/Res/Weak/Weak/Weak             |
| Hell Dragon     | Dragon  | Dark Scale<br>Petrified Heads                  | Nor/Nor/Res+/Res+/Res+/Nor             |
| Dread Hydra     | Dragon  | Bony Scale                                     | Nor/Nor/Res+/Nor/Nor/Weak              |
| King Dragonfly  | Insect  | Sky Iron Nail<br>Transparent Wing<br>Chaos Eye | Nor/Nor/Nor/Nor/Nor/Nor                |
| Suicide Hare    | Animal  | Tiny Tooth<br>Blue Ear                         | Nor/Nor/Nor/Weak/Nor/Nor               |
| War Bison       | Animal  | Metallic Horn                                  | Nor/Nor/Nor/Weak/Nor/Nor               |

|              |         |                              |                           |
|--------------|---------|------------------------------|---------------------------|
| Lucifer Hawk | Animal  | None                         | Nor/Nor/Weak/Nor/Nor/Weak |
| Zapper Frog  | Aquatic | Zapper Skin<br>Zapper Tongue | Nor/Nor/Nor/Res+/Res+/Imm |
| Black Wing   | Dragon  | Coal Bone                    | Nor/Nor/Nor/Nor/Nor/Nor   |

Bosses:

Thunder Mandibles (F10)

Powerful Etaragamura (F20)

Overlord Primate (F40)

Terraorkon (F60)

Poisonous Yateveo (F80)

Gespenst (F99)



## Monster Codex

Note: The information in the Codex in this game displays monsters by listing the dungeon they appear in addition to, essentially, “et al.” This is the case even for monsters that don’t seem to appear in any other dungeons (like the 3 Elemental Dragons). Information on this game is limited, so I tried the best I could. The best resources I could find were [this atwiki page](#) and [this blogspot archive](#), though they are both lacking information. (Due to the fact that I haven’t played the latter dungeons, the monsters from Dungeon 12, as well as the post game Mini Dungeons will not be in order. Sorry!)

### Normal Monsters

| Monster Name  | Type   | Drop(s)                   | Cut/Stab/Bash/Fire/Ice/Volt Resistance | Dungeon                                 |
|---------------|--------|---------------------------|--|---|
| Forest Hare   | Animal | Rabbit Tooth              | Nor/Nor/Nor/Nor/Res+/Nor               | Dungeon 1: Overgrown Vestiges<br>Et al. |
| Guardian Ant  | Insect | Bone Shard                | Nor/Nor/Res/Res+/Nor/Nor               | Dungeon 1: Overgrown Vestiges<br>Et al. |
| Flying Lizard | Dragon | Glue Hide                 | Nor/Nor/Nor/Nor/Nor/Nor                | Dungeon 1: Overgrown Vestiges<br>Et al. |
| Giant Ladybug | Insect | Spotted Carapace          | Nor/Nor/Weak/Nor/Nor/Weak              | Dungeon 1: Overgrown Vestiges<br>Et al. |
| Sleeper Ooze  | Normal | Sticky Goo<br>Scarlet Ore | Res/Res/Res/Nor/Weak/Nor               | Dungeon 1: Overgrown Vestiges<br>Et al. |
| Army Wasp     | Insect | Bee Needle<br>Dense Syrup | Nor/Nor/Weak/Nor/Nor/Weak              | Dungeon 2: Emerald Hollow<br>Et al.     |

|                  |         |                                    |                           |                                      |
|------------------|---------|------------------------------------|---------------------------|--------------------------------------|
| Forest Dragonfly | Insect  | Red Foreleg<br>Severed Wing        | Nor/Nor/Weak/Nor/Nor/Weak | Dungeon 2: Emerald Hollow<br>Et al.  |
| Red Lion         | Animal  | Red Lion Fang<br>Red Lion Hide     | Nor/Nor/Nor/Nor/Nor/Nor   | Dungeon 2: Emerald Hollow<br>Et al.  |
| Giant Sloth      | Animal  | Bent Claw                          | Nor/Nor/Nor/Res+/Weak/Nor | Dungeon 2: Emerald Hollow<br>Et al.  |
| Army Wasp        | Insect  | Bee Needle<br>Dense Syrup          | Nor/Nor/Weak/Nor/Nor/Weak | Dungeon 3: Wyrwind Pass<br>Et al.    |
| Forest Dragonfly | Insect  | Red Foreleg<br>Severed Wing        | Nor/Nor/Weak/Nor/Nor/Weak | Dungeon 3: Wyrwind Pass<br>Et al.    |
| Red Lion         | Animal  | Red Lion Fang<br>Red Lion Hide     | Nor/Nor/Nor/Nor/Nor/Nor   | Dungeon 3: Wyrwind Pass<br>Et al.    |
| Giant Sloth      | Animal  | Bent Claw                          | Nor/Nor/Nor/Res+/Weak/Nor | Dungeon 3: Wyrwind Pass<br>Et al.    |
| Beamedge         | Machine | Woots Shard<br>Crimson Sword Shard | Nor/Nor/Nor/Nor/Nor/Nor   | Dungeon 3: Wyrwind Pass<br>Et al.    |
| Forest Rat       | Animal  | Small Fang<br>Soft Hide            | Nor/Nor/Nor/Weak/Nor/Nor  | Dungeon 4: Viridescent Sea<br>Et al. |
| Clawed Mole      | Animal  | Mole Claw<br>Soft Hide             | Nor/Nor/Nor/Nor/Weak/Nor  | Dungeon 4: Viridescent Sea<br>Et al. |
| Cold Claw        | Animal  | Cold Skin                          | Nor/Nor/Nor/Weak/Res+/Nor | Dungeon 4: Viridescent Sea<br>Et al. |
| Nomad Baboon     | Animal  | Baboon Skin                        | Nor/Nor/Nor/Nor/Nor/Nor   | Dungeon 4: Viridescent Sea<br>Et al. |
| Gasser Tree      | Plant   | Writhing Wood                      | Nor/Nor/Nor/Weak/Nor/Nor  | Dungeon 4: Viridescent Sea           |

|                 |         |                                    |                            |   |
|-----------------|---------|------------------------------------|----------------------------|---|
|                 |         |                                    |                            | Et al.                                  |
| Killer Ant      | Insect  | Steel Bone-shard                   | Nor/Nor/Res/Res+/Nor/Nor   | Dungeon 4: Viridescent Sea<br>Et al.    |
| Iron Crab       | Aquatic | Gray Carapace<br>Beheading Pincer  | Imm/Nor/Imm/Imm/Imm/Nor    | Dungeon 4: Viridescent Sea<br>Et al.    |
| Plated Roller   | Animal  | Heavenly Carapace                  | Res+/Res+/Res+/Nor/Nor/Nor | Dungeon 5: Ravenous Ergs<br>Et al.      |
| Eviloid         | Plant   | Evil Flower                        | Weak/Nor/Nor/Weak/Nor/Nor  | Dungeon 5: Ravenous Ergs<br>Et al.      |
| Muskoid         | Plant   | Grief Thorn<br>Doom Petal          | Weak/Nor/Nor/Weak/Nor/Nor  | Dungeon 5: Ravenous Ergs<br>Et al.      |
| Honey Ant       | Insect  | Iron Exoskeleton<br>Honey Crystal  | Nor/Nor/Res/Res+/Nor/Nor   | Dungeon 5: Ravenous Ergs<br>Et al.      |
| Snow Lizard     | Dragon  | White Metal Shard                  | Nor/Nor/Nor/Weak/Res+/Nor  | Dungeon 5: Ravenous Ergs<br>Et al.      |
| Charging Rhino  | Animal  | Red Horn Shard<br>Bound Red Horn   | Nor/Nor/Res+/Nor/Nor/Nor   | Dungeon 5: Ravenous Ergs<br>Et al.      |
| Bloody Soldier  | Normal  | Red Iron Shard<br>Burnt Iron       | Res/Nor/Res/Res/Res/Nor    | Dungeon 5: Ravenous Ergs<br>Et al.      |
| Lightning Drake | Dragon  | Thunderbeast Scale                 | Nor/Nor/Nor/Weak/Nor/Imm   | Dungeon 5: Ravenous Ergs<br>Et al.      |
| Fire Bulb       | Plant   | Fiery Rind<br>Fiery Seed           | Nor/Nor/Nor/Res+/Weak/Nor  | Mini Dungeon: Amaga Precipice<br>Et al. |
| Woodfly         | Insect  | Butterfly Scale<br>Steel Proboscis | Nor/Nor/Weak/Nor/Nor/Weak  | Dungeon 6: Phantasmal Ivory<br>Et al.   |

|                |        |                                   |                             |  |
|----------------|--------|-----------------------------------|-----------------------------|--|
|                |        | Insect Eye                        |                             |  |
| Venomfly       | Insect | Poison Scale                      | Nor/Nor/Weak/Nor/Nor/Weak   | Dungeon 6: Phantasmal Ivory<br>Et al.  |
| Doom Bison     | Animal | Vermillion Fur<br>Vermillion Horn | Nor/Nor/Nor/Nor/Nor/Nor     | Dungeon 6: Phantasmal Ivory<br>Et al.  |
| Shining Bird   | Animal | Glowing Beak<br>Glowing Talon     | Nor/Nor/Weak/Res/Res/Res    | Dungeon 6: Phantasmal Ivory<br>Et al.  |
| Fanged Vine    | Plant  | Bendy Vine<br>Crazed Bulb         | Nor/Nor/Res/Weak/Nor/Nor    | Dungeon 6: Phantasmal Ivory<br>Et al.  |
| Frisled Lizard | Dragon | Iron Toenail<br>Collar Fur        | Nor/Nor/Nor/Nor/Weak/Nor    | Dungeon 6: Phantasmal Ivory<br>Et al.  |
| Evil Eye       | Normal | Crystal Lens                      | Nor/Weak/Weak/Res+/Nor/Res+ | Dungeon 6: Phantasmal Ivory<br>Et al.  |
| Undead Soldier | Normal | Silver Shard<br>Cowering Shard    | Res/Nor/Res/Nor/Nor/Nor     | Dungeon 6: Phantasmal Ivory<br>Et al.  |
| Flame Rat      | Animal | Flame Rat Skull<br>Paralyzed Tail | Nor/Nor/Nor/Imm/Weak/Nor    | Dungeon 7: Macabre Inselberg<br>Et al. |
| Thunder Hare   | Animal | Thunder Tooth<br>Chattering Tooth | Nor/Nor/Nor/Res+/Res+/Res+  | Dungeon 7: Macabre Inselberg<br>Et al. |
| Volt Cat       | Animal | Sharp Claw                        | Nor/Nor/Nor/Nor/Nor/Res+    | Dungeon 7: Macabre Inselberg<br>Et al. |
| Red Pooka      | Normal | Pooka Tail<br>White Potion        | Imm/Imm/Imm/Imm/Imm/Imm     | Dungeon 7: Macabre Inselberg<br>Et al. |
| Magma Beast    | Normal | Igneous Rock<br>Molten Core       | Res+/Res+/Res+/Imm/Weak/Nor | Dungeon 7: Macabre Inselberg<br>Et al. |

|                    |         |                                   |                               |  |
|--------------------|---------|-----------------------------------|-------------------------------|--|
| Flame Lizard       | Dragon  | Crimson Hide                      | Nor/Nor/Nor/Res+/Weak/Nor     | Dungeon 7: Macabre Inselberg<br>Et al. |
| Metal Needle       | Insect  | Shivering Stinger                 | Res+/Nor/Res+/Res+/Res+/Nor   | Dungeon 7: Macabre Inselberg<br>Et al. |
| Purgatory Sentinel | Machine | Sentinel Shell                    | Res+/Res/Res/Nor/Nor/Res+     | Dungeon 7: Macabre Inselberg<br>Et al. |
| Crawler            | Insect  | Small Nail                        | Nor/Nor/Nor/Weak/Nor/Nor      | Dungeon 7: Macabre Inselberg<br>Et al. |
| Dream Eater        | Animal  | Cursed Wool                       | Nor/Nor/Res/Nor/Nor/Nor       | Dungeon 7: Macabre Inselberg<br>Et al. |
| Black Claw         | Animal  | Slaughtering Claw<br>Perfect Hide | Weak/Weak/Weak/Weak/Weak/Weak | Dungeon 7: Macabre Inselberg<br>Et al. |
| Fire Drake         | Dragon  | Firebeast Spine                   | Nor/Nor/Nor/Imm/Weak/Nor      | Dungeon 7: Macabre Inselberg<br>Et al. |
| Mauler Mole        | Animal  | Curved Claw                       | Nor/Nor/Nor/Weak/Nor/Nor      | Dungeon 8: Aqueous Passage<br>Et al.   |
| Great Hermit       | Aquatic | Shell Chip<br>Flawless Shell      | Res+/Weak/Res+/Weak/Weak/Weak | Dungeon 8: Aqueous Passage<br>Et al.   |
| Rainbug            | Insect  | Prism Shell                       | Nor/Nor/Weak/Nor/Nor/Weak     | Dungeon 8: Aqueous Passage<br>Et al.   |
| Swordfish          | Aquatic | Swordfish Scale                   | Res+/Nor/Nor/Weak/Res+/Nor    | Dungeon 8: Aqueous Passage<br>Et al.   |
| Bladefish          | Aquatic | Blue Crystal<br>Spiral Horn       | Res+/Nor/Nor/Nor/Res+/Weak    | Dungeon 8: Aqueous Passage<br>Et al.   |
| Sawfish            | Aquatic | Sawfish Scale                     | Res+/Nor/Nor/Nor/Res+/Weak    | Dungeon 8: Aqueous Passage             |

|                 |         |                                       |                             |  |
|-----------------|---------|---------------------------------------|-----------------------------|--|
|                 |         | Saw Fin                               |                             | Et al.                                 |
| Sandfish        | Aquatic | Sandfish Eye Lens<br>Sandfish Eyeball | Nor/Weak/Nor/Res+/Weak/Res+ | Dungeon 8: Aqueous Passage<br>Et al.   |
| Fishman         | Aquatic | Blue Scale                            | Weak/Nor/Nor/Nor/Res+/Weak  | Dungeon 8: Aqueous Passage<br>Et al.   |
| Red Fish        | Aquatic | Red Fin<br>Red Scale                  | Weak/Nor/Nor/Nor/Res+/Weak  | Dungeon 8: Aqueous Passage<br>Et al.   |
| Sauroposeidon   | Dragon  | Beast Femur                           | Res/Res/Res/Nor/Nor/Nor     | Dungeon 8: Aqueous Passage<br>Et al.   |
| Angry Baboon    | Animal  | Baboon Bone                           | Nor/Nor/Nor/Nor/Nor/Nor     | Dungeon 9: Archaic Capillary<br>Et al. |
| Proto-Bot       | Machine | Heavy Iron Ball<br>Mystery Shard      | Res/Res/Res/Res/Nor/Nor     | Dungeon 9: Archaic Capillary<br>Et al. |
| Forest Snail    | Insect  | Carapace Piece                        | Nor/Nor/Nor/Nor/Nor/Nor     | Dungeon 9: Archaic Capillary<br>Et al. |
| Ancient Hermit  | Aquatic | Mossy Shell<br>Refined Shell          | Res/Weak/Res/Weak/Weak/Weak | Dungeon 9: Archaic Capillary<br>Et al. |
| Silver Sentinel | Machine | Cupronickel Shell                     | Res/Res/Res/Res/Res/Nor     | Dungeon 9: Archaic Capillary<br>Et al. |
| Mad Crawler     | Insect  | Jet Black Claw                        | Nor/Nor/Nor/Nor/Nor/Nor     | Dungeon 9: Archaic Capillary<br>Et al. |
| Peach Crow      | Animal  | Peach Feather<br>Peach Bird's Leg     | Nor/Nor/Nor/Res/Nor/Nor     | Dungeon 9: Archaic Capillary<br>Et al. |
| Ice Drake       | Dragon  | Icebeast Medulla                      | Nor/Nor/Nor/Nor/Imm/Weak    | Dungeon 9: Archaic Capillary<br>Et al. |

|                 |         |   |                            |  |
|-----------------|---------|---|----------------------------|--|
| Metal Pooka     | Normal  | White Potion<br>Golden Potion             | Imm/Imm/Imm/Imm/Imm/Imm    | Dungeon 9: Archaic Capillary<br>Et al. |
| Divine Bee      | Insect  | Angel Wing<br>Venomous Gel<br>Royal Honey | Nor/Nor/Weak/Nor/Nor/Weak  | Dungeon 10: Crystal Crag<br>Et al.     |
| Roller          | Animal  | Gum Hide<br>Shell Wart                    | Res/Nor/Res/Nor/Nor/Nor    | Dungeon 10: Crystal Crag<br>Et al.     |
| Vampire Bat     | Animal  | Bat Membrane                              | Nor/Nor/Weak/Nor/Nor/Weak  | Dungeon 10: Crystal Crag<br>Et al.     |
| Ghost Owl       | Animal  | Soft Plume<br>Shocked Talon               | Weak/Weak/Weak/Nor/Nor/Res | Dungeon 10: Crystal Crag<br>Et al.     |
| Medusa Tree     | Plant   | Hard Bark<br>Tree Eye<br>Poisoned Pith    | Nor/Nor/Nor/Weak/Nor/Nor   | Dungeon 10: Crystal Crag<br>Et al.     |
| Stalking Shadow | Dragon  | Earthy Skin                               | Nor/Nor/Nor/Nor/Res/Weak   | Dungeon 10: Crystal Crag<br>Et al.     |
| Forest Frog     | Aquatic | Frog Skin<br>Frog Fluid                   | Nor/Nor/Nor/Nor/Weak/Nor   | Dungeon 10: Crystal Crag<br>Et al.     |
| Death Scorpion  | Insect  | Iron Shell<br>Venom Barb                  | Nor/Weak/Nor/Nor/Nor/Weak  | Dungeon 10: Crystal Crag<br>Et al.     |
| Black Boar      | Animal  | Savage Tusk                               | Nor/Nor/Res/Weak/Nor/Nor   | Dungeon 10: Crystal Crag<br>Et al.     |
| Babirusa        | Animal  | Obsidian Fang<br>Scarlet Mane             | Nor/Nor/Nor/Res/Res/Res    | Dungeon 10: Crystal Crag<br>Et al.     |
| High Crawler    | Insect  | Damascus Claw<br>Soft Black Hide          | Nor/Nor/Nor/Nor/Nor/Nor    | Dungeon 10: Crystal Crag<br>Et al.     |

|                |         |  |                              |                                    |
|----------------|---------|--|------------------------------|------------------------------------|
| Largebill      | Animal  | Green Feather<br>Largebill Bone          | Nor/Nor/Nor/Res+/Nor/Nor     | Dungeon 10: Crystal Crag<br>Et al. |
| Great Lynx     | Animal  | Mountain Claw<br>Sealed Claw             | Nor/Nor/Nor/Weak/Nor/Nor     | Crimson Caves<br>Et al.            |
| Bounding Beast | Animal  | Kangaroo Fist                            | Nor/Nor/Nor/Nor/Nor/Nor      | Crimson Caves<br>Et al.            |
| Firebird       | Animal  | Fire Feather<br>Broken Wing<br>Carminite | Nor/Nor/Nor/Res+/Weak/Res+   | Crimson Caves<br>Et al.            |
| Jig Lizard     | Dragon  | Rainbow Skin<br>Rickrack Tongue          | Nor/Nor/Nor/Nor/Res/Nor      | Crimson Caves<br>Et al.            |
| Calm King      | Dragon  | Thorny Shell                             | Res+/Res+/Res+/Nor/Nor/Nor   | Crimson Caves<br>Et al.            |
| Thunder Beast  | Normal  | Petal Stone                              | Res+/Res+/Res+/Nor/Nor/Imm   | Crimson Caves<br>Et al.            |
| Burst Ooze     | Normal  | Gem Core                                 | Res/Res/Res/Res+/Weak/Res+   | Crimson Caves<br>Et al.            |
| Dragonhorse    | Aquatic | Scale Plate<br>Ryuguu Pearl              | Nor/Nor/Nor/Weak/Res+/Nor    | Crimson Caves<br>Et al.            |
| Cruel Slayer   | Machine | Stone Fang                               | Res+/Res/Res/Nor/Res+/Nor    | Crimson Caves<br>Et al.            |
| Wandering Eye  | Normal  | Evil Wing Bone<br>Blind Eye              | Res+/Res+/Res+/Nor/Nor/Nor   | Crimson Caves<br>Et al.            |
| Lord Saguaro   | Plant   | Withered Spine<br>Crazed Stinger         | Nor/Weak/Res+/Res+/Res+/Res+ | Crimson Caves<br>Et al.            |



|                 |         |  |                             |                             |
|-----------------|---------|--|-----------------------------|-----------------------------|
| Armor Tortoise  | Dragon  | Ankylosaur Shell                               | Res/Nor/Res/Weak/Weak/Weak  | Crimson Caves<br>Et al.     |
| Blue Wallaby    | Animal  | Wallaby Fist                                   | Nor/Nor/Nor/Nor/Res+/Nor    | Glacial Cave<br>Et al.      |
| Carmine Beak    | Animal  | Redbird Plume                                  | Nor/Nor/Weak/Nor/Nor/Weak   | Glacial Cave<br>Et al.      |
| Ice Bulb        | Plant   | Icy Rind                                       | Nor/Nor/Nor/Weak/Imm/Nor    | Glacial Cave<br>Et al.      |
| Aquatic Butcher | Aquatic | Bloody Blade<br>Volt Shell                     | Res+/Res+/Res+/Nor/Nor/Weak | Glacial Cave<br>Et al.      |
| Glacier Beast   | Normal  | Melted Core<br>Glacier Core                    | Res+/Res+/Res+/Weak/Imm/Nor | Glacial Cave<br>Et al.      |
| Wild Wing       | Dragon  | Wyvern Skull<br>Frozen Bone                    | Nor/Nor/Nor/Nor/Weak/Nor    | Glacial Cave<br>Et al.      |
| Hell Dragon     | Dragon  | Dark Scale<br>Petrified Heads                  | Nor/Nor/Res+/Res+/Res+/Nor  | Glacial Cave<br>Et al.      |
| Dread Hydra     | Dragon  | Bony Scale                                     | Nor/Nor/Res+/Nor/Nor/Weak   | Glacial Cave<br>Et al.      |
| King Dragonfly  | Insect  | Sky Iron Nail<br>Transparent Wing<br>Chaos Eye | Nor/Nor/Nor/Nor/Nor/Nor     | Thunderous Valley<br>Et al. |
| Suicide Hare    | Animal  | Tiny Tooth<br>Blue Ear                         | Nor/Nor/Nor/Weak/Nor/Nor    | Thunderous Valley<br>Et al. |
| War Bison       | Animal  | Metallic Horn                                  | Nor/Nor/Nor/Weak/Nor/Nor    | Thunderous Valley<br>Et al. |

|               |         |                                  |                             |  |
|---------------|---------|----------------------------------|-----------------------------|--|
| Lucifer Hawk  | Animal  | None                             | Nor/Nor/Weak/Nor/Nor/Weak   | Thunderous Valley<br>Et al.            |
| Zapper Frog   | Aquatic | Zapper Skin<br>Zapper Tongue     | Nor/Nor/Nor/Res+/Res+/Imm   | Thunderous Valley<br>Et al.            |
| Black Wing    | Dragon  | Coal Bone                        | Nor/Nor/Nor/Nor/Nor/Nor     | Thunderous Valley<br>Et al.            |
| Maya Owl      | Animal  | Glow Quill<br>Sealed Skull       | Nor/Nor/Weak/Res+/Res+/Weak | Dungeon 11: Valley of Lament<br>Et al. |
| Venomshroom   | Plant   | Poison Hypa<br>Poison Ferrule    | Nor/Nor/Nor/Weak/Nor/Nor    | Dungeon 11: Valley of Lament<br>Et al. |
| Plated Chaser | Dragon  | Armor Shard                      | Res+/Res+/Res+/Nor/Res/Nor  | Dungeon 11: Valley of Lament<br>Et al. |
| King Snail    | Insect  | Metal Hull<br>Electric Shell     | Nor/Nor/Nor/Nor/Nor/Nor     | Dungeon 11: Valley of Lament<br>Et al. |
| Cursed Knight | Normal  | Ebon Iron Shard<br>Bound Shard   | Res/Nor/Res/Nor/Nor/Nor     | Dungeon 11: Valley of Lament<br>Et al. |
| Hell Angler   | Aquatic | Developed Jaw<br>Glimmer Stone   | Nor/Nor/Nor/Weak/Res+/Nor   | Dungeon 11: Valley of Lament<br>Et al. |
| Mokele-mbembe | Dragon  | Blue Skull<br>Petrified Scale    | Res/Res/Res/Nor/Nor/Imm     | Dungeon 11: Valley of Lament<br>Et al. |
| Venom Spider  | Insect  | Sticky Thread<br>Bound Mandible  | Nor/Nor/Nor/Nor/Nor/Nor     | Enchanted Wonderland<br>Et al.         |
| Grasseater    | Insect  | Grasseater Leg<br>Grasseater Jaw | Nor/Nor/Nor/Nor/Nor/Nor     | Enchanted Wonderland<br>Et al.         |
| Curse Locust  | Insect  | Locust Femur                     | Nor/Nor/Nor/Nor/Nor/Weak    | Enchanted Wonderland                   |

|                |        |                                     |                               |                                |
|----------------|--------|-------------------------------------|-------------------------------|--------------------------------|
|                |        | Locust Wing                         |                               | Et al.                         |
| Mandrake       | Plant  | Mandrake Root<br>Bound Root         | Nor/Nor/Nor/Nor/Res+/Res+     | Enchanted Wonderland<br>Et al. |
| Slavering Vine | Plant  | Bud Tusk<br>Pliant Vine             | Nor/Nor/Res/Weak/Nor/Nor      | Enchanted Wonderland<br>Et al. |
| Cursed Shroom  | Plant  | Cursed Hypha<br>Bound Cap           | Weak/Weak/Weak/Weak/Weak/Weak | Enchanted Wonderland<br>Et al. |
| Petaloid       | Plant  | Flex Vine                           | Weak/Nor/Nor/Weak/Nor/Nor     | Enchanted Wonderland<br>Et al. |
| Bloody Lizard  | Dragon | Golden Horn<br>Poisoned Hide        | Nor/Nor/Nor/Res+/Weak/Nor     | Enchanted Wonderland<br>Et al. |
| Madworm        | Insect | Elastic Skin<br>Sleepy Eyeball      | Weak/Nor/Nor/Weak/Nor/Res+    | Enchanted Wonderland<br>Et al. |
| Attack Cactus  | Plant  | Cactus Thorn<br>Fleeting Thorn      | Nor/Weak/Nor/Weak/Res+/Res+   | Enchanted Wonderland<br>Et al. |
| Asterius       | Normal | Tamahagane Shard<br>Tamahagane Lump | Nor/Nor/Nor/Nor/Nor/Res+      | Enchanted Wonderland<br>Et al. |
| Grand Binder   | Insect | None                                | Nor/Nor/Nor/Nor/Nor/Nor       | Cursed Caverns<br>Et al.       |
| Demon Hopper   | Insect | Tough Leg<br>Hopper Wing            | Nor/Nor/Nor/Nor/Nor/Nor       | Cursed Caverns<br>Et al.       |
| Bloody Knuckle | Animal | Bloody Fist                         | Nor/Nor/Nor/Weak/Nor/Nor      | Cursed Caverns<br>Et al.       |
| Arboreal Hulk  | Animal | Cursed Tusk<br>Hexed Tusk           | Nor/Nor/Nor/Nor/Nor/Nor       | Cursed Caverns<br>Et al.       |

|               |         |                                     |                             |                                |
|---------------|---------|-------------------------------------|-----------------------------|--------------------------------|
| Trip Mushroom | Plant   | Muddle Hypha<br>Cap Lump            | Nor/Nor/Nor/Nor/Nor/Nor     | Cursed Caverns<br>Et al.       |
| Spotted Frog  | Aquatic | Spotted Tongue                      | Nor/Nor/Nor/Nor/Weak/Nor    | Cursed Caverns<br>Et al.       |
| Trihorn       | Animal  | Pure White Horn<br>Cursed Horn      | Nor/Nor/Res+/Res+/Weak/Res+ | Cursed Caverns<br>Et al.       |
| Nightmare Ram | Animal  | Horrific Breath<br>Poisoned Pupil   | Nor/Nor/Res/Nor/Nor/Nor     | Cursed Caverns<br>Et al.       |
| Claw Beetle   | Insect  | Divine Carapace<br>Crushed Carapace | Res/Nor/Res/Nor/Nor/Nor     | Kagari Caves<br>Et al.         |
| Stun Eryngii  | Plant   | Horned Cap<br>Eryngii Hypha         | Nor/Nor/Nor/Weak/Nor/Res+   | Kagari Caves<br>Et al.         |
| Flying Beetle | Insect  | Hard Shell<br>Hard Thorn            |                             | Memeta Cliffs<br>Et al.        |
| Beetle Lord   | Insect  | Golden Shell                        | Res+/Res+/Res+/Nor/Nor/Nor  | Tsuzuma Woods<br>Et al.        |
| Raging Boar   | Animal  | Steel Tusk<br>Flattened Boar Hide   |                             | Congregate Mountains<br>Et al. |
| Tusked Ruin   | Animal  | King's Tusk<br>Iced Ivory           |                             | Congregate Mountains<br>Et al. |
| Calamity Root | Plant   | Sap Vine<br>Exorcised Root          |                             | Congregate Mountains<br>Et al. |
| Demon Drake   | Plant   | Demon's Root<br>Cursed Root         |                             | Congregate Mountains<br>Et al. |
| Purple Anoir  | Dragon  | Purple Hyoid                        |                             | Congregate Mountains           |

|                 |         |                             |                           |   |
|-----------------|---------|-----------------------------|---------------------------|---|
|                 |         | Stunned Tongue              |                           | Et al.  |
| Towering Ooze   | Normal  | Rainbow Gel<br>Clear Core   |                           | Congregate Mountains<br>Et al.  |
| Proto-Hunter    | Machine | Stone Fang<br>Metallic Cord |                           | Congregate Mountains<br>Et al.  |
| Meltworm        | Insect  | Stretchy Skin               |                           | Congregate Mountains<br>Et al.  |
| White Orangutan | Animal  | Massacre Claw               |                           | Congregate Mountains<br>Et al.  |
| Tortiron        | Dragon  | Black Carapace              |                           | Congregate Mountains<br>Et al.  |
| Chi You         | Normal  | Horn Shard                  |                           | Congregate Mountains<br>Et al.  |
| Zebratherium    | Animal  | Striped Monkey Bone         | Nor/Nor/Nor/Nor/Nor/Nor   | Any dungeon after stealing from the<br>Dark Merchant's Bewitching<br>Dungeon Shop |
| Gold Pooka      | Normal  | None                        | Imm/Imm/Imm/Imm/Imm/Imm   |   |
| Silent Killer   | Machine | Killer Blade                | Res+/Res/Res/Res+/Nor/Nor | Dungeon 12: Hyperspatial<br>Boundary<br>Et al.                                    |
| Rainbow Pooka   | Normal  | Rainbow Pooka Hat           | Imm/Imm/Imm/Imm/Imm/Imm   | Accept the DLC Quest:<br>"We Found a Horde of Rainbow<br>Pookas!"                 |

DOEs

| Monster Name   | Type    | Drop(s)                                     | Cut/Stab/Bash/Fire/Ice/Volt Resistance | Dungeon                                 |
|----------------|---------|---|--|---|
| Great Moth     | Insect  | Violet Wing<br>Wandering Chest              | Nor/Nor/Weak/Nor/Nor/Weak              | Dungeon 1: Overgrown Vestiges<br>Et al. |
| Icy Pincer     | Insect  | Frozen Scythe<br>Wandering Chest            | Res/Res/Res/Weak/Imm/Nor               | Kagari Caves<br>Et al.                  |
| Raging Camel   | Animal  | Split Tail<br>Wandering Chest               | Nor/Nor/Nor/Weak/Weak/Weak             | Dungeon 5: Ravenous Ergs<br>Et al.      |
| Hexgourd       | Plant   | Cursed Bone<br>Pale Bone<br>Wandering Chest | Res+/Res+/Res+/Res/Res/Nor             | Dungeon 6: Phantasmal Ivory<br>Et al.   |
| Supreme Wing   | Animal  | Huge Feather<br>Wandering Chest             | Nor/Nor/Nor/Nor/Nor/Nor                | Dungeon 6: Phantasmal Ivory<br>Et al.   |
| Cutter         | Animal  | Bear Fur<br>Wandering Chest<br>Bound Arm    | Nor/Nor/Nor/Nor/Nor/Nor                | Dungeon 7: Macabre Inselberg<br>Et al.  |
| Ancient Keeper | Machine | Enigmatic Fragment<br>Wandering Chest       | Res+/Res+/Res+/Weak/Weak/Weak          | Dungeon 7: Macabre Inselberg<br>Et al.  |
| Cockatrice     | Animal  | Petrified Beak<br>Wandering Chest           | Nor/Nor/Res+/Nor/Nor/Weak              | Dungeon 9: Archaic Capillary<br>Et al.  |
| Moth Lord      | Insect  | Vermillion Wing<br>Wandering Chest          | Nor/Nor/Nor/Nor/Nor/Nor                | Dungeon 9: Archaic Capillary<br>Et al.  |
| Guardian Judge | Machine | Sintered Body<br>Wandering Chest            | Res+/Res+/Res+/Weak/Weak/Weak          | Dungeon 9: Archaic Capillary<br>Et al.  |

|                 |        |   |                               |                                    |
|-----------------|--------|---|-------------------------------|------------------------------------|
| Nether Tortoise | Dragon | Century Shell<br>Wandering Chest<br>Tempered Shell                  | Res+/Res+/Res+/Imm/Nor/Res+   | Dungeon 10: Crystal Crag<br>Et al. |
| Dinolich        | Dragon | Bony Tail<br>Bony Plate<br>Wandering Chest<br>Torn Heart            | Weak/Weak/Weak/Weak/Weak/Res+ | Dungeon 10: Crystal Crag<br>Et al. |
| Teralich        | Dragon | Pale Sternum<br>Blood Crystal<br>Wandering Chest<br>Petrified Heart | Res+/Res+/Res+/Nor/Nor/Nor    | Dungeon 10: Crystal Crag<br>Et al. |
| Iron Turtle     | Dragon | Century Shell<br>Wandering Chest                                    | Res+/Res+/Res+/Res/Nor/Res    | Glacial Cave<br>Et al.             |
| Sky Emperor     | Animal | Ancient Feather<br>Wandering Chest                                  | Nor/Nor/Nor/Nor/Nor/Nor       | Crimson Caves<br>Et al.            |
| Berserker King  | Animal | Beast King's Claw<br>Ruffled Beast Fur<br>Wandering Chest           | Nor/Nor/Nor/Nor/Nor/Nor       | Enchanted Wonderland<br>Et al.     |
| Rafflesia       | Plant  | Huge Petal<br>Wandering Chest                                       | Weak/Nor/Res+/Weak/Res+/Nor   | Enchanted Wonderland<br>Et al.     |
| Dinogator       | Dragon | Tough Gator Skin<br>Wandering Chest<br>Pierced Fang                 | Res/Res/Res/Nor/Nor/Nor       | Enchanted Wonderland<br>Et al.     |
| Tusked Crusher  | Dragon | Tusked Croc Hide<br>Wandering Chest                                 | Res+/Res+/Res+/Nor/Nor/Nor    | Cursed Caverns<br>Et al.           |
| Greedy Lizard   | Dragon | Lizard Dorsal Fin<br>Wandering Chest                                | Nor/Nor/Nor/Res+/Weak/Nor     | Cursed Caverns<br>Et al.           |

|               |         |   |                            |  |
|---------------|---------|---|----------------------------|--|
| Flygourd      | Plant   | Purple Vines<br>Wandering Chest                         | Nor/Nor/Nor/Res+/Res+/Res+ | Dungeon 12: Hyperspatial<br>Boundary<br>Et al. |
| Trigourd      | Plant   | Pale Bone<br>Poisoned Pumpkin<br>Wandering Chest        | Imm/Imm/Imm/Weak/Weak/Weak | Dungeon 12: Hyperspatial<br>Boundary<br>Et al. |
| Fireking      | Dragon  | Fireking's Spine<br>Wandering Chest                     | Nor/Nor/Nor/Imm/Weak/Nor   | Dungeon 12: Hyperspatial<br>Boundary<br>Et al. |
| Iceking       | Dragon  | Iceking's Crown<br>Wandering Chest<br>Shabby Bone       | Nor/Nor/Nor/Nor/Imm/Weak   | Dungeon 12: Hyperspatial<br>Boundary<br>Et al. |
| Voltking      | Dragon  | Voltking's Dorsal Fin<br>Wandering Chest<br>Coated Horn | Nor/Nor/Nor/Weak/Nor/Imm   | Dungeon 12: Hyperspatial<br>Boundary<br>Et al. |
| Bloodbear     | Animal  | Rending Claw<br>Wandering Chest                         | Nor/Nor/Nor/Nor/Nor/Nor    | Kagari Caves<br>Et al.                         |
| Huge Moa      | Animal  | Bird Tendon<br>Wandering Chest<br>Bound Feet            | Nor/Nor/Weak/Nor/Nor/Weak  | Memeta Cliffs<br>Et al.                        |
| Cold Watchman | Machine | Spiked Ball<br>Wandering Chest                          | Res+/Res/Res/Res+/Nor/Nor  | Memeta Cliffs<br>Et al.                        |
| Pooka         | Normal  | Stat Book<br>White Potion<br>Pooka Tail                 | Imm/Imm/Imm/Imm/Imm/Imm    | Tsuzuma Woods<br>Et al.                        |
| Furyhorn      | Animal  | Deer Hide<br>Wandering Chest                            | Nor/Nor/Nor/Nor/Nor/Weak   | Congregate Mountains<br>Et al.                 |



|             |         |  |                             |                                |
|-------------|---------|--|-----------------------------|--------------------------------|
|             |         | Severed Antler                                 |                             |                                |
| Golden Deer | Animal  | Gold Pelt<br>Wandering Chest<br>Golden Horn    | Nor/Nor/Nor/Nor/Nor/Nor     | Congregate Mountains<br>Et al. |
| Giant Moa   | Animal  | Bird Limb<br>Wandering Chest                   | Nor/Nor/Nor/Nor/Nor/Weak    | Congregate Mountains<br>Et al. |
| Wrath Bloom | Plant   | Lilac Vine<br>Wandering Chest<br>Frozen Petal  | Weak/Nor/Res+/Weak/Nor/Res+ | Congregate Mountains<br>Et al. |
| Golem       | Machine | Statue Shard<br>Wandering Chest<br>Statue Arm  | Res/Res/Res/Nor/Nor/Nor     | Congregate Mountains<br>Et al. |
| Omnihunter  | Insect  | Soft Sickle<br>Wandering Chest<br>Bound Sickle | Nor/Nor/Nor/Nor/Nor/Nor     | Congregate Mountains<br>Et al. |

## Bosses

| Monster Name    | Type   | Drop(s) | Cut/Stab/Bash/Fire/Ice/Volt<br>Resistance | Dungeon                                 |
|-----------------|--------|---------|---|---|
| Matonma         | Insect | None    | Nor/Nor/Nor/Nor/Nor/Res+                  | Dungeon 1: Overgrown Vestiges<br>Et al. |
| Death Mandibles | Insect | None    | Res+/Res+/Nor/Nor/Nor/Res+                | Tsuzuma Woods<br>Et al.                 |
| Thunder         | Insect | None    | Nor/Res/Nor/Nor/Res+/Res+                 | Congregate Mountains                    |

|                      |        |      |                           |                                       |
|----------------------|--------|------|---------------------------|---------------------------------------|
| Mandibles            |        |      |                           | Et al.                                |
| Shellbeast           | Animal | None | Res+/Res/Nor/Nor/Nor/Res+ | Dungeon 2: Emerald Hollow<br>Et al.   |
| Crimson Shellbeast   | Animal | None | Res/Res/Nor/Res/Nor/Res+  | Kagari Caves<br>Et al.                |
| Golden Shellbeast    | Animal | None | Res/Res/Nor/Nor/Nor/Res+  | Tsuzuma Woods<br>Et al.               |
| Etaragamura          | Dragon | None | Nor/Res+/Nor/Nor/Res/Res+ | Dungeon 3: Wyrwind Pass<br>Et al.     |
| Mystical Etaragamura | Dragon | None | Nor/Nor/Nor/Res/Res/Res+  | Kagari Caves<br>Et al.                |
| Powerful Etaragamura | Dragon | None | Res/Res/Nor/Nor/Res/Res+  | Congregate Mountains<br>Et al.        |
| Tyrannical Primate   | Animal | None | Nor/Res+/Nor/Nor/Nor/Res+ | Dungeon 4: Viridescent Sea<br>Et al.  |
| Imperial Primate     | Animal | None | Nor/Res+/Nor/Nor/Nor/Res+ | Memeta Cliffs<br>Et al.               |
| Overlord Primate     | Animal | None | Nor/Nor/Nor/Nor/Nor/Res+  | Congregate Mountains<br>Et al.        |
| Sappiaorkon          | Insect | None | Nor/Nor/Nor/Res/Nor/Res+  | Dungeon 5: Ravenous Ergs<br>Et al.    |
| Terraorkon           | Insect | None | Nor/Nor/Res/Res/Nor/Res+  | Congregate Mountains<br>Et al.        |
| Yateveo              | Plant  | None | Nor/Res/Res/Nor/Res/Res+  | Dungeon 6: Phantasmal Ivory<br>Et al. |

|                   |        |  |                           |  |
|-------------------|--------|--|---------------------------|--|
| Blazing Yateveo   | Plant  | None   | Nor/Res/Nor/Res+/Nor/Res+ | Memeta Cliffs<br>Et al.                |
| Poisonous Yateveo | Plant  | None   | Nor/Res/Nor/Res/Res/Res+  | Congregate Mountains<br>Et al.         |
| Gespenst          | Normal | None   | Nor/Res/Res+/Nor/Nor/Res+ | Dungeon 7: Macabre Inselberg<br>Et al. |
| Fiend Nadika      | Normal | None   | Nor/Res+/Nor/Nor/Nor/Res+ | Dungeon 9: Archaic Capillary<br>Et al. |
| Verderben         | Normal | None   | Nor/Nor/Nor/Nor/Nor/Res+  | Dungeon 9: Archaic Capillary<br>Et al. |
| Green Verderben   | Normal | None   | Nor/Res/Nor/Res/Res/Res+  | Dungeon 10: Crystal Crag<br>Et al.     |
| Great Dragon      | Dragon | Fire Fang<br>Scorching Horn<br>Inverted Fire Scale               | Nor/Nor/Nor/Imm/Weak/Nor  | Crimson Caves<br>Et al.                |
| Blizzard King     | Dragon | Ice Wingbone<br>Frozen Wing<br>Inverted Ice Scale                | Nor/Nor/Nor/Nor/Imm/Weak  | Glacial Cave<br>Et al.                 |
| Storm Emperor     | Dragon | Dragon's Mustache<br>Thunderous Eye<br>Inverted Thunder<br>Scale | Nor/Nor/Nor/Weak/Nor/Imm  | Thunderous Valley<br>Et al.            |
| Corrupted Drake   | Dragon | Festering Shoulder<br>Plate                                      | Nor/Res/Nor/Res/Nor/Res+  | Dungeon 11: Valley of Lament<br>Et al. |