






# UN2 Floor Guide

Floor 1 (Shibamarus) ~ Made by Nukers







4 Spawns	HP/DEF/ TYPE	TC	Pre-emptive	Skills
	1.5 BIL/0 	1	~ Delay allies skills by 1~3 turns 	~ Convert to random attribute and inflict <b>125000</b> damage.  * When alone, become enraged (10x attack) for 999 turns.
	1.5BIL/0 	1	~ 50% orb move time duration for 4 turns 	~ Convert to random attribute and inflict <b>125000</b> damage.  * When alone, become enraged (10x attack) for 999 turns.
	1.5BIL/0 	1	~ Convert 6 random orbs to -enhance.	~ Convert to random attribute and inflict <b>125000</b> damage.  * When alone, become enraged (10x attack) for 999 turns.
  OR	1.5BIL/0 	1	~ Absorbs damage by combos $\leq 10$ for 7 turns.	~ Convert to random attribute and inflict <b>125000</b> damage.  * When alone, become enraged (10x attack) for 999 turns.
	1.5BIL/0 	1	~ Voids damage above 500 MIL for 7 turns. 	~ Convert to random attribute and inflict <b>125000</b> damage.  * When alone, become enraged (10x attack) for 999 turns.
















## Floor 2 (Ninjas)

4 Spawns	HP/DEF/ TYPE	TC	Pre-emptive	Skills
	1.76 BIL/0  	1	~ Binds all allies for 5 turns 	~ Convert to random attribute and inflict <b>150000</b> damage.  * When alone, become enraged (10x attack) for 999 turns.
	1.76 BIL/0  	1	~ Reduce combo count by 5 for 3 turns. 	~ Convert to random attribute and inflict <b>150000</b> damage.  * When alone, become enraged (10x attack) for 999 turns.
	1.76 BIL/0  	1	~ 15% chance to skyfall -enhance orbs for 3 turns.	~ Convert to random attribute and inflict <b>150000</b> damage.  * When alone, become enraged (10x attack) for 999 turns.
 OR	1.76 BIL/0  	1	~ Absorbs damage > 2 BIL for 7 turns. 	~ Convert to random attribute and inflict <b>150000</b> damage.  * When alone, become enraged (10x attack) for 999 turns and attack for <b>1.5 MIL</b> .
	1.76 BIL/0  	1	~ Voids damage above 500 MIL for 7 turns. 	~ Convert to random attribute and inflict <b>150000</b> damage.  * When alone, become enraged (10x attack) for 999 turns and attack for <b>1.5 MIL</b> .






































### Floor 3 (Ninjas and Goblins)















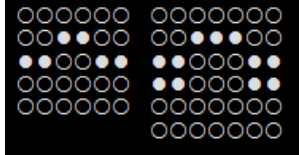
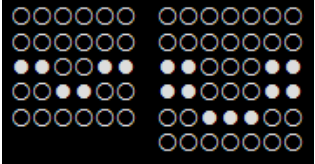


5 Spawns	HP/DEF/ TYPE	TC	Pre-emptive	Skills
	1.5 BIL/0 	1	~ Absorbs damage > 2 BIL for 7 turns. 	~ Reduces a random ally's ATK to 1% for 1 turn and inflicts <b>100000</b> damage.  * When alone, become enraged (10x attack) for 999 turns.
	2.5 BIL/0 	1	~ Absorbs  attribute damage for 7 turns.	~ Changes 6th column to  orbs and inflicts <b>200000</b> damage.   * When alone, become enraged (10x attack) for 999 turns.
	2.5 BIL/0 	1	~ Absorbs  attribute damage for 7 turns.	~ Randomly generates 5  orbs and inflicts <b>200000</b> damage.  * When alone, become enraged (10x attack) for 999 turns.
	2.5 BIL/0 	1	~ Absorbs  attribute damage for 7 turns.	~ Changes 1st column to  orbs and inflicts <b>200000</b> damage.   * When alone, become enraged (10x attack) for 999 turns.
	500 MIL/1 BIL 	3		~ Inflict <b>1000000</b> damage.  * When alone, inflict <b>50 MIL</b> damage.

## Floor 4 (Nohime)












1 Spawn	HP/DEF/TYPE	TC	Pre-emptive	Skills		
	3.6 BIL/0     50% light dmg reduction	1	~ If 6x5, change board size to 7x6 for 2 turns.  ~ If 7x6, awoken bind  for 1 turn, create tape on the 1st column and cloud on the 1st row for 15 turns each.  	~ T1: 999 turn status shield  , no skyfall combos for 1 turn, absorbs damage by combos ≤15 for 1 turn. <b>Pass if damage is dealt, fail if damage is absorbed.</b>		
				Pass (if not dead)	Fail	
				~ T2: Charge allies skills by 2 turns  , converts 5 random orbs to -enhance, enrage (10x attack) for 1 turn.  ~ T3: Inflict <b>45 MIL</b> damage.	~ T2: Delay allies skills by 2 turns  , voids damage above 500 MIL for 1 turn  , absorbs damage by combos ≤10 for 1 turn.  	
					Pass	Fail
			* On death, randomly spawn 1  orb and eats a turn (leaders shield is gone and buffs lose 1 turn).  <b>**100000</b> Pre-emptive next floor	~ T3: Charge allies skills by 2 turns  , converts 5 random orbs to -enhance, enrage (10x attack) for 1 turn.  ~ T4: Inflict <b>45 MIL</b> damage.	~ T3: Awoken bind  for 1 turn and inflict <b>45 MIL</b> damage.	

## Floor 5 (Giants)

2 Spawns	HP/DEF/TYPE	TC	Pre-emptive	Skills
  OR	3 BIL/0  	1	~ Absorbs damage by combos $\leq 10$ for 7 turns.	~ 3 random     orbs become -enhance, and inflict <b>125000</b> when HP is >50%, or <b>250000</b> if HP is <50%. ~ Converts 8 random orbs to  and inflict <b>200000</b> damage. ~ Convert column 1 to  and inflict <b>250000</b> damage. ~ Convert column 6 to  and inflict <b>250000</b> damage. * When alone, 999 turn status shield  , convert 5 random orbs to -enhance, 50% orb move time for 5 turns  .
  OR	3 BIL/0  	1	~ Voids damage above 500 MIL for 7 turns. 	~ 3 random     orbs become -enhance, and inflict <b>125000</b> when HP is >50%, or <b>250000</b> if HP is <50%. ~ Converts 10 random orbs to  and inflict <b>200000</b> damage. ~ Convert column 1 to  and inflict <b>250000</b> damage. ~ Convert column 6 to  and inflict <b>250000</b> damage. * When alone, 999 turn status shield  , convert 4 random   orbs to -enhance, 50% RCV for 5 turns  .
  AND	3 BIL/0  	1	~ Random attribute becomes unmatchable  for 3 turns.	~ 3 random     orbs become -enhance, and inflict <b>125000</b> when HP is >50%, or <b>250000</b> if HP is <50%. ~ Blind full board, inflict <b>250000</b> damage. ~ Convert column 4 to  and inflict <b>250000</b> damage. ~ Convert row 3 to  and inflict <b>250000</b> damage. * When alone, increase attack by 2.5x for 999 turns, reduce combo count by 6 for 1 turn.


































 <p>OR</p>	<p>3 BIL/0</p> 	<p>1</p>	<p>~ Skill bind  for 5 turns and inflict <b>100000</b> damage.</p>	<p>~ Voids damage above 500 MIL  for 999 turns when HP &gt;50%, or reduces damage by 50% for 999 turns when HP &lt;50%.</p> <p>~ Charge allies skills by 1 turn  and inflict <b>250000</b> damage.</p> <p>~ Delay allies skills by 1-2  turns and inflicts <b>250000</b> damage.</p> <p>* When alone, create a row of clouds for 3 turns, convert 5 random orbs to -enhance, enrage (10x attack) for 1 turn.</p>
 <p>OR</p>	<p>3 BIL/0</p> 	<p>1</p>	<p>~ 7% chance to skyfall -enhance orbs for 7 turns and inflict <b>100000</b> damage.</p>	<p>~ 999 turn status shield  when HP &gt;50%, or reduces damage by 50% for 999 turns when HP &lt;50%.</p> <p>~ Lock 10 random orbs and inflict <b>250000</b> damage.</p> <p>~ Delay allies skills by 1-2  turns and inflicts <b>300000</b> damage.</p> <p>* When alone, no skyfall combos for 1 turn, lock all orbs, enrage (10x attack) for 1 turn.</p>
	<p>3 BIL/0</p> 	<p>1</p>	<p>~ Converts 6 random orbs to -enhance and inflict <b>100000</b> damage.</p>	<p>~ 999 turn status shield  when HP &gt;50%, or voids damage above 500 MIL  for 999 turns when HP &lt;50%.</p> <p>~ Creates spinners each second for 1 turn and inflicts <b>250000</b> damage.</p> <div data-bbox="980 1249 1276 1444"> <p><b>[6×5]</b>      <b>[7×6]</b></p>  </div> <p>~ Creates spinners each second for 1 turn and inflicts <b>250000</b> damage.</p> <div data-bbox="974 1520 1286 1724"> <p><b>[6×5]</b>      <b>[7×6]</b></p>  </div> <p>* When alone, 30% sticky blind skyfall for 1 turn, converts 4 random   to -enhance, enrage (10x attack) for 1 turn.</p>

### Floor 6 (Maeda Keiji or Akechi Mitsuhide)

1 Spawn	HP/DEF/ TYPE	TC	Pre-emptive	Skills
 Maeda Keiji	2.1 BIL/0    	1	~ Increase attack by 10x and voids team assists for 1 turn. ~ Converts 8 random orbs to -enhance.	~ Inflict <b>14.1 MIL</b> damage.
 Akechi Mitsuhide	6.3 BIL/0    	1	~ Reduces team hp by 50%  , voids team assists, and reduces combo count by 8 for 4 turns.	Countdown begins, 4 turns to kill. ~ 3 ~ 2 ~ 1 ~ Inflict <b>1.41 MIL</b> damage.


















## Floor 7 (Yami-Yumi-Yomi)



2 Spawns	HP/DEF/ TYPE	TC	Pre-emptive	Skills
	3.5 BIL/0  	1	~ Absorbs    attribute damage for 7 turns.	~ Lock all orbs and inflict <b>260000</b> damage when HP >50%, or convert 4 random      orbs to -enhance when HP <50%. ~ Converts 3 random     orbs to -enhance and inflict <b>260000</b> damage. ~ Lock 15 random orbs and inflict <b>260000</b> damage. * When alone, 999 turn status shield  and 50% damage reduction, 50% orb move time for 3 turns  .
	3.5 BIL/0  	1	~ Creates a 2x2 of clouds for 5 turns and inflicts <b>260000</b> damage.  * Binds allies  for 5 turns if unable to form clouds.	~ Voids all active buffs and inflicts 260000 damage when HP >50%, or charge Leader/Helper skills by 15 turns  and inflict <b>260000</b> damage when HP <50%. ~ Converts 3 random  orbs to -enhance and inflict <b>260000</b> damage. ~ Charge allies skills by 2 turns  and inflict <b>260000</b> damage. * When alone, charge subs skills by 10 turns  , convert 5 random   orbs to -enhance, and enrage (10x attack) for 1 turn.
	3.5 BIL/0  	1	~ Creates tape along 1st column for 5 turns and inflicts <b>260000</b> damage.  * Skill bind allies  for 5 turns if unable to form tape.	~ Voids all active buffs and inflicts <b>260000</b> damage when HP >50%, or charge subs by 10 turns  and inflict <b>260000</b> damage when HP <50%. ~ Charge leader/helper skills by 2 turns  and inflict <b>260000</b> damage. ~ Reduce combo count by 5 for 1 turn and inflict <b>260000</b> damage. * When alone, Reduce combo count by 6 for 1 turn and enrage (10x attack) for 1 turn.













### Floor 8 (Sanda Yukimura, Ishida Mitsunari, and Mori Motonari)

1 Spawn	HP/DEF/ TYPE	TC	Pre-emptive	Skills
 Sanda Yukimura	6 BIL/0 	3	~   orbs unmatchable  for 3 turns.  ~ Absorbs damage by combos $\leq 10$ for 3 turns.  ~ Converts 6 random orbs to -enhance.	~ Inflict <b>1.53 MIL</b> damage
 Ishida Mitsunari	6 BIL/0 	3	~   orbs unmatchable  for 3 turns.  ~ Reduces team hp by 50%  for 3 turns.  ~ Converts 6 random orbs to -enhance.	~ Inflict <b>1.53 MIL</b> damage
 Mori Motonari	6 BIL/0 	1	~ Absorbs damage by combos $\leq 6$ for 999 turns.  ~ Reduce combo count by 9 for 1 turn.	~   orbs unmatchable for 3 turns if HP < 99% (must be used first).  ~ Inflict <b>1 MIL</b> damage.

























## Floor 9 (Blades)














































2 Spawns	HP/DEF/ TYPE	TC	Pre-emptive	Skills
	4.2 BIL/0  	1	~ Voids damage above 500 MIL for 7 turns. 	~ 999 turn status shield  when HP >50%, or reduces damage by 50% for 999 turns when HP <50%. ~ Changes  to  and inflict <b>275000</b> damage. ~ Randomly create 6  orbs and inflict <b>330000</b> damage. * When alone, convert 4 random   orbs to -enhance, reduce combo count by 6, and enrage (10x attack) for 1 turn.
	4.2 BIL/0  	1	~ Absorbs damage by combos ≤10 for 7 turns.	~ 999 turn status shield  when HP >50%, or reduces damage by 50% for 999 turns when HP <50%. ~ Changes  to  and inflict <b>261250</b> damage. ~ Convert 1st and 6th column to  and inflict <b>275000</b> damage. * When alone, convert 4 random   orbs to -enhance, delay allies skills by 2 turns  , and enrage (10x attack) for 1 turn.
	4.2 BIL/0  	1	~ Absorbs damage >2 BIL for 7 turns. 	~ Convert 4 random      orbs to -enhance if HP >50%, or 20% skyfall chance of -enhance orbs for 1 turn when HP <50%. ~ Lock 10 random orbs and inflict <b>275000</b> damage. ~ Convert 3 random     orbs to -enhance and inflict <b>330000</b> damage. * When alone, increase attack by 2x for 999 turns, 20% chance to skyfall -enhance for 1 turn, change board to    , and inflict <b>550000</b> damage.

### Floor 10 (Takeda Shingen, Uesugi Kenshin, and Date Masamune)

























1 Spawn	HP/DEF/ TYPE	TC	Pre-emptive	Skills
 Takeda Shingen	5 BIL/0  	1	~ 999 turn status shield   ~ Voids damage above 500 MIL for 7 turns.   ~ Lock all orbs	~ Increase attack by 2x for 1 turn, change all orbs to    and lock all orbs (must be used first). ~ Convert 3rd column to  , convert 4 random  to -enhance, and inflict <b>600000</b> damage ( <b>1.2 MIL</b> with 2x). ~ Convert 4th column to  , lock all  orbs, and inflict <b>600000</b> damage ( <b>1.2 MIL</b> with 2x). * If HP <3%, convert 2nd and 3rd column to  and inflict <b>6 MIL</b> damage.
 Uesugi Kenshin	4.2 BIL/0   	1	~ Increase attack by 2x for 1 turn  ~ Reduce 2 random allies attacks to 1% for 3 turns.  ~ Absorbs damage >2 BIL for 7 turns. 	~ 999 turn status shield  , 20% chance to skyfall -enhance for 1 turn and inflict <b>600000</b> damage ( <b>1.2 MIL</b> with 2x) - Must be used on 3rd turn. ~ Convert 2nd column to  , convert 4 random  to -enhance, and inflict <b>600000</b> damage ( <b>1.2 MIL</b> with 2x). ~ Convert 5th column to  , lock all  orbs, and inflict <b>600000</b> damage ( <b>1.2 MIL</b> with 2x). * If HP <3%, inflict <b>6 MIL</b> damage.
 Date Masamune	5 BIL/0  	1	~ Increase attack by 3x for 1 turn and inflict <b>1.2 MIL</b> damage.  ~ Reduce combo count by 6 for 1 turn  ~ Superblind 7-10 random orbs	~ 999 turn status shield  , reduce combo count by 5 for 3 turns, and voids damage above 500 MIL for 6 turns.  (must be used first). ~ Convert 1st row to  , convert 4 random  to -enhance, and inflict <b>600000</b> damage ( <b>1.8 MIL</b> with 3x). ~ Convert 5th row to  , lock all  orbs, and inflict <b>600000</b> damage ( <b>1.8 MIL</b> with 3x). * If HP <3%, Inflict <b>4 MIL</b> damage

# Floor 11 (Inahime, Ne Ne, Oichi, and Tachibana Ginchiyo)

















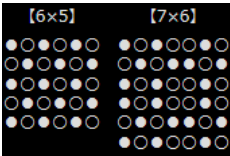
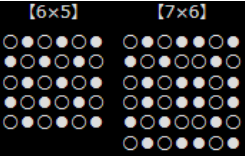









1 Spawn	HP/DEF/TYPE	TC	Pre-emptive	Skills
 <p>Inahime</p>	6.5 BIL/0   	1	~ 999 turn status shield  ~ Voids damage above 500 MIL for 7 turns.  ~ Change all orbs to    and inflict <b>555000</b> damage.	~ Creates 7 random locked  orbs, changes 1st column to  and inflict <b>555000</b> damage. ~ Creates spinners for 1 turn, changes 6th column to  and inflict <b>555000</b> damage. <div data-bbox="1040 611 1279 768"> <p>[6x5] [7x6]</p> <pre> o </pre> </div> * If HP <50%, absorb   attribute and halves all allies' damage for 3 turns. Change orbs to    and inflict <b>832500</b> damage. * If HP <3%, creates 15 random locked  orbs and inflict <b>5.55 MIL</b> damage.
 <p>Ne Ne</p>	6.5 BIL/0   	1	~ 999 turn status shield  ~ Voids damage above 500 MIL for 7 turns.  ~ Change all orbs to    and inflict <b>555000</b> damage.	~ Create spinners for 1 turn, change all orbs to   and inflict <b>555000</b> damage. <div data-bbox="1040 1167 1279 1325"> <p>[6x5] [7x6]</p> <pre> o </pre> </div> ~ Create spinners for 1 turn, change all orbs to   and inflict <b>555000</b> damage. <div data-bbox="1040 1451 1279 1608"> <p>[6x5] [7x6]</p> <pre> o </pre> </div> * If HP <50%, absorb   attribute for 3 turns. Change orbs to    and inflict <b>832500</b> damage. * If HP <3%, change board to   and inflict <b>5.55 MIL</b> damage.

 Oichi	6.5 BIL/0   	1	~ 999 turn status shield   ~ Awoken bind  for 3 turns.  ~ Absorbs damage by combos $\leq 10$ for 3 turns.	~ Charge allies skills by 1 turn  , superblind 6-8 random orbs for 1 turn and inflict 555000 damage. ~ Delay allies skills by 1-2 turns  , lock 15 random orbs and inflict 555000 damage. * 3rd turn must absorb damage by combos $\leq 9$ and voids damage above 500 MIL for 3 turns  . Converts 5 random orbs to -enhance. * 6th turn must delay allies skills by 2-4 turns  and enrage (10x attack) for 1 turn. * If HP <3%, inflict 5.55 MIL damage.
 Tachibana Ginchiyo	6 BIL/0   	1	~ 999 turn status shield   ~ Voids damage above 500 MIL for 7 turns  .  ~ Absorbs   attribute for 4 turns.	~ Change orbs to         , lock 15 orbs at random, and inflict 555000 damage (832500 with 1.5x). ~ Change orbs to         , lock 15 orbs at random, and inflict 555000 damage (832500 with 1.5x). * 4th turn must increase attack by 1.5x for 999 turns, 25% orb move time  for 3 turns, change orbs to          and inflict 832500 damage. * If HP <3%, change board to   and inflict 5.55 MIL damage.

## Floor 12 (Toyotomi Hideyoshi and Tokugawa Ieyasu)































1 Spawn	HP/DEF/ TYPE	TC	Pre-emptive	Skills
 Toyotomi Hideyoshi	7 BIL/0   	1	~ 999 turn status shield  ~ Creates 3 random spinners every second for 3 turns. ~ Absorbs damage by combos $\leq 10$ for 7 turns.	~ Change all orbs to   , convert 4 random  to -enhance, and inflict <b>605000</b> damage. ~ Change all orbs to   , lock all  orbs, and inflict <b>605000</b> damage. * 3rd turn must create 1x5 of clouds and 3 random spinners every 0.5 seconds for 4 turns, change board to   and inflict <b>605000</b> damage. * If HP <3%, convert 1st and 2nd column to  and inflict <b>6.05 MIL</b> damage.
 Tokugawa Ieyasu	7 BIL/0   	1	~ 999 turn status shield  ~ Voids damage above 500 MIL for 7 turns  ~ No skyfall combos for 3 turns and inflict <b>605000</b> damage.	~ Change 1st column to  , convert 4 random  to -enhance, and inflict <b>605000</b> damage ( <b>907500</b> if 1.5x). ~ Change 6th column to  , lock all  orbs, and inflict <b>605000</b> damage ( <b>907500</b> if 1.5x). * 3rd turn must increase attack by 1.5x, no skyfall combo and tape along the 5th row for 4 turns, and inflicts <b>907500</b> damage. * If HP <3%, inflict <b>6.05 MIL</b> damage.













## Floor 13 (Yang Guifei and Oda Nobunaga)

1 Spawn	HP/DEF/TYPE	TC	Pre-emptive	Skills
 Yang Guifei	7.5 BIL/0 	1	~ 999 turn status shield   ~ Swaps leader  with a random ally for 1 turn.  ~ Full board change to  .  * If lead swap is resisted, inflict <b>650000</b> damage.	* 1st turn if HP >50% must awaken bind  for 1 turn, halves RCV  for 3 turns, board change to  and inflict <b>650000</b> damage.  * 1st turn if HP <50% must awaken bind  for 1 turn, 25% orb move time  for 1 turn, create 8 random locked  .  ~ Change all orbs to      , super blind orbs in this pattern for 1 turn, and inflicts <b>650000</b> damage. <div style="display: flex; align-items: center;"> <div style="text-align: center;">  </div> <div style="margin: 0 10px;">OR</div> <div style="text-align: center;">  </div> </div> * If HP <3%, change all orbs to     and inflict <b>6.5 MIL</b> damage.
 Oda Nobunaga	7.5 BIL/0 	1	~ 999 turn status shield   ~ Voids damage above 500 MIL for 4 turns  .  ~ 15% chance to skyfall -enhance orbs for 4 turns.	* 1st turn: Convert 5 random orbs to -enhance, lock 15 orbs at random.  * 2nd turn: Reduces combo count by 7 for 1 turn, lock all orbs.  * 3rd turn: Delay allies skills  by 4 turns and increase attack by 5x.  * 4th turn: Obliteration <b>9.75 MIL</b> damage.







## Floor 14 (Athenas)

























1 Spawn	HP/DEF/ TYPE	TC	Pre-emptive	Skills
	8.4 BIL/0    	1	<p>~ 999 turn status shield </p> <p>~ 30% chance to skyfall sticky blind for 1 turn.</p> <p>~ Absorbs damage by combos <math>\leq 10</math> for 7 turns.</p>	<p>* 1st turn if HP &gt;50%, must make  unmatchable  for 5 turns, convert 4 random  orbs to -enhance, 25% orb move time  for 1 turn, and inflict <b>700000</b> damage.</p> <p>* 1st turn if HP &lt;50%, must make  unmatchable  for 5 turns, convert 4 random  orbs to -enhance, 25% RCV  for 1 turn, and inflicts <b>525000</b> damage.</p> <p>~ Create spinners in a pattern and reduce an allies attack to 1% for 1 turn, and inflict <b>700000</b> damage.</p> <div data-bbox="1024 1003 1292 1182"> <p><b>[6x5]</b>      <b>[7x6]</b></p> <pre> ○○○○○○○  ○○○○○○○ ○○●○○○  ○○○○○○○ ○○○○○○○  ○○○○○○○ ○○○○○○○  ○○○○○○○ ○○○○○○○  ○○○○○○○ ○○○○○○○  ○○○○○○○ ○○○○○○○  ○○○○○○○ ○○○○○○○  ○○○○○○○ ○○○○○○○  ○○○○○○○ ○○○○○○○  ○○○○○○○ </pre> </div> <p>~ Lock 15 orbs at random and reduce an allies attack to 1% for 1 turn, and inflict <b>700000</b> damage.</p> <p>* If HP &lt;3%, awoken bind for 1 turn  and inflict <b>7 MIL</b> damage.</p>
	8.4 BIL/0    	1	<p>~ 999 turn status shield </p> <p>~ Absorbs damage by combos <math>\leq 10</math> for 1 turn.</p> <p>~ Change board size to 6x5 for 1 turn. * If 6x5 already, inflicts <b>700000</b> damage.</p>	<p>* 1st turn if HP &gt;50%, must reduce combo count by 8 for 1 turn, lock all orbs, voids damage above 500 MIL for 6 turns  and inflicts <b>875000</b> damage</p> <p>* 1st turn if HP &lt;50%, must absorb damage by combos <math>\leq 10</math> for 6 turns, lock all orbs, increase attack by 1.5x.</p> <p>~ No skyfall combos and reduces 2 allies' attack to 1% for 1 turn and inflicts <b>700000</b> damage (<b>1.05 MIL</b> with 1.5x).</p>

				<p>~ No skyfall combos and reduces damage taken by 50% for 1 turn and inflicts 700000 damage (1.05 MIL with 1.5x).</p> <p>* If HP &lt;3%, awoken bind for 1 turn and inflict 7 MIL damage.</p>
	<p>8.4 BIL/0</p> 	<p>1</p>	<p>~ 999 turn status shield </p> <p>~ Creates spinners in a pattern for 1 turn.</p> <div data-bbox="613 699 875 873"> <p>【6×5】      【7×6】</p> <pre> ○○○○○○○  ○○○○○○○○ ●○○○○○●  ●○○○○○● ○○○○○○○  ○○○○○○○○ ●○○○○○●  ●○○○○○● ○○○○○○○  ○○○○○○○○ ○○○○○○○  ○○○○○○○○ </pre> </div> <p>~ Voids damage above 500 MIL for 7 turns .</p>	<p>* 1st turn if HP &gt;50%, must create spinners every 0.5 seconds in a pattern and no skyfall combos for 1 turn, change board to   and inflict 875000 damage.</p> <div data-bbox="1024 669 1287 844"> <p>【6×5】      【7×6】</p> <pre> ○○○○○○○  ○○○○○○○○ ●○○○○○●  ●○○○○○● ○○○○○○○  ○○○○○○○○ ●○○○○○●  ●○○○○○● ○○○○○○○  ○○○○○○○○ ○○○○○○○  ○○○○○○○○ </pre> </div> <p>* 1st turn if HP &lt;50%, must increase attack by 1.5x for 999 turns, create spinners every 0.5 seconds in a pattern for 1 turn, change board to   and inflict 1.05 MIL damage.</p> <div data-bbox="1019 1037 1292 1211"> <p>【6×5】      【7×6】</p> <pre> ●○○○○○●  ●○○○○○● ○○○○○○○  ○○○○○○○○ ○○○○○○○  ○○○○○○○○ ○○○○○○○  ○○○○○○○○ ●○○○○○●  ●○○○○○● ○○○○○○○  ○○○○○○○○ </pre> </div> <p>~ Converts 3rd column to  and 4th column to , reduces combo count by 5 for 1 turn and inflicts 700000 damage (1.05 MIL with 1.5x).</p> <p>~ Converts 1st column to  and 6th column to , reduces combo count by 6 for 1 turn and inflicts 700000 damage (1.05 MIL with 1.5x).</p> <p>* If HP &lt;3%, awoken bind for 1 turn and inflict 7 MIL damage.</p>

### Floor 15 (Meditating Thousand-Armed Dragon)












	HP/DEF/ TYPE	TC	Pre-emptive	Skills
	10 BIL/0 	1	<p>~ 4 turn status shield </p> <p>~ Reduces combo count by 6 for 4 turns.</p> <p>~ Halves all allies' attacks for 4 turns.</p>	<p>Countdown begins, 4 turns to bring HP under &lt;50%.</p> <p>* If HP &lt;50%, must absorb damage &gt;2 BIL  and no skyfall combos for 4 turns. Converts 8 random orbs to -enhance, TC resets to 4 (4 turns to kill).</p> <p>* After either countdown, convert self to random attribute and inflict <b>7 MIL</b> damage.</p> <p>* Changes form after reaching 0% HP.</p>












## Floor 16 (Thousand-Armed Dragon, Senkyo)













	HP/DEF/ TYPE	TC	Pre-emptive	Skills
	30 BIL/0   	1	<p>~ 999 turn status shield </p> <p>~ 10% chance to skyfall -enhance orbs for 10 turns.</p> <p>~ Absorbs damage by combos ≤10 for 999 turns.</p>	<p>When HP &gt;50%, uses one of the following skills:</p> <p>~ Reduces an allies' attack to 25% for 3 turns, converts 3 random     orbs to -enhance, and inflict <b>637500</b> damage.</p> <p>~ Convert 3 random     orbs to -enhance, and inflict <b>825000</b> damage.</p> <p>~ Creates 2x2 clouds for 1 turn, locks 8 orbs at random, and inflicts <b>750000</b> damage.</p> <p>* Must use when HP is 50% ,  unmatchable  for 10 turns, reduce combo count by 3 for 1 turn, convert 6 random orbs to -enhance, and inflict <b>1.35</b> MIL damage.</p> <p>When HP &lt;50%, uses one of the following skills:</p> <p>~ Converts 3 random     orbs to -enhance and inflict <b>900000</b> damage.</p> <p>~ Reduce an allies' attack to 1% for 3 turns, convert 2nd column to  and 5th column  and inflict <b>750000</b> damage.</p> <p>~ Create tape along 1st row for 1 turn, convert 3rd column to  and 4th column to , and inflict <b>750000</b> damage.</p> <p>* Must use when HP &lt;10%, enrage (10x attack) for 999 turns, charge Leader/Helper by 99 turns , and reduce combo count by 3 for 1 turn.</p> <p>* Must be used turn after enrage, inflict <b>75 MIL</b> damage.</p>








Floor checklist:

NOTE: Not all of the checks will appear on the same floor, but for consistency you should expect to handle it if it were to appear.











1	2	3	4
  (1-3) (50%)	 +  OR 	   	  (On T2) (If 7x6)

5	6	7	8
 OR  (Random)  (After first turn, 1-2)		   AND  OR  (If tape/cloud cannot be formed)	 OR  OR  (Fire + Water) (Fire + wood) (Wood + Water) ( after turn 1 )

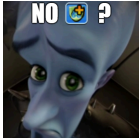



9	10	11	12
(2 of 3 will appear)    (If  is alone, 2)	 OR  OR 1.2 MIL Pre-emptive	 OR  (3 turns) OR   	 (50%)

13	14	15	16
 + Full  board ↓  (1T after 1st turn) OR  ↓  (By 4 after 3rd turn)	 OR  (Light or Dark after first turn)	 (After HP<50%)	When  ↓  + 1.35 MIL (Wood for 10T) When HP<10%, Leader/Helper 99 turn haste 

KEY for floor checklist:

Icon	Indication
	Attribute of this color will be absorbed
	Binds allies
	Skill binds allies
	Delay allies' skills
	Charges allies' skills
	Damage absorption shield (2 billion)
	Damage void shield (500 million)
	Attribute becomes unmatchable
	Leader becomes swapped
	Awoken bind

HP check needed for boss hit:

Leaders		1 	2 	3 
Raw HP (Lisette):	1350001	1316251	1282501	1248751
25% shield leads (Antares, Milletia):	759376	740392	721408	702423
50% shield leads:	337501	329064	320626	312189
75% shield leads (Prim, Kaishu, Aljae Kitty):	84376	82267	80158	78048