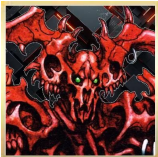


Entry No: 138

Asmodeus

Stats

	Elemental Resistances						
	 Phys	 Fire	 Ice	 Elec	 Force	 Light	 Dark
	Null	Drain	-	-	-	Weak	Null

Info			
Rarity	Race	Grade	AI
5★	Tyrant	86	Attack

6★ Stats			
HP	1366	Vitality	212
Strength	206	Agility	152
Magic	206	Luck	152
P.Atk	762	P.Def	666
M.Atk	762	M.Def	666

Innate Skills



Deadly Charm Passive +30% damage to Charmed enemies.



Corruption of Desire Passive Nulls all status ailments except Charm.

+50% to Max HP. +30% chance to inflict status ailments.

The following Super Reaction will occur when the skill holder is inflicted with Charm: Adds 1 count of Fortify to self and enters a state of Concentrate.

The following Super Reaction will occur when the skill holder receives a Physical attack or Fractional damage: 50% chance to inflict Charm on the enemy that attacked.

Activates the following Chain Effect when a party member (including self) is Charmed:

Cures all party members of Charm, removes Bulwark from all enemies, and then inflicts Almighty damage (Magic, Power: 120) on all enemies.

[Order Crest: Luxuria]

Inscribes 1 Order Crest: Luxuria on the skill holder when a party member or enemy is Charmed, and 2 when a party member or enemy nullifies Charm.

When it becomes an enemy's turn to act while the skill holder has 4 Order Crest: Luxuria inscribed, the following effect will activate:

Adds 2 levels of Attribute Affinity Reinforcement to all party members and inflict Gloom on all enemies after removing Zenith. (1 turn)

If it becomes a party member's turn to act, the following effect will activate:

Removes Good Status and 1 count of Malice from all enemies, then places 2 counts of Spirit Chains of Suppression on the enemy with the highest Phys DEF and the enemy with the highest Mag DEF.

Afterward, Order Crest: Luxuria will fade.

*Damage inflicted by this skill is dependent on the highest ATK stat and will have Bulwark Pierce effect.



Ring of Lust Passive While the one with this skill is alive, all party members will receive the following effect:

Adds Phys Pierce. +30% damage to Charmed enemies.

While the one with this skill is alive, all enemies will receive the following effect:

+40% damage received from Charmed allies. -40% to the auto recovery rate for Charm.

The effect of normal Attacks will be changed to the following:

Inflicts Almighty damage (Magic, Power: 200) with Remnants to a single enemy with an 80% chance to inflict Charm on hit enemy.

While the one with this skill is alive, the normal Attacks of all party members (excluding party members with changed normal attacks) will be changed to the following:

Inflicts Phys damage (Physical, Power: 200) with a 100% critical hit rate to a single enemy with a 40% chance to inflict Charm.

	Activates the following Chain Effect when an enemy nullifies an allies Charm: Inflicts 1 count of Decay on all enemies and then inflicts 1,000 Fixed damage on all enemies. *Damage inflicted by this skill is dependent on the highest ATK stat and will have Bulwark Pierce effect.
素備	Awaken: Gacha: -
荒神	Awaken:  Hell's Torment 10 MP Inflicts 66% Fractional damage based on Max HP, with Bulwark Pierce and Remnants, on all enemies. *This skill can be only activated once per turn. Gacha:  Master Assassin Passive +20% to single-target attack skill damage.
加護	Awaken:  Hell's Charm 5MP 100% chance to inflict Charm on all enemies after removing Barriers from all enemies. Gacha:  Epitome of Witchcraft Passive +15% to Magic damage. +15% chance to inflict status ailments.
異終	Awaken:  Hell's Malice Passive Activates the following Chain Effect when an enemy is inflicted with a status ailment: Places one count of Malice on all party members, and then places all party members into a state of Lydia. Gacha:  Life Force Survivor Passive +20% to max HP. Stops HP at 1 upon receiving the first killing blow.
防魔	Awaken:  Hell's Armour Passive Adds Repel Phys. Reduces the counts of Spirit Chain (Corrosion) received by 2. Gacha:  Epitome of Fortitude Passive +20% to max HP, -50% to Critical hit rate of damage received.

Spirit Merge Panel Upgrades

	Panel 1	Panel 2	Panel 3
Panel Completion Bonus	Decreases the count of Spirit Chains (Intimidation) applied to self by 2. +20% to Almighty damage. +20% to Max HP.	While the one with this skill is alive, all other party members will receive the following Chain Effect when it becomes their turn to act while in a state of Good Status: Adds 2 counts of Fortify to self and enters a state of Charge. (Activates once per turn)	Activates the following Chain Effect at the beginning of a battle if the enemy attacks first and when an enemy is Charmed: Adds a Bulwark of approximately 800 HP to all party members. (2 Turns)
Panel Step Stat Bonus	HP +25 (MAX +250)	(MAX +100)	HP +25 (MAX +250)

Availability

-  Only available from a banner specific event.
-  Only available from an Event.
-  Available from the gacha.

Official Profile

"One of the 72 demons of the Goetia, he was a cherub before his fall from grace. He has three heads: a bull, a man, and a sheep. His legs are like that of a chicken, his tail is a venomous snake, and his wings are hideous. In his hands he holds a battle flag and spear, and he rides a dragon, spitting flames from his mouth. If the conjurer approaches him with respect, he will obey and give rings, as well as teach astronomy and geometry. Later literature ties him to the sin of lust."

Misc

[Demon Wish Catalogue](#)

[Demon Buff Wish](#)