

Disclaimer: We are not affiliated in any way with the staff of New Moon. We just wanted to do a thing.

## What this guide is:

A short-ish primer for new players coming into the New Moon version of SMT Imagine to help avoid easy pitfalls that our group has made bumbling through this game from the start. Like any SMT game, there's a massive amount of information to absorb through experience and time, and there's a lot of places to get yourself tripped up on if you try to do everything yourself or expect each person's experience to be similar to everyone else's. With this guide, we're hoping to help you avoid the mistakes we made, or at least understand what's happening when you do make those same mistakes.

## What this guide isn't:

An in-depth and comprehensive guide to everything. We've barely scratched the surface with our own experiences in this game, and there's a lot of useful information in the class guides channel even though a lot of them are inaccurate when it comes to certain chain expertises and assuming access to certain items and gear that don't currently exist on New Moon. The core ideas in those guides are still useful to learn from as long as you make an effort to understand why those recommendations are being made instead of just following them blindly, and the hope with this guide is to help new players ease into the game so the path to level 90 and beyond is less confusing than it needs to be.

## Play through the Virtual Battle tutorials!

The super early part of the game gets you sorted out with knowing where things are in a bare-bones way, but it still helps you learn the really basic fundamentals of controls and navigation. Eventually, you end up in the Virtual Battle room with Snakeman and a bunch of NPCs.

Inside this room at the center is an NPC called the **Virtual Girl**. She'll let you enter the tutorial area which has multiple purposes: Actually teaching you about this game's combat system in more depth than the start of the game, and also providing a place for leveling up many skills with enemies that don't actually fight back or pose any risk.

## Where should I go first? Will inventory space be a problem?

First things first: open the **map** with the little blue 4 near the top right corner on your radar. Clicking on the map will let you path automatically around the map. Handy!

While you're in Home III, feel free to talk to NPCs and get a feel for the starter town. There's a lot of stuff to read if you want to, and some of the shops even have some useful tutorials in them!

Otherwise, follow and absorb the story until the game gives you a brown triangle (Suginami Tunnels Bronze plate or something like that). These are one-use items that let you enter dungeons that, in addition to getting you leveled up, also provide gear via boxes that grant random data tickets/DTs that contain gear.

These dungeons also drop LOTS of items, however, and you won't have enough inventory space for them all for long if you just follow the game's instructions to go straight to the Suginami Tunnels to the south when it tells you to.

Instead, you'll want to make a detour to the **Home III camp** to the northeast of the Home III entrance and find an NPC called **DB Harumi**.



When you find her, talk to her **About Deconstructing**. Starting this quest (not finishing, but it's a tutorial worth doing) will enable access to the Material Tank, an invaluable asset for storing all sorts of random junk that's used for way too many purposes to name. This includes stuff like Ace/King/Queen/Jack Cards and Boxes (things that you'll use Item Mix on to make little loot boxes), various colors of dust and eggs and conches and cigars that are used for crafting consumables, and so on.

The quest itself is also a tutorial to deconstructing items, which will be useful for crafters and also turning items you get in dungeons into **Bronze**, **Silver**, and **Gold DT Fragments** that can be exchanged for other useful stuff. For the early game, though, you won't need to worry about this too much as you experiment with the different tickets you'll be picking up with almost every dungeon run..

## How do I know which items can be stored in the Material Tank?

A lot of them will say they're consumables without having a clear indication as to why even after you right click on the item and look at its description. The above mentioned cards and various colors of items are usually things that can go in the Material Tank, and double clicking on them will automatically deposit them in the tank!

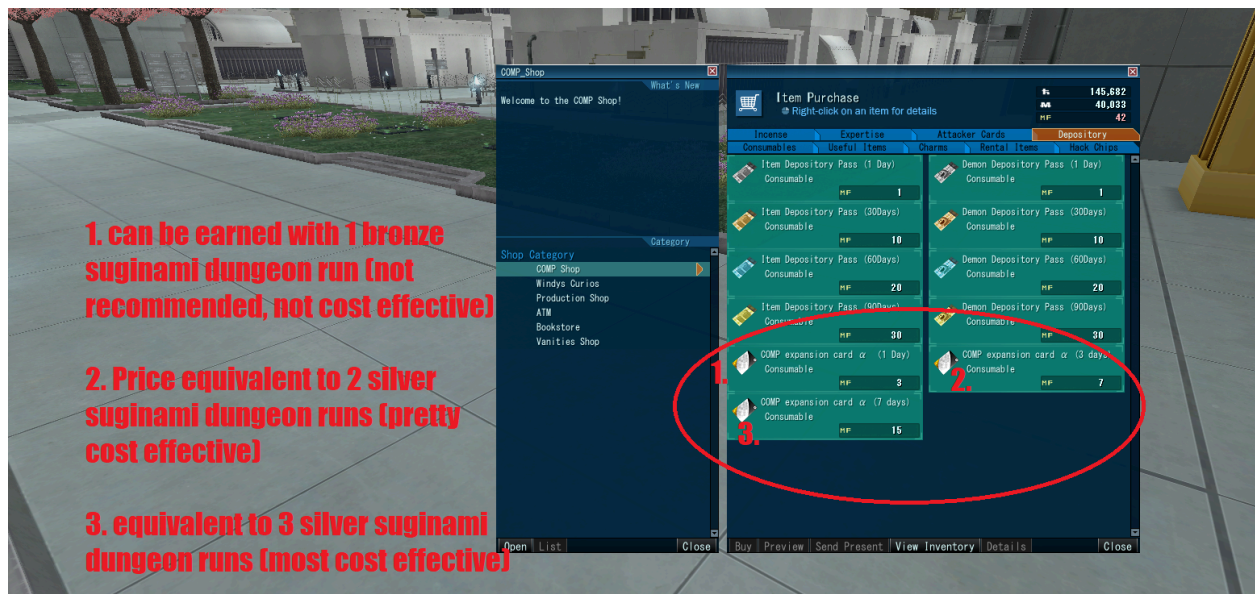
If you do deposit something in your Material Tank, meanwhile...



The icons of other items that can be deposited in the tank will flash white, indicating that those can also be placed in the tank. If you're not sure if a Consumable item can be placed in the tank and don't want to risk accidentally using it, just take something else out of the Material Tank, double-click that, and see if the new items gets this white effect.

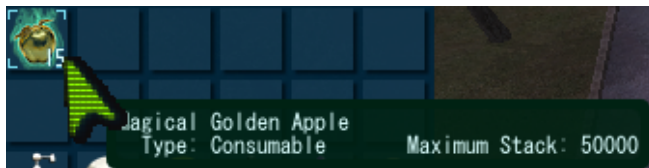
## Is there a better way to pick up things automatically?

Click on the shopping cart icon in the bottom right, then click on COMP Shop. Find the "Depository" tab and check out the "COMP Expansion Card." This card enables automatic looting and provides remote access to your item and demon banks or "depositories." You'll notice that the currency here is "MF." That's **"Moon Fragments,"** which you get by turning in **Yagiya Reports** earned from dungeons to the Yagiya NPC you may have seen in the Cathedral of Shadows. 10 Yagiya Reports becomes 1 Moon Fragment, so one run of Suginami Bronze gets you 30 reports/3 Moon Fragments/1 day of COMP Expansion.



## How do I level up faster? What are all these golden apples for?

Clearing dungeons is the basic method of leveling, but you'll also get **Magical Golden Apples** from the golden light thing at the end of most dungeons.



There is an NPC in each dungeon lobby called **Vivian** that takes 50 of those apples to unlock a second method of leveling: having her shovel hundreds of these apples into you or your demon to level even faster. You'll only get a few dozen of these in the early Bronze level dungeons, but later dungeons can net you as many as 3000 or so in a single run!

The amount of EXP you get from these apples is affected by gear and consumables that boost EXP gain, so it's also viable to just save up massive stacks of these apples and gain 20+ levels in one go.

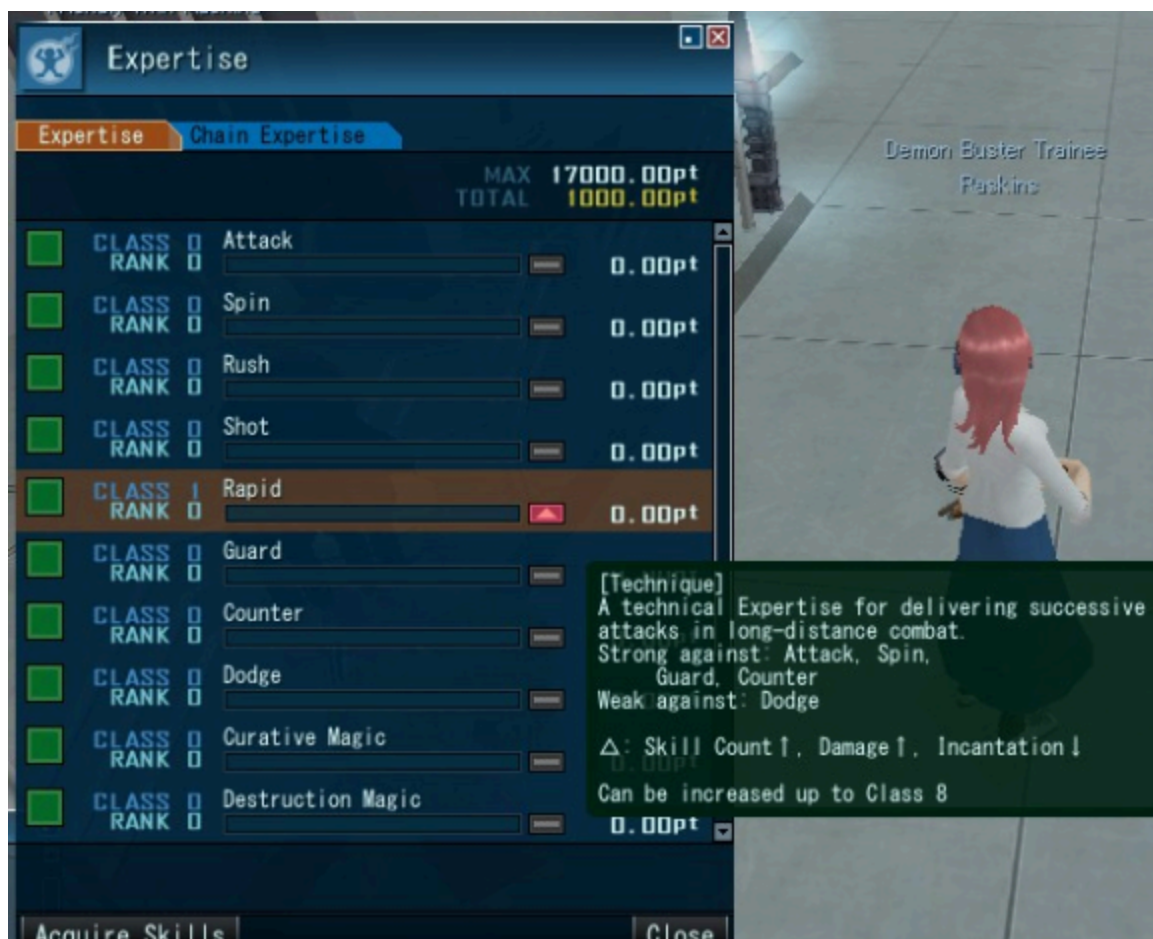
## How do I actually level up ~~skills~~ expertise?

The game doesn't signpost this all that well, so you'll want to open your Expertise window (bottom right, PC, expertise) to see a list of all the different things you can level that will make up the core of your entire moveset.



Note the little gray rectangle to the left of each bar. Right now, none of these things will actually level up until you click on the gray square so it turns red.





Now, using abilities from that expertise will slowly level it up! Usually. Some expertise trees are just passives (like Bless), and they have different requirements for actually leveling them.

You also have a cap on how many points can go into all your assorted skills, shown by the Max at the top right of the Expertise window, so you can't afford to level everything. 100 points is a rank, and 1000 points is a class. Every 10 levels increases the cap by 1000, completing acts 7 and 16 get you 1000 each, and there's many other ways to get that cap up as you explore the game or look at the Expertise page on the old wiki.

## Is there a faster way to level up each expertise? Fighting at Virtual Battle is too slow!

Yes! South from the center of Home III, there's a big golden area with Thoth/book monkey sitting outside.



Once you start collecting Yagiya's Reports from doing dungeons, you can trade in those reports for classes and ranks in things. 1 report = 1 rank, 10 reports = 1 class, and Thoth can bring up your skills to class 5 so you can get a head start on unlocking a whole pile of new abilities for whatever expertise you want to try out.



## What if I mess up and pick the wrong expertise or stats?

Unless someone's hyper-inflating your levels by carrying you through places you shouldn't be anywhere near for hours, you'll have plenty of time to fix mistakes made while leveling expertise and picking stats at a low in-game cost. The Magic Shop in most towns sells items for a small amount of macca (the standard

in-game money) to take classes and ranks out of any given skill, and that money is easy to acquire just by going through Suginami Bronze to sell a gem or two.



After level 79, however, you'll need to spend MF in the COMP shop to buy respec items. By the time you reach that level, though, MF is going to be much easier to acquire between having better gear and more general game knowledge, so it's still relatively painless for any expertise below class 5!

## I'm too slow! Can I go any faster?

There's several ways to do that, some coming from the comfort of your easily accessible COMP shop, and some easily obtainable within the first few hours of gameplay! In the **Rental Items** tab, you can buy 3-day **Orbs of Speed** for 10 MF and 7-day Orbs for 20 MF that grant you and your demon a one hour 50% speed boost. The Useful Items tab has single use versions that come in 10 packs for 10 MF that last for 30 minutes each, so there might be an edge case for buying those instead if you're only playing for an hour on random days or something.

Do note, however, that this and most other speed boosts temporarily turn off if you get into a fight, though, which can be pretty annoying if you're running through a map and some monkey bastard slaps you in the face. That's where the **Godspeed Sandals** (not Shoes, that's something else) come in. These Sandals, in addition to boosting your stats and increasing your EXP and Expertise gain by a hefty amount, also grant you a passive called Skanda that lets you maintain all your speed buffs even during combat. For ranged fighters, this can be invaluable in kiting a boss around a room. This does come at the cost of making your demons weaker at direct combat, though, so you'll either need to work around this weakness or upgrade those shoes for even bigger bonuses and removing the demon damage debuff.



To actually get these shoes, you'll need to go inside that gaudy golden area at the south end of Home III and talk to **Kartikeya**.



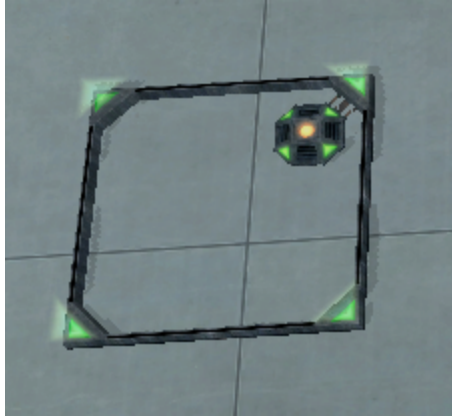
This NPC lets you get the **Godspeed Sandals** by trading in Shoes of Levitation (purchased from the Armor Shop for your specific gender), 5 Soul Shards (beat up Kodamas and Sudamas inside Sugunami Bronze), and 5 Sapphires (random drops and chests in Sugunami Bronze). There's 3 more levels of these shoes, too, and the +3 version even does away with the demon damage penalty.

- +1: 10 soul shards, 10 emeralds, 10 turquoise
- +2: 15 soul shards, 20 emerald, 20 sapphire, 20 turquoise, 5 small runestone of travel (magic shop), and 3 glittering ore (Sugunami Bronze, don't use them all in the dungeon)
- +3: 25 soul shards, 3 ambrosia, 3 amrita, 3 madra, 3 elixir (Shinjuku Babel Docks, NPC Saien gives 3 of these in exchange for 2 Fighting Spirits that you'll get from random drops), 3 glittering ore, 5 small runestone of travel (magic shop)

If you don't like running around between maps, then don't! The Rental Items tab in the COMP shop has the **Ariadne Thread** that lets you just go to all sorts of areas in an instant, although some areas are locked by story or other quest progress.

## How can I get money quickly? Everything's expensive!

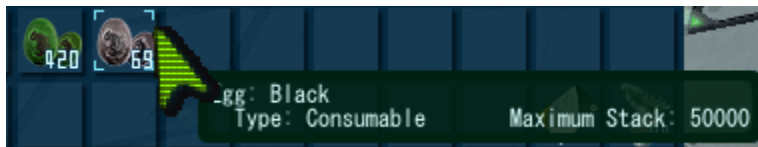
Going into dungeons and selling rare loot to players through market stalls (marked by weird squares all over the towns and the Community Area) is potentially the fastest way to make money **IF** you can find the good stuff that people want. At low levels in Bronze and Silver dungeons, this probably isn't going to happen.



Instead, look to the dungeon itself for money! The gear you loot from random enemies can often be sold to NPCs for decent chunks of change, especially if you're picking up things like Unknown Swords in Sugunami Tunnels or Headhunter's Spoon in Celu Tower. The gems you pick up all over these dungeons can be useful for other stuff later, but getting strong gear upgrades early can help you farm even more of these gems and other items faster. Going through dungeons this way can net you decent gear to use or sell in the process, saving you money on having to buy them from other player shops.

Another farmable source of money is the **Hacked Chip 3-A** run by the gear sitting near the broken motorcycle on the south side of Shinjuku Babel. It involves killing a pile of slimes/blobs/black oozes with different resistances, and it rewards you with Incenses of Mastery and Alchemy loot boxes that give you a lot of random crafting materials that sell for a pretty nice chunk of money with relatively little effort. You'll also be given demons that can be used as fusion fodder, or even used as is to bolster your ranks.

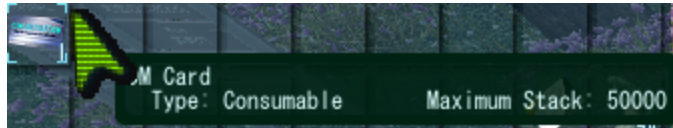
The fastest way to get more Hacked Chips to actually go on these runs is to go to **Shinagawa Field** (the Ariadne Thread is your friend) and hunt basically anything there to collect Egg: Green and Egg: Black.



120 Green Eggs and 2 Black Eggs will create 3-5 Broken IC Chips. You can then Item Mix 5 Broken IC Chips with 5 Broken IC Chips (you'll have to split the stack) to create 10 **Hacked Chip-A** which will let you go on these Hacked Chip runs.

## How about daily missions? These aren't giving out any money at all!

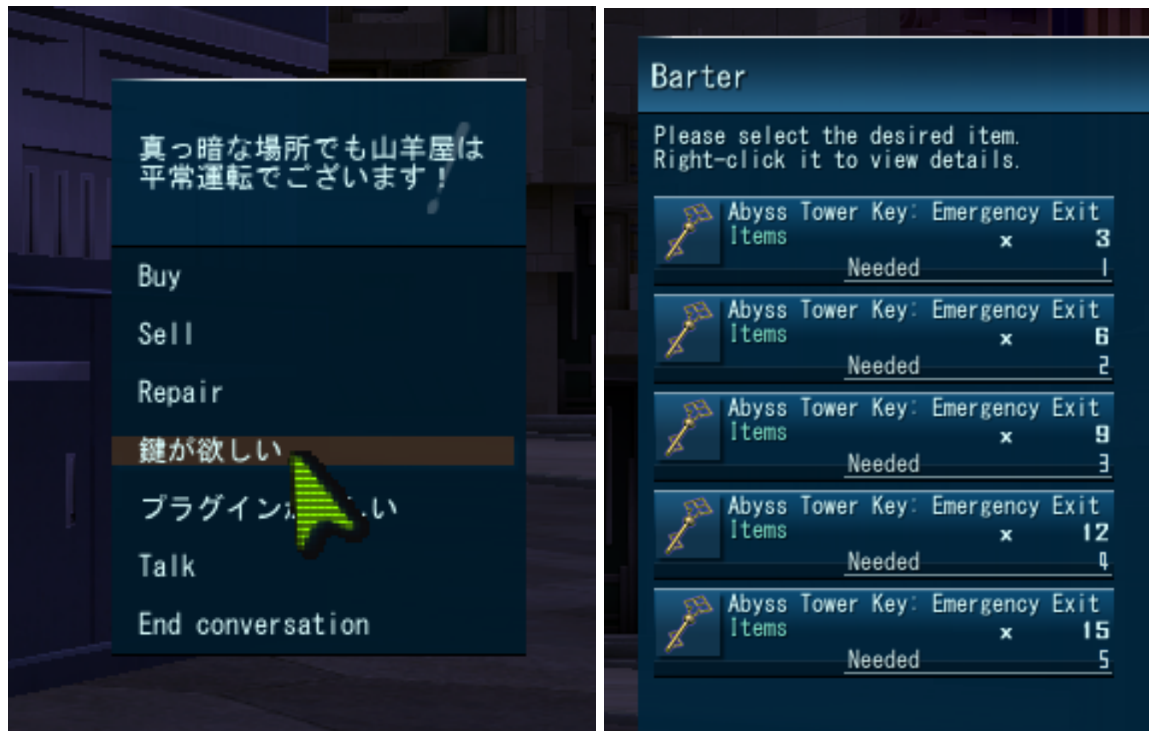
**Daily Missions** can be another source of good money, albeit in a roundabout way since it involves fights that can be somewhat tricky at early levels. The Daily Mission, as named, is a once-per-day mission you can start at any Terminal in the cities to go through a random boss room with a 10 minute time limit for a decent chunk of experience and, more importantly, the **DM Card**.



(if you can't find them, check page 12 of the Material Tank)

These fights can also be done with a party for even more experience, and doing so is recommended in case you run into a fight that you can't handle solo. You might also end up on a rooftop fighting a single King Frost that takes 1 damage from everything and has a long windup before exploding you in one hit, but that fight can be defeated through attrition (take off your weapon, have a demon with a fast basic attack, and just mash both attacks for about 7 minutes if it's just you and one demon) or having abilities like **Armor Break** (Attack class 7) to reduce its defense massively.

DM Cards can be traded for prizes from the DB Daily Girl, but the (probably) more lucrative option is to teleport to **Dark Babel** (or if you want to run, exit Shinjuku Babel from the southwest and touch the swirly pink portal just outside), talk to the Yagiya directly to your left, and select the Japanese option so you can trade in those DM Cards for **Abyss Tower Key: Emergency Exit**.



One DM Card will get you 3 keys, and those keys can be used with the **Pyro Jack** on the center east-ish side of Dark Babel to start a fight against a bunch of Black Frosts, King Frosts (that aren't like that rooftop one from the Daily Mission), and Frost Ace. Like with the Daily Mission fights, this can be tough at early levels. Unlike Daily Mission fights, however, these keys and the DM Cards used to make them can be stockpiled, so you can save them until later if you want to build up enough power to solo these first.





Once you clear that fight, you'll be able to loot 20 Sapphires at minimum and have a random chance at getting an extra goodie like an **Ice Vest** (trade it to that Yagiya with the other Japanese option for a plugin to enable fusion of Frost Ace), a **Summon PG: Frost Ace** (to just summon a Frost Ace of your own outright), or **Guidance of an Ace**. This last one in particular can be really great to have since it lets you create a **Special Hee-Ho Belt**, an extra slot item that can be Item Mixed with more copies of itself until +3 to grant you +200% more expertise and a 100% chance to reflect ice attacks.

## What's a Chain Expertise?

Certain skills, when leveled up to a high enough level in conjunction with others, will unlock combination trees called **Chain Expertise** that often give you even more powerful attacks to work with, or give you options that otherwise wouldn't be possible without swapping weapons.



Melee fighters and gun users can get access to elemental attacks without ever needing to switch weapons while buffing their single-target damage the more they use single-target attacks. Offensive casters can fire off their most powerful spells multiple times with a single cast and prevent enemies from being knocked back so allies/demons specializing in repeated hits can obliterate bosses in seconds. Defensive casters can heal and cure multiple status effects from their party with a single button while making the team sprint through dungeons.

You can see more detailed information about different skills and Chain Expertises [here](#) with New Moon's specific unlocks (since a lot of these have been modified from the original game's), as well as plot out different builds for when you're at level 20 with no story progress versus when you're hitting level 80+ with more expertise caps unlocked.

One particularly notable change in New Moon is **Lord of Armor** (a toggle that grants super armor and heavily reduces the damage you take and inflict) being moved from **Regal Presence/Retaliation** (a melee-heavy chain expertise) into **Mastery of the Three Forms of Life** (a story locked Chain Expertise). Many guides will tell you to take Attack/Weapon Knowledge/Survival Knowledge just to get Lord of Armor, but don't do that here. Not only will you not unlock Retaliation, but you also won't get Lord of Armor that way!

# What playstyle should I aim for with a first character? Which expertise should I focus on?

This really depends on the type of playstyle you want, and how much you're going to be playing with a group. This game highly encourages grouping up to cover each other's weaknesses, but solo play is still doable if you're careful and put time into developing demons to cover your own deficiencies.

Otherwise, melee and shooting are a fair bit easier to start with since most early-game enemies won't ignore your attacks, and you won't have to juggle nearly as many hotkeys and consumable items as you would with the different magic expertise that can start getting a little bloated with just a few classes in any of them.

There's also guides that go more in-depth into these, so I'll just go real basic here that can be useful with low investment/only getting to class 5 at most. Remember that you can always respec out of these for a pittance of macca until level 79, so feel free to experiment and see what meshes with you!

## Melee

**Spin** is good for crowd clearing, and a lot of this game involves crowd clearing with the added benefit of bypassing enemies using Counter, so you don't have to worry about exploding because an enemy decided to spawn into a room with Counter.

The basic Spin you start with sucks, but class 1 Spin lets you unlock Crescent Slash: a decently powerful cone AOE that also hits things with Force affinity (type) attacks instead of whatever affinity your current weapon uses. Do note that some enemies resist, null (ignore), drain, or reflect different affinities, so this can be both a blessing and a curse!

Class 5 gets you a spin that can hit twice before knocking enemies back, so that's also a pretty solid way to just breeze through crowds that the basic spin otherwise couldn't one shot in easier dungeons.

**Attack** and **Rush** both cover primarily single target damage, and they're both solid picks depending on whether you want more consistent hits with no/low HP cost (Attack) or bigger numbers with some HP use (Rush). The class 5 Rush in particular has two charges, so you can really put the hurt on one target, or split it between two targets if you're one shotting things. Do note, however, that enemies using Counter will make you explode.

## Shooting

**Rapid** is all about repeated attacks, letting you rip one target up or keep multiple enemies at bay with careful target switching. Class 3 gets you Viper Scope which hits harder with each hit on the same target, and class 5's Bullet-Ridden Pit is just a massive number of quick hits that'll keep most targets from doing anything if you can pin them against a wall with that and Viper Scope.

**Shot** has much better single-shot damage and well over double the attack range of Rapid attacks with its abilities, but is worse at actually keeping enemies off of you because of the need to load each of those shots. Great for pulling enemies out of crowds without exposing yourself to getting mobbed, too!

## Offensive Magic

**Destruction Magic** is your classic elemental magic that involves remembering which elements work well against certain enemies (or at least which AOE's can be used mindlessly in each area without blowing yourself up because of enemies that reflect that element). It can be a bit overwhelming, though, since it demands having a lot of hotkeys setup. Getting this to class 5 means you have access to the upgraded versions of the four standard elements in both single-target and AOE flavors, and extra MP and MP regen. It also grants you Megido, an Almighty single target attack that Just Works regardless of enemy resistances (usually) at the cost of having a long cooldown.

**Curse Magic** is the debuff tree that shines in groups and in boss fights, especially if you find a boss that doesn't resist a given status effect that can lock them down or render their attacks useless even on a direct hit. Like Destruction, though, this tree has a lot of buttons in it, so it may not be a good choice for a first character without mixing something else in. Since Curse Magic isn't a damage tree, however, that means you could mix it with any other tree, or you can play the support role to your demons.

## Defensive Magic

**Curative Magic** is your standard healing and status cleansing tree. It's useful, it's straightforward, but you'll probably want to combine this with something else to do unless you're having your demons do the bulk of the damage for you.

**Support Magic** is the buffing tree that can be surprisingly potent in the early game with flat buffs that'll let even magic users stab everything to oblivion. The stat buffs stack 4 times and last ten minutes, and the AOE buffs put two stacks on with a single cast, so it can be really easy to get a whole team (or even just yourself and your demon) strengthened up in less than a minute with only occasional refreshes to keep them running.

## Demon User

There are two options for expertise here, early on:

**Support and Curative Magic** to buff your demon up and keep them out of trouble, or...

**Summoning, Fusion, and Demonology** expertises, which will provide various passive benefits for your demon as well as the Chain Expertise called **Sanguine Contract**, which gives additional passives and some toggle skills to toughen up your demon.

The first option is easier and much less expensive in terms of Expertise, while the second provides some additional buffs that Support Magic doesn't get. It's recommended to try out the first option early on, and consider dipping into Sanguine Contract after the main story is finished and you have more expertise and resources to work with.

Note: **Mitama Demon Growth Science** is another Demon User oriented Chain Expertise (consisting of **Psychology** and **Demonology**), but it provides zero benefit to demons until they have been Mitama fused, which is a lengthy and expensive process outside the reach of most players until later in the game. It's not recommended for an early Chain Expertise, for this reason.



## Which of the three starter demons should I pick?

Having strong demons, or even just demons that cover your weaknesses, is a major part of the game. You can certainly get through most of the story ignoring them with careful play or smashing your face into the wall with constant revivals, but there are certain enemies that just ignore all melee/ranged/magic and must be defeated with the things they don't ignore. That's where demons come in, so you can handle those enemies even while soloing!

Eventually. There's a much better guide [here](#) that goes in depth on demon use, although it's built on another server's info that doesn't all apply here. The starter demon section further down in that guide is a good place to look at.

Of the three "Quickly Produced" demons you're given to choose from, **Hathor** and **Kikuri-hime** are good picks for melee and gun users, as they'll cover the magic damage angle you don't have. Hathor is particularly good for a starter because the Suginami Bronze enemies are largely weak to fire (including the boss) and she even gets access to Megido at level 63 to handle enemies that ignore or resist Fire. Kikuri-hime, meanwhile, gets mostly ice and healing spells and no Megido, so her role is more strictly limited without the use of Soul Points that you won't be able to obtain until after completing Act 16/just before starting Act 17.

**Nekomata** is more melee focused, so she's good for magic users to start with for the same reasons the other two are recommended for physical damage characters. Nekomata is also a Neutral aligned demon, so she'll enjoy a hefty damage boost from matching your alignment while you still haven't had a chance to nudge your alignment one way or the other.

**Be careful with your Quickly Produced demon!** They earn XP several times faster than you do, and you cannot resummon a demon of a higher level than yourself without a special item called an Anonymous Tablet. The Master of the Cathedral will give you a few, but otherwise, they have to be bought with Gold DT Fragments, which are very difficult for new players to come by since they come from salvaging Gold-level dungeon rewards using Extractors (purchasable from the COMP shop).

## What are some good demons besides the QP demons?

That depends on your playstyle. If you aren't a Demon User, then literally anything that can either back you up, buff you, heal you, revive you, or some mix of those, will be fine. You can also visit Saïen in Shinjuku Docks (accessible through Shinjuku Babel's elevator) to trade Fighting Spirits for a Confidant demon—these demons are basically cheerleaders for non-demon-users, buffing the player character's stats while not really having great stats of their own.

If you are a demon user, here's a brief list. **LAW** demons are in **blue**, **NEUTRAL** in **green**, and **CHAOS** in **red**. Early on you'll be Neutral, but alignment will matter later when you have more influence over it. A demon of your alignment gets a hefty damage boost. Keep in mind that all of these are good early picks, as in 'before you start looking at rebirths and mitamas.' People often say that "Demon User can make any demon busted," but the unspoken second half of that thought is "And no matter which one you pick, they'll bust your character's wallet in the process."

A DU can take any demon they want to endgame, but the process is expensive and time consuming. For good advice on doing that, you'll want a more in depth guide on the Demon User playstyle. With that out of the way:

#### **Level 1-40 availability:**

**QP Hathor (1)** - Yeah seriously. Don't sleep on her. She starts with fire damage to carry you through early dungeons, learns Makarakarn/magic reflect and Tetrakarn/physical reflect to ignore stray hits, and learns Megido/an Almighty skill at 63, which is good for enemies that would otherwise resist her fire damage. She can also heal you from the start and, because she's Quickly Produced, she tends to be way overleveled compared to anything you'd run into for a while.

**Shiisa (13)** - Learns electric discharge at 28, a physical spin that does lightning damage, and has a 50% lightning boost feature. Easily fused. Not earth shatteringly strong but he can help in Bronze dungeons if your QP demon is getting resisted.

**Baphomet (30)** - Fuse him or get him as a random reward from Hacked Chip 3-A runs in Shinjuku Babel. Good features, 25% chance to null magic, and good attack coverage. More info on Hacked Chip Runs [here](#).

**Nue (37)** - Catch a Gyuki in Nakano (25), then fuse it with an Aquans (obtainable from Hacked Chip 3-A) or Flaemis. Good damaging features for attacks it starts with (including Electric Discharge), nulls Ice and resists Electric.

**Ganga (39)** - Catch a Wanderer Nozuchi in Suginami during nighttime at 23,23. Level it up to level 23 and fuse it with a Nandi caught in Nakano Ruins Silver. It knows a very good mix of offensive and curative spells for its level.

#### **Level 40-60 availability:**

**Stormy Pixie, Blizzard Jack Frost, Inferno Pyro Jack (1 or 40)** - You'll be able to pick one of these for free from Snakeman by talking to him at level 40 and selecting "Report on recent events". Otherwise, you have a chance of getting Stormy Pixie from completing Hacked Chip 1-A, Blizzard Jack Frost from Hacked Chip 2-A, and Inferno Pyro Jack from Hacked Chip 3-A.

These three all start at level 1 with Diarama/mid-level healing, learn a potent and wide-range spin of their respective elements at level 30, and learn Megidolaon/a small AOE Almighty spell with huge damage and a huge cooldown at level 45. Good damage and EXP-boosting features for themselves. If you don't have a favorite, take Stormy Pixie, as Hacked Chip 2-A and 3-A runs are far easier to farm and complete quickly than 1-A for chances to get the other two.

**Oberon (52)** - Recruitable from Shibuya/just outside the southeast exit of Shinjuku Babel, he starts with Mediarama/a mid-level AOE heal, starts with good elemental coverage (slash/fire/ice/electric), and has decent resistances to everything that isn't Mystic damage (which destroys him). Note that the Accomplished version does **not** start nor learn healing spells naturally. Optionally, fuse him with a **Titania** (same zone, level 57) to make an Aeros that will inherit both of their moves, which you can then train up and use as an ingredient for a demon of your choice to start with a decent spread of moves.

**Loa (52)** - Strong spell oriented demon, easily fused. He comes with features that boost mystic, mind, force and fire. All he needs is some decent magic spins through inheriting, or spells if you prefer.

**Atropos (56)** - Complete Nakano Underground Ruins Silver for a chance to obtain a Red Thread of Fate, go to Nakano at x17, y19 to trade it to an NPC for the Atropos plugin, fuse a **Lamia** (Kuchinawa Cave in Ueno, level 47) and a **Celaeno** (southeast Shibuya, level 30). A great single-target nuker with wide elemental coverage (fire/ice/electric/force) and features for reduced cooldowns and increased elemental damage.

**Morrigan (62)** - Fuse a Badb Catha (Celu Silver, level 54) with a Macha (Celu Bronze and Celu Silver, level 12) to create Morrigan, a level 62 demon that starts with good elemental attack coverage (slash/ice/electric/force). She has reduced cooldowns, increased Slash and Force damage, has high overall resistances to anything that isn't fire or guns, and even learns Mediarahan/a high level AOE heal at level 74.

## What are rebirths? Should I rebirth my demon?

The rebirth system is a means of strengthening demons by resetting their level to 1 but providing them with better stat growths as well as gradually increasing bonuses. There are 12 'paths' each representing different statlines, and each of these paths has 8 levels. A demon can only benefit from one of these statlines at a time, but the bonuses stack between paths. 'R8' is player slang which means 'completing all 8 levels of rebirth in all 12 paths,' whereas 'R4' means only getting to the 4th level in these paths. An R4 demon is noticeably stronger than a fresh one, and an R8 demon is substantially stronger than an R4.

In regards to the rebirth system, don't feel forced to R8 the first demon you work on. It is massively more expensive than R4ing, and even R4 shouldn't be done trivially since the costs do add up. The first demon you work on with rebirthing is probably not going to be worth the crazy investment required to R8, and if you want to seriously use demons, you'll have far better mileage upgrading your own demon-strengthening gear with that same level of money and far less time invested.

The passive bonuses do add up, and the ability to select a statline for a demon does add in an element of customization. The *most* impressive benefit of rebirthing demons is the ability to Mitama fuse them once they hit R4 at least and ideally R8. To make a complex system very simple, Mitama fusing resets all of a demon's rebirths and provides them with a parallel form of advancement that can make them exponentially stronger than they were before. It is ruinously expensive, and even if you want to be a dedicated Demon User (who can make any demon viable with enough time and money) it is something that should only be approached with lots of preparation and consideration.

To reiterate the costs: Getting a demon to R4 will cost a minimum of 2.28 MILLION macca, and an R8 demon will cost a minimum of 14.28 million macca. Mitama fusing the demon and rebirthing them again means paying these costs again, and then Mitama fusion can cost another 6 to 21.6 million after that. So the only demon you should be rebirthing is either one you intend to use for the Digitalize Artisan unlock quest (which other players can advise you on), or otherwise one you intend to stay with you for the long haul!

## What are 'cup demons' and 'spinners?'

While other builds typically use demons to shore up their weaknesses, or as walking stat buffs, Demon Users instead (Eventually™) develop a stable of specialized demons to have answers to any situation the game will throw at them. **If you're not intending to be a dedicated Demon User, you can safely skip this explanation.**

'Spinners' are demons that use highly damaging, low-windup and low-cooldown spin moves to do big damage to groups of enemies at once. Spinners are either built to be magical or physical. Cup demons, so named for the attack Cup of Babylon, don't do quite as much damage as easily, but don't do any knockback and can often hit entire rooms. Cup demons also do Almighty damage, which will bypass the resistance of anything that isn't specifically resistant to Almighty damage. Cup and Spinner demons are often used for clearing dungeons and other content with big groups of enemies quickly, while Rapid demons, who can use the same skill many times before it goes on cooldown, are employed against bosses for their ability to quickly put out damage on one target.

It should be noted that **all** of these demon archetypes are something that a demon will arrive at only after (at the very least) skills inherited through fusion chains or bought with soul points from Wildcat dungeons (unlocked after Act 16), and preferably also the aforementioned rebirths, which are expensive and time consuming.

To reiterate, focus on demon strengthening gear over refining individual demons until at least Act 18 when you have your final DB license (and therefore access to most of the means of quickly getting resources \*to\* strengthen demons).

Also, **whatever you do, don't make a cup demon your first demon!** New Moon doesn't have the summoning items to get the necessary ability as easily as what other servers have/had. Cup of Babylon is only accessible through a demon from a lategame run with a very low droprate, which means you'll be using its little sibling, Erosion Hex, until then. Erosion Hex can still be good, but doesn't scale as well nor does it hit for Almighty-type damage.

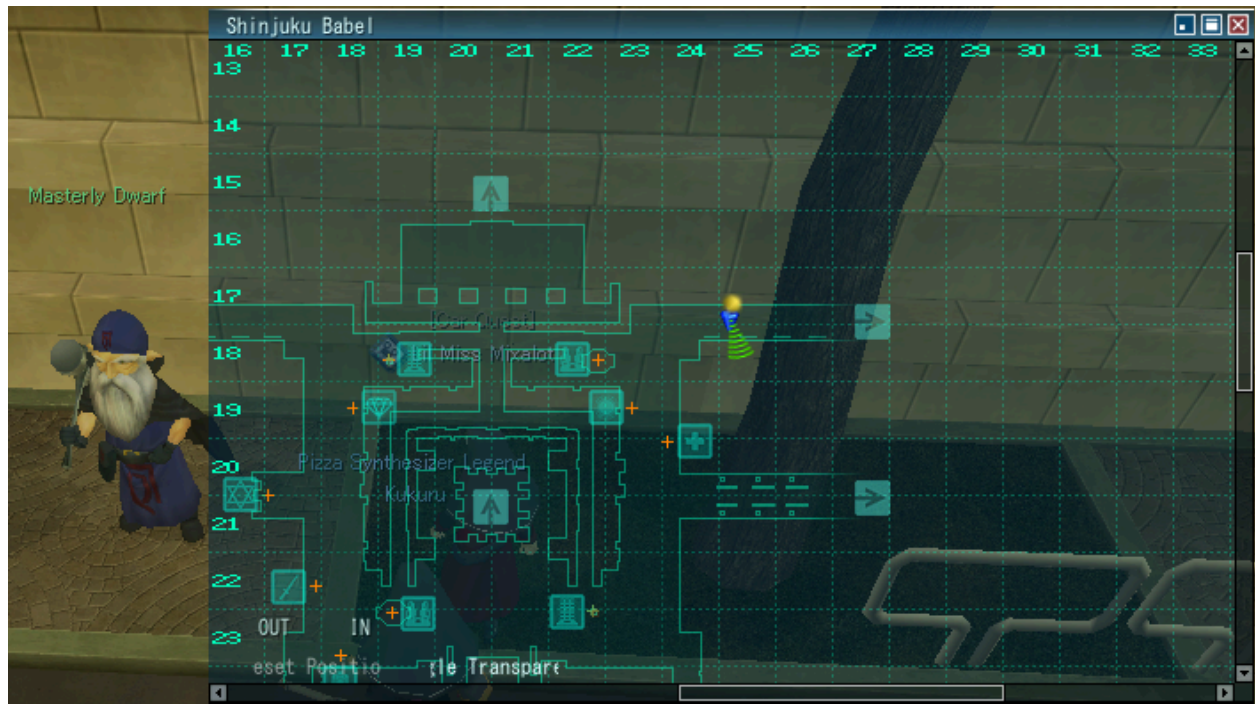
Source: I made an R8 Nozuchi demon for cup use as my first big investment and it is already substantially weaker than a magic spinner I have only gotten 7 rebirths in one line with.

## What's the best gear for XYZ?

That's a question that's better asked either in the Discord or looked up in a build-specific guide, but, one thing that will seriously help your performance around act 16-18 when the game starts getting meaner is Spiritual Infusion or SI for short. There are more detailed and better guides for this, but in short, SI involves paying another player (or making your own crafting character) to mix and match set bonuses, characteristics and stats from up to 3 different pieces of gear to make one piece of super gear.

To do this, you'll bring your desired pieces of gear to the dwarf near the northeast exit of Shinjuku Babel, along with 80,000 macca (and a tip, if you're having another player do it for you.) Let your crafter friend know which statistics go in which slot – S1 is Set Bonus, S2 is Basic Features, and S3 is Characteristics.





A more specialized guide can give better recommendations on what pieces of gear, a more in depth view of how to do it as a crafter, and what SI combos are best for each playstyle.

Some common abbreviations that you might see looking at gear guides:

TA = Technical Attack, an extra hit that can follow any given hit.

TAC = Technical Attack Chance, the chance any given attack will also cause a Technical Attack.

TAP = Technical Attack Power, how strong a Technical Attack is in relation to the attack that triggers it.

LB = Limit Break, a critical hit that's even crittier with an increased damage cap. Normal attacks/crits have a damage cap of 9999, but limit breaks can go up as high as 30,000 at base!

LBC = Limit Break Chance, the likelihood that any given critical hit will instead be a Limit Break and get all that extra damage.

LBP = Limit Break Power, affects how strong a Limit Break is.

FCC = Final Critical Correction, increasing your fixed chance to crit regardless of your critical stat and the target's critical defense stat.

## What is the best source of apples/MF?

If you've only done Sugunami Tunnels, some of the prices of things in the COMP shop may seem outlandishly expensive.

Worry not! Yields for both apples and reports get exponentially higher with both difficulty levels and new dungeons. Once you've cut your teeth on Sugunami Tunnels Silver, you should try getting a party together to run **Nakano Ruins Silver**. Runs of this dungeon can be done at a blistering rate compared to Sugunami, with a party that knows the layout—and it is the premier means of getting MF and apples quickly until you get your B-Class license.

From there, **Zhu Que Caverns Gold** is probably the next step up in terms of reports/apples to time spent, assuming a good party.

You may hear discussion of the much sought-after **Nakano Ruins Gold NSSR** runs. These are a special version of Nakano Ruins Gold created by using a ticket, rarely looted from the end chest of Nakano Gold. Redeeming this ticket gives access to a version of Nakano Gold that is \*only\* the boss fight (and of course the rewards), making it a ridiculously lucrative endeavor if you have the time for it (2 nonstop hours) and the good luck to either loot the ticket or know someone who has.

Some dungeons are locked behind Act 7 of the main story, while others may be locked behind act 16. That is to say...

## Keep following the story!

The aforementioned dungeons notwithstanding, the story gives access to **Diaspora**, a level 75+ group raid that grants Masakadus for use in increasing your expertise cap and granting useful abilities like Skanda without the need to equip the Godspeed Sandals (for you and for your demons), and the **Wildcat** system which lets you go through entire dungeons as just your demon (and access Wildcat-only drops and Soul Point gathering to acquire new demon skills) is locked until after you complete a post-act 16 quest. If you want to unlock all this stuff, keep going!

Authors: Taco/Kukuru and Freechman/Cartwright