



TROPHIES, CHECKLISTS & BONUS MATH

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TROPHIES


You can theoretically keep playing *Disgaea D2* until you have a full 100 characters who are capable of soloing ■■■ or the end of time, whichever comes first. Unlocking every single Trophy is as good an excuse as any to say that you've mastered it, and thus letting you finally put it down.

PLAYSTATION 3 TROPHIES

TROPHY	TROPHY TYPE	CRITERIA	NOTES	GAME TEXT
Universal Recognition	Platinum	Complete all other trophies.	–	You collected all the trophies! Congratulations! Please continue down your path to greatness!
Ultimate Destroyer	Gold	Defeat Pringer X in LoC Mode.	Clear Prinny Land X with LoC Mode on (pg. 194).	You are the King of Chaos!
Item Hoarder	Gold	Collect all items (excluding grades).	You can track your progress on this achievement by checking Paparazzi's Data Shop in the castle library.	Now aim for completing all the grades, too!
Pringer X-Terminator	Silver	Defeat Pringer X.	Clear Prinny Land X (pg. 193).	This can't be the last Pringer ... There has to be more ...
Ordeal or No Deal	Silver	Clear all Cave of Ordeals maps.	See pg. 170-176.	Your journey has only just begun ... Your endless journey ...
God Slayer, Item	Silver	Defeat an Item God.	–	What do you need all these item upgrades for anyway?
Special Voyeur	Silver	Watch every Special Skill animation.	–	This is for those who don't skip.
The Damage of 100,000,000 Exploding Suns	Silver	Dish out 100,000,000 damage.	–	You answered the call for more power!!! *grunt* *grunt* *grunt*
The New Disgaea Anime	Bronze	Watch the opening movie.	You'll receive this Trophy at the end of the movie.	Please enjoy <i>Disgaea D2: A Brighter Darkness!</i>
Statue Connoisseur	Bronze	Clear Episode 1.	–	–
Little Angel Wrangler	Bronze	Clear Episode 2.	–	–
Group Negotiator	Bronze	Clear Episode 3.	–	–
Netherworld Idol	Bronze	Clear Episode 4.	–	–
Gate Crasher	Bronze	Clear Episode 5.	–	–
Eviland Explorer	Bronze	Clear Episode 6.	–	–
Angel Protector	Bronze	Clear Episode 7.	–	–
Uniter, Not a Divider	Bronze	Clear Episode 8.	–	–
Angel Finder	Bronze	Clear Episode 9.	–	–
Story Finisher	Bronze	Clear the Final Episode.	–	–
How Asagi Got Her Groove Back	Bronze	Make Asagi join your party.	Clear the Detour Stage Super Debut Project (pg. 168).	I'm the Idol of the Future!
Porkmeister's II: The Next Stage	Bronze	Make Porkmeister join your party.	Clear the Detour Stage Stress Testing (pg. 169).	In order to become an Overlord!
There's Something About Petta	Bronze	Make Petta join your party.	Clear Red Overlord Search in the Post-Game (pg. 181).	Where has father gone?
Weekend at Darkdeath Evilman's	Bronze	Defeat Darkdeath Evilman.	Clear The Outside Ringer in the Post-Game (pg. 190-191).	Being Etna's vassal is one of the most physically straining jobs in the Netherworld.
Valvatorez and Fenrich's Infinite Prinnylist	Bronze	Make Valvatorez and Fenrich join your party.	Clear The Strongest Proof in the Post-Game (pg. 188).	Just eat more sardines!
The Tao of Axel	Bronze	Make Axel join your party.	Clear Behind the Star in the Post-Game (pg. 183-184).	This is the birth of the Super Dark Hero!
Artina Get Your Gun	Bronze	Make Artina join your party.	Clear Angel's Explanation in the Post-Game (pg. 185-186).	I was planning on going home right after collecting the money ...
Emizel Almighty	Bronze	Make Emizel join your party.	Clear Netherpower Struggle in the Post-Game (pg. 178).	I'm telling Father about this!
Red Barbara	Bronze	Make Barbara join your party in the Post-Game.	Clear Orders Received in the Post-Game (pg. 177).	Master Cat will guide me!
100,000 Points of Pain	Bronze	Dish out 100,000 damage.	–	This much damage should ... What!?
Bringer of Life	Bronze	Create a character.	–	I will follow you!
Baby's First Ride	Bronze	Mount a character.	–	Where to?
Plank Walker	Bronze	Defeat some pirates.	Defeat any band of Pirates you encounter in the Item World (pg. 204).	Avast, I shall drive ye back!
Voter Intimidation	Bronze	Use force to persuade the Dark Assembly.	If a bill is initially Denied, opt to attack the Assembly and win.	A true demon forces his will on everyone.
Gimme the Loot!	Bronze	Go to a bonus stage.	This can randomly occur between floors in the Item World.	Mwahahaha! Take it all!

PLAYSTATION 3 TROPHIES

TROPHY	TROPHY TYPE	CRITERIA	NOTES	GAME TEXT
The End of the Rainbow	Bronze	Nullify all Geo Panels on a map.	The earliest you can do this deliberately is on Geo Effects in Episode 1 (pg. 84), but whatever you do, you'll get this by completing Corridor of Hell in Episode 3 (pg. 101).	That gives such a great feeling of accomplishment.
2 Become 1	Bronze	Use a Mounted Skill.	—	Two people, working together ...
Game Over ... Or Not!	Bronze	Lose all your units in battle and lose.	—	I won't give up!
Public Display of Affection	Bronze	Use a Mounted Skill with two characters that have max likeability.	—	The two of us can do it!
Buried by Rocks at Night	Bronze	Have 10 characters reach Max likeability at any given point.	—	What is love!? This is love.
Attack Interceptor	Bronze	Use 10 Protect Actions.	—	I will protect you!
Opportunist Extraordinaire	Bronze	Perform 100 Cover Attacks.	—	I'll give you a hand, so take it!
Battle of Words	Bronze	Watch 100 Map Events.	—	People have a lot to talk about, even in battle.
Jumping Juggernaut	Bronze	Jump 1,000 times.	—	Jumping is so much fun!
Combo Commando	Bronze	Perform 100 Combos.	—	Don't even let them think about counterattacking!
Team Attack Tactician	Bronze	Perform 100 Team-Up Attacks.	—	There's not much to fear as long as we're together!
Cheater, Cheater, Pumpkin Eater	Bronze	Use the Cheat Shop 10 times.	—	Cheat your way to the top!
A Main Character Is You!	Bronze	Change the character you control at the base.	This is done through the Dark Assembly. The option first becomes available in Episode 3 and costs 10 Mana. It does not require you to call the Senate to order.	You're the main character now, dog!
Raiders of the Lost Chest	Bronze	Open 100 treasure chests.	—	The moment when you open a treasure is so exciting!
Greasing the Wheels	Bronze	Pay out 100,000,000 HL in bribes.	—	Pay your dues.
Ooh La Laharl!	Bronze	Pass the Bill to get Lady Laharl.	As Laharl, pass the I Wanna Be Popular bill in the Post-Game. It is almost insultingly easy to get through the Senate.	So ... you like Laharl as a girl?
Prinnies of Mass Destruction	Bronze	Make a 10-Prinny explosion chain.	The easiest place to get this is on Ice Demon Grave (pg. 92).	Be careful when handling explosives.
Save Icon Collector	Bronze	Collect all Save Icons.	Save Icons have a slim chance of dropping from the Toy Machine on the counter at the Rosen Queen Trading Company. See pg. 62-63.	One more time.
Stacking the Deck	Bronze	Make a 10-character tower.	—	Being the one at the very top is pretty scary.
As Seen on TV	Bronze	Level up a Demon's Dojo Training type.	—	Your training has only just begun.
Great Conversationalist	Bronze	Talk to NPC characters at the base 1,000 times.	—	Sparking conversations is the first step to friendship.
Marathon Demon	Bronze	Travel 42,195 km.	This is distance traveled in the Castle.	Even the longest journey begins with a single step.

The Item Hoarder and Special Voyeur Trophies require you to fill out the lists for Special Skill Collection and Item Collection at Paparazzi's Data Shop. This is much easier said than done, and means you must defeat Tyrant Overlord  before you can complete your Platinum Trophy.

We've put together handy checklists to help you keep track of your Item and Skill Collections, so you don't have to spend half your play time parked in front of Paparazzi.

These checklists begin on page 7, for you to use while playing the game. It's intended to save you the time you'd otherwise have to spend going back and forth between your inventory and Paparazzi's Data Shop.

COEFFICIENTS

Here's one final chart for the list. The amount of HL, EXP, and Mana you earn from landing a killing blow on a single enemy is determined by several different equations. We touched upon them in Chapter 2 of the guide, but here's where we go into it in slightly further detail.

Boss Rank

Enemies that are "bosses" on a given stage receive an additional hidden modifier to their values called Boss Rank. The exact number varies widely, but you can assume that any enemy unit that's unique on the field will be worth significantly more EXP and Mana to the character who manages to bring it down.

For most enemies, their Boss Rank is simply zero and thus doesn't apply any modifier to speak of.

Money

The amount of HL an enemy is worth is determined by the following equation:

- ⊗ For an enemy:

$$\frac{(((\text{Target's Level}) + 2) \times ((\text{Target's Level}) + 3)) \times (2 + (\text{Target's Boss Rank}))}{2} \times (\text{Race-based money coefficient}) / 10$$
- ⊗ For an ally:

$$\frac{(((\text{Target's Level}) + 2) \times ((\text{Target's Level}) + 3)) \times (2 + (\text{Target's Boss Rank}))}{2} / 10$$

You only receive an enemy's HL value after successfully defeating all hostile units on the map.

Experience

Unlike other games, D2 tracks a unit's EXP value as a function of your character's needed EXP for his or her next level, rather than as a set value attached to the enemy unit. You can determine a specific unit's EXP value with the following equation:

- ⊗
$$(\text{EXP needed for your character to reach his or her next level}) \times (\text{Race-based EXP coefficient}) / 50 = \text{EXP earned}$$

This basic sum is modified by the following factors:

- ⊗ **Enemy Boss, LoC Mode:** $(2 + \text{Boss Rank}) \times (\text{EXP earned})$
- ⊗ **Enemy Boss, normal mode:** $(2 + \text{Boss Rank}) \times (\text{EXP earned}) / 2$
- ⊗ **Object (treasure chest, Geo Symbol, Wooden Box, etc.):** $(\text{EXP earned}) \times 0.25$
- ⊗ **Ally Kill:** $(\text{EXP earned}) \times 0.25$

This is why low-level enemies are often worth more EXP than you'd think they'd be.

A character who uses healing or support magic receives 5% of the EXP that would have been awarded if he or she had defeated a character of exactly his or her own level and job/species.

Similarly, a character who is Defending when an enemy attacks him or her receives 10% of the EXP that would have been awarded if he or she had defeated a character of exactly his or her own level.

It's worth mentioning that enemies level just as you do, so if one particular opponent manages to kill several of your characters in one fight, there's a chance it'll level up from it.

Mana

- ⊗
$$(\text{Target's Level}) \times (\text{Race-based Mana Coefficient}) / 100 = \text{Earned Mana}$$

If one of your characters kills an ally unit, the equation changes slightly:

- ⊗
$$(\text{Target's Level}) \times 10 / 100 = \text{Earned Mana}$$

All Mana earnings double if you're playing in LoC Mode.

Coefficients

The above equations include the phrase "race-based coefficient" a lot. What is that? It's this: a specific number assigned to a character at creation that governs its value to its killer.

EXP • MANA • HL COEFFICIENTS

CLASS	HL COEFFICIENT	EXP COEFFICIENT	MANA COEFFICIENT
Unique characters	10	40	200
DLC Characters	10	10	200
Xenolith	10	60	200
Xenolith (Final)	10	80	200
Lanzarote	80	40	200
Asagi	40	40	200
Porkmeister	10	40	200
Boss, The Outside Ringer	80	80	200
Boss, Prinny Land X	80	80	200
Boss, Prinny Land X, 2nd visit	80	80	200
Hoggmeister	10	40	200
Baal	10	10	200
Geo Symbols	5	5	0
Treasure Chests	1	1	1
Barrels	1	1	1
Wooden Boxes	1	1	1
Snow Men	1	1	1

For generic characters and monsters, their Rank determines their HL/EXP/Mana coefficient. For HL, this goes up with higher Ranks; for EXP and Mana, this goes down significantly. A high-level enemy unit is thus worth much more EXP and Mana, but much less HL, if it's Rank 1. This is part of the reason why the Enemy Strength cheat is so valuable for power-leveling, as most of the enemies you encounter on story stages are going to be around Rank 1 to 3.

JOB	RANK	HL COEFFICIENT	EXP COEFFICIENT	MANA COEFFICIENT
Warrior	Fighter	34	20	100
	Warrior	44	23	85
	Destroyer	54	26	70
	Gladiator	64	29	55
	Warlord	74	32	40
	Battle Master	84	35	25
Valkyrie	Lady Fighter	34	20	100
	Lady Warrior	44	23	85
	Valkyrie	54	26	70
	Minerva Lass	64	29	55
	Freya	74	32	40
	Iron Maiden	84	35	25
Magician	Red Skull	24	15	100
	Green Skull	24	18	100
	Blue Skull	24	21	100
	Star Skull	34	24	55
	Prism Skull	54	27	40
	Galaxy Skull	74	30	25
Witch	Red Mage	24	15	100
	Green Mage	24	18	100
	Blue Mage	24	21	100
	Star Mage	34	24	55
	Prism Mage	54	27	40
	Galaxy Mage	74	30	25
Priest	Heretic	30	15	100
	Zealot	40	18	85
	Martyr	50	21	70
	Pilgrim	60	24	55
	Farvashi	70	27	40
	Anti-Messiah	80	30	25
Cleric	Healer	30	15	100
	Acolyte	40	18	85
	Priest	50	21	70
	Bishop	60	24	55
	Cardinal	70	27	40
	Saint	80	30	25
Martial Artist	Fury Fatalist	34	20	100
	Fight Artist	44	23	85
	Champ of Fighters	54	26	70
	Viper Fighter	64	29	55
	Lethal Combatant	74	32	40
	Boulevard Fighter	84	35	25
Fight Mistress	Wind Spinner	34	20	100
	Thunder Fist	44	23	85
	Storm Bringer	54	26	70
	Sky Faller	64	29	55
	Star Warrior	74	32	40
	God Buster	84	35	25
Thief	Thief	90	10	100
	Rogue	100	13	85
	Scout	110	16	70
	Bandit	120	19	55
	Trickster	130	22	40
	Master Thief	140	25	25
Onmyo Monk	Onmyo Trainee	24	15	100
	Certified Onmyo	34	18	85
	Onmyo Master	44	21	70
	Onmyo Professor	54	24	55
	Onmyo Doctor	64	27	40
	Onmyo Guru	74	30	25
Archer	Archer	30	15	100
	Hunter	40	18	85
	Shooter	50	21	70
	Bow Master	60	24	55
	Cupid	70	27	40
	Freischutz	80	30	25

JOB	RANK	HL COEFFICIENT	EXP COEFFICIENT	MANA COEFFICIENT
Gunner	Gunner	30	15	100
	Sniper	40	18	85
	Outlaw	50	21	70
	Hitman	60	24	55
	Bullseye	70	27	40
	Desperado	80	30	25
Lady Samurai	Exorcist	34	17	100
	Diabolist	44	20	85
	Holy Swordswoman	54	23	70
	Battle Maiden	64	26	55
	Carnage Princess	74	29	40
	Blade Master	84	32	25
Armor Knight	Heavy Knight	25	40	100
	Iron Knight	30	43	85
	Steel Knight	35	46	70
	Mythril Knight	40	49	55
	Adamant Knight	45	52	40
	Aegis Knight	50	55	25
Ninja	Genin	30	17	100
	Chunin	40	20	85
	Jounin	50	23	70
	Oniwaban	60	26	55
	Touryou	70	29	40
	Shadow Master	80	32	25
Magic Knight	Magic Knight	30	17	100
	Dark Knight	40	20	85
	Rune Knight	50	23	70
	Mega Knight	60	26	55
	Force Knight	70	29	40
	Space Knight	80	32	25
Male Angel	Angel Page	30	15	100
	Angel Squire	40	18	85
	Angel Knight	50	21	70
	Angel Baronet	60	24	55
	Angel Champion	70	27	40
	Angel Lord	80	30	25
Female Angel	Angel	30	15	100
	Angel Cadet	40	18	85
	Angel Soldier	50	21	70
	Crusader	60	24	55
	Avenger	70	27	40
	Paladin	80	30	25
Beast Master	Beast Tamer	34	17	100
	Beast Leader	44	20	85
	Beast Lord	54	23	70
	Beast Queen	64	26	55
	Beast Master	74	29	40
	Beast Savior	84	32	25
Shaman	Shaman	24	15	100
	Witch Doctor	34	18	85
	Necromancer	44	21	70
	Dark Elder	54	24	55
	Purgatory Oracle	64	27	40
	Soul Invoker	74	30	25
Masked Hero	Masked Hero	24	12	100
	Vizard Hero	34	15	85
	Morphing Hero	44	18	70
	Fixed-Up Hero	54	21	55
	Galaxy Hero	64	24	40
	Super Dimensionman	74	27	25

SPECIES	RANK	HL COEFFICIENT	EXP COEFFICIENT	MANA COEFFICIENT
Sludge	Green Slime	24	12	100
	Red Blob	34	15	85
	Blue Gelatin	44	18	70
	Ochre Jelly	54	21	55
	Grey Ooze	64	24	40
	Black Pudding	74	27	25
Lantern	Pumpkin	34	17	100
	Decoy	44	20	85
	Mandrake	54	23	70
	Scarecrow	64	26	55
	Jack	74	29	40
	Halloween	84	32	25
Mothman	Mothman	24	12	100
	Messenger	34	15	85
	Watcher	44	18	70
	Observer	54	21	55
	Spy	64	24	40
	Unknown	74	27	25
Golem	Golem	34	17	100
	Spriggan	44	20	85
	Ekim	54	23	70
	Genie	64	26	55
	Ullikummi	74	29	40
	Gogmagog	84	32	25
Spirit	Ghost	24	12	100
	Boggart	34	15	85
	Specter	44	18	70
	Wraith	54	21	55
	Fiend	64	24	40
	Phantom	74	27	25
Slumber Cat	Catsaber	34	15	100
	Warcat	44	18	85
	Cait Sith	54	21	70
	Grimalkin	64	24	55
	Elbaccie	74	27	40
	Lord Cat God	84	30	25
Prinny	Pvt. Prinny	24	15	200
	Cpt. Prinny	34	18	185
	Col. Prinny	44	21	170
	Gen. Prinny	54	24	155
	Prinny King	64	27	140
	Prinny God	74	30	125
Zombie	Zombie	20	20	100
	Ghoul	25	23	85
	Corpse	30	26	70
	Ghast	35	29	55
	Wight	40	32	40
	Zombie King	45	35	25
Gargoyle	Gargoyle	30	17	100
	Guardien	40	20	85
	Nebiros	50	23	70
	Balrog	60	26	55
	Seth	70	29	40
	Pazuzu	80	32	25
Alraune	Alraune	30	15	100
	Nemophila	40	18	85
	Pharbitis	50	21	70
	Belladonna	60	24	55
	Photinia	70	27	40
	Parthenocissus	80	30	25

SPECIES	RANK	HL COEFFICIENT	EXP COEFFICIENT	MANA COEFFICIENT
Minotaur	Minotaur	60	17	100
	Beast	70	20	85
	Death Mowbuu	80	23	70
	Humbaba	90	26	55
	Arch Devil	100	29	40
	Behemoth	110	32	25
Death	Chernobog	34	17	100
	Death	44	20	85
	Tezcatlipoca	54	23	70
	Mrtyu	64	26	55
	Samael	74	29	40
	Thanatos	84	32	25
Living Armor	Killer Armor	34	17	100
	Curse Knight	44	20	85
	Dullahan	54	23	70
	Avenger	64	26	55
	Demon Mail	74	29	40
	Executioner	84	32	25
Succubus	Empusa	30	15	100
	Lilim	40	18	85
	Succubus	50	21	70
	Carmilla	60	24	55
	Hecate	70	27	40
	Lilith	80	30	25
Sea Angel	Clio	30	15	100
	Euterpe	35	18	85
	Thalia	40	21	70
	Urania	45	24	55
	Polyhymnia	50	27	40
	Erato	55	30	25
Nekomata	Nekomata	17	17	100
	Pao Mao	22	20	85
	Tailring	27	23	70
	Cath Palug	32	26	55
	Ovinig	37	29	40
	Bastet	42	32	25
Rifle Demon	Baciel	40	35	100
	Gambiel	45	38	85
	Adnachel	50	41	70
	Verchiel	55	44	55
	Ambriel	60	47	40
	Malchidael	65	50	25
Shark Dragon	Serpent	30	30	100
	Mizuchi	35	33	85
	Sea Dragon	40	36	70
	Rahab	45	39	55
	Leviathan	50	42	40
	Midgardsorm	55	45	25
Ifrit	Ifrit	35	35	100
	Satana	40	38	85
	Marid	45	41	70
	Flamberg	50	44	55
	Slust	55	47	40
	Agni	60	50	25
Evil Dragon	Dragon	30	30	100
	Fafnir	35	33	85
	Nidhogg	40	36	70
	Ahzi Dahaka	45	39	55
	Tiamat	50	42	40
	Bahamut	55	45	25

CHECKLISTS

Weapon Collections

There's an under-the-hood system in D2 called Rank that affects weapons and armor. Ranks 1 through 39 can be found in a number of ways, from buying them at Rosen Queen to getting them as a Bonus to finding them in treasure chests. The higher-Rank items are much more commonly found in the lowest floors of the Item World, where you'll have to steal them from enemies. Items up to Rank 33 are conventionally available for sale at Rosen Queen by the Post-Game, and you can unlock items up to Rank 39 for sale by completing some of the toughest challenges.

If all else fails, you can always find a given item by using a legendary version of its immediate predecessor to create an Item World. On the 100th floor of that Item World, you'll encounter an Item God who is wearing or wielding the item in question. For example, if you just can't find a Gungnir but you have a Wrong Burgundy, you can upgrade the Wrong Burgundy to legendary by defeating the Item King on its 60th floor, then explore its Item World to find a Gungnir held by the Item God on the 100th floor.

(This means that if you have nothing but free time and you're inclined to do so, you can theoretically get Rank 39 weapons and armor as early as Episode 3 via exploring the Item World and methodically working your way through each weapon and armor category. It would take you hundreds of hours, but it is an option you possess.)

The only way to find any Rank 40 weapon—the Cosmo Infinity, Baal Sword, Drill Emperor, Tsukiyomi Bow, Absolute, Tezcatlipoca, Genesis Wand, Altima, Baal Stigma, and Legend Emblem—is to create an Item World with a legendary version of the Rank 39 weapon in the same category, then explore its 100th floor with LoC Mode on. The Item God will have the Rank 40 weapon or item equipped, along with one randomly determined piece of rare equipment.

Several weapons do not fit into the Rank category for one reason or another. These will be dealt with individually. Look for the asterisks.


To help you obtain the Item Hoarder Trophy, we've included these checklists so you can keep track of your growing item collection. You can have a maximum of 999 items in your inventory at any given time, and you do not have to have an item in your inventory for it to count towards Item Hoarder.

Fists

FIST	COMMON	RARE	LEGENDARY
Cause Wristband	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rubber Gloves	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Slap	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Brass Knuckles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Full-Power Flick	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Protective Gloves	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Father's Fist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Elbow Drop	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Crap Beater	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bare Knuckles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weakness Chop	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Open Hand Push	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Kakute	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cross-Counter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bagh Nakh	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hand Power	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shamrock Gloves	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mack Gloves	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Doctor Claws	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ninja Claws	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Katar	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fist Blades	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Roshambo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gold Mitten	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Back Fist Special	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hand Spikes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Chi Hand	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Poison Blow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Platinum Gauntlet	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hero Chop	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Devil Hand Wraps	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dragon Nail	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
War Cestus	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Death Grip	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Galactica	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
God Killer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Zodiac	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
God Finger	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ultimus	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cosmo Infinity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Swords

SWORDS	COMMON	RARE	LEGENDARY
Common Dagger	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Short Sword	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Falchion	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gladius	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bastard Sword	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Khukuri	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hell Saber	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Machete	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dragon Blade	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bane Sword	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mail Breaker	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wild Dagger	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ninja Sword	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Big Snake	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Berserker	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Chidori	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Evil Saber	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sword of Damocles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Auto-Cleave	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Man Eater	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Alberich	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Demon Cutter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Flare Saber	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The Doodbringer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Blutgang	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gram	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Boulder Breaker	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Chaos Knife	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Moral Blade	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Murasame	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Joyeuse	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Caladbolg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mistilteinn	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Verethragna	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Excalibur	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ullikummi	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Exodus	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Prey	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Yoshitsuna	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Baal Sword	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Great Baal Horn*	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tennis Racket**	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sunflower**	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Paper Fan**	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Umbrella**	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Natural Sardine**	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rising Flag**	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Green Onion**	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Death Sickle***	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* The Great Baal Horn is received as a bonus when you defeat .
 ** These are prizes from the Item World. Talk to Minato in Laharl's Castle.
 *** Obtained when you clear Netherpower Struggle.

Spears

SPEAR	COMMON	RARE	LEGENDARY
Fake Spear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gatekeeper Spear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Short Spear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bardiche	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Corseque	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Halberd	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Crosspike	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Battle Fork	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Warrior Spear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Naginata	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bec de Corbin	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Obsidian Spear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fangvernugen	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Thunder Spear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Elf Spear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Skull Lance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Demon Pinner	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wind Spear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Evil Star Spear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hungnir	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Valkyrie Spear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fallen Angel Spear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Aura Javelin	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sea God Trident	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dark Trident	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Snake Spear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ziegfried	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tonbogiri	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Marte	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Blue Stinger	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ruin Spear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Geironul	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pinaka	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rugal Spear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wrong Burgundy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gungnir	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Overlord's Spear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Leviathan	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Glorius	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Drill Emperor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Elder Spear*	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Longinus**	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shovel***	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Broom***	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mic***	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Brush***	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sign***	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Green Onion***	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Death Sickle***	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* In the Post-Game, push the switches on the back of Laharl's throne and on the skull on the Rosen Queen Trading Company's counter, then check the corner bookshelf to Memoria's left in the library. Read the diary.
 ** Get a character to Weapon Mastery level 25 with Spears, then talk to Zommie in the library. Your main character (the one who you control in the Castle) must not have a weapon equipped.
 *** These are prizes from the Item World. Talk to Minato in Laharl's Castle.

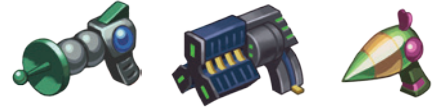
Bows



BOW	COMMON	RARE	LEGENDARY
Old Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wooden Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Short Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Technical Hunter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Beast Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Long Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mechanical Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Nature Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Skeleton Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Thorn Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Assassin Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wind Hunter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bird Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Golden Hunter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Miracle Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shadow Arch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Grudge Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sweet Fairy Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Slypheed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Jadeite Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The Thornicator	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Evil Killer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Master Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Evil Tree Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mangado Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Barbatos	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Crow Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Arjuna Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Prometheus	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Silver Wind Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Secret Skill Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hitman Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sky God Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stymphalia Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Odysseus Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sagittarius	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gandiva	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Drake Hunter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lovely Cupid	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tsukiyomi Bow	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tambourine*	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Flower Wreath*	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* These are prizes from the Item World. Talk to Minato in Laharl's Castle.

Guns



GUNS	COMMON	RARE	LEGENDARY
Bamboo Water Gun	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Junk Shooter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Auto Shock	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dolphin SP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Netherworld Mk 4k	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Silver Hawk	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hyper Blaster	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Welrod	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Double Derringer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Marshal Echo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gehenna 600	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Eagle Bison	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Heat Wave Gun	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Vapor Killer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Beam Gun	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sky Maiden Gun	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
All Finger Fistcount	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dead Chaser	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hell Grenade	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Space Magnum	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Photon Burst	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Malicious	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wing Blaster	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hazardous Corpse	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commando	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Psycho Gun	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pile Bunker	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stress Reliever	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gjallarhorn	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Volcanic Fire	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Titania	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lightning Laser Gun	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hammer Gun	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Aurvangr	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Omega Phaser	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pulse Cannon	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Crusader	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Overlord's Gun	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Marduk	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Absolute	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Megaphone*	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* These are prizes from the Item World. Talk to Minato in Laharl's Castle.

Axes



AXES	COMMON	RARE	LEGENDARY
Rusty Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lumberjack Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Nailed Bat	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wooden Hammer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hardened Bat	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Barber Pole	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Warrior Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Plated Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bronze Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Labrys	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Greedy Hatchet	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shaman Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
War Hammer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dwarf Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lovely Edge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gold Crusher	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Guillotine Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Crimson Fire Stick	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Metal Slasher	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wing Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Evil Butterfly Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Guilty Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Aura Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pahoehoe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Aethyr	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Enforcer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sedona Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Daedalus War Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Violence Edge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Axe of Despair	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Earthquaker	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Amazoness	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Garuda Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ukonvasara	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lunatic Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ragnar	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gilgamesh	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lightning Axe	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Britomartis	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tezcatlipoca	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Toy Hammer*	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lollipop**	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Puppy Paw Stick*	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Guitar***	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Referee Fan*	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* These are prizes from the Item World. Talk to Minato in Laharl's Castle.

** You can steal these from Cougar Pirates, which are randomly encountered in the Item World.

*** Clear the Post-Game stage Behind the Star.

Staves



STAVES	COMMON	RARE	LEGENDARY
Sort of Staff-Like	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Magic Rod	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Glass Wand	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Magician's Wand	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pixy Rod	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Undead Staff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Staff of Marriage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Conchiolin	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Jewel Scepter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Elf Staff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Demon Wand	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Beat Stick	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Jungle Stick	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Prinny Staff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inspiring Staff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mesmerizing Staff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Emerald Staff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shiny Staff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Kamikaze Staff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pretty Rod	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
G.H.O.B.A.G.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mermaid Staff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Staff of Happiness	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Eclipse Wand	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dream Staff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Contract Staff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Solid Impact	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sorcerer Rod	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Prinny Staff X	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Amduscias	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rune Staff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wizardry	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Summon Luminas	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dark Nebula	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Holy Goddess Staff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ganesha Staff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tupac Yauri	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Thyrus Staff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mercurius	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Genesis Wand	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pure Staff*	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

* In the Post-Game, pass the "I Want to Be Pure Again" bill with Flonne in the Dark Assembly to transform her into Pure Flonne. Afterward, speak to her with any character who is at a five-heart Likability rating with her to receive the Pure Staff.

Books



BOOKS	COMMON	RARE	LEGENDARY
Ripped Scrap Book	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Business Planner	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fun With Magic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Prinny Book	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Jewel Lithograph	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Magic Diary	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Demon Text Book	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gremlin Tales	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Demon Beast Fossil	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mononoke Deck	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hieroglyphics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Poison Butterfly	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Book of Evolution	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rune Bible	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Magic for Morons	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sun Monolith	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Supernatural Tales	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Witchcraft	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Book of Secrets	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Necromancy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mandate of Heaven	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Darkness Tablet	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sacred Scriptures	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Anti-Evil Lithograph	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Phalaenopsis Dream	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Book of Death	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sephirot	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mystic Doctrines	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Evil God Grimoire	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
iVil Pad	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Abyssal Gate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Illustrated Scroll	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Holy Book of Ra	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Aphrodite	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gorgon Stone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Garuda Legend	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dantalion	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Necronomicon	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Book of Eibon	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Altima			<input type="checkbox"/>
Zetta Book (Replica)*			<input type="checkbox"/>

* Clear the Post-Game stage Red Overlord Search.

Monster Weapons

MONSTER WEAPONS	COMMON	RARE	LEGENDARY
Cicada Husk	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Paw Gloves	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Curved Nail	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Umbrella Bat	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fawn Horn	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Slime Mucus	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Jelly Fish Needle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cobra Twist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Porcupine Needle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wolf Fangs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Suspicious Tentacle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bull Horn	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bear Claw	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rose Whip	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tiger Fang	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Jack-o'-Lantern	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Alligator Bite	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mythic Beast Horn	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Undead Embrace	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mad Dinosaur	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Demon Hand	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wyvern Wing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pegasus Hoof	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mermaid Harp	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Demon Claw	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Griffin Beak	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Golem Punch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spider's Curse	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Jaws of Cerberus	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Geo Blade	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Kraken Tentacles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Nightmare's Neigh	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hydra Bind	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dragon Tail	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Half a Phoenix Wing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Enigma	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Devil Matrix	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Uroboros Ring	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Makai Wars	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Baal Stigma	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Monster Emblems

MONSTER EMBLEMS	COMMON	RARE	LEGENDARY
Humiliating Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weakening Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Depraved Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Colt Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cunning Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sacrifice Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sitcom Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Skeleton Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Danger Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Third Eye Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Courage Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Eerie Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Secret Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Greedy Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Flame Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Impure Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Devilish Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3 Star Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Madness Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dark Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spirit Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Unexpected Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Heretic Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mystery Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gold Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dark Knight Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Chastity Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Surprise Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Earth Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Happy Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Goddess Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fiery Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Phoenix Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Carnage Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Illusion Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dragon God Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Undead Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Enma Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awakening Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Legend Emblem	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Armor Collections

While the Rank system is less rigid when it comes to armor and accessories, the same rules apply. You can find any item on this list by creating an Item World with the item directly above it on the chart, then stealing it from the Item God on the 100th floor.

With the exceptions of the Invincible Aura and the Trapezohedron, you can also find most of these items equipped by enemies in the Item World. The better the item you're exploring, the more likely it is that you'll find high-end equipment being used against you, especially as you're moving through the lower floors. You'll need to steal these items if you want them for yourself, using a Thief who is of equal or higher level than the enemies you're facing.

Orbs, Muscles, and "Special Treasures"—that's the name of Paparazzi's menu for these items in the Data Shop, but the in-game descriptions call them Emblems—will never be available for sale at Rosen Queen. You can obtain most of them, however, as door prizes at the Netherworld Hospital (see pg. XX) or by stealing them from enemies in the story campaign.

Finally, you can find the Invincible Aura and Trapezohedron in the same way that you obtain Rank 40 weapons: by exploring the Item World with LoC Mode on. When you reach the 100th floor of an Item World created with a legendary Superalloy Suit or Arcadia, the Item God will have an Invincible Aura or Trapezohedron equipped.

ARMOR	COMMON	RARE	LEGENDARY
Amulet	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pot Lid	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Silk Cumberbund	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Safety Helmet	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Homemade Sweater	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Festival Clothes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Buckler	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bug Hero Suit	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gas Mask	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Knifing Vest	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Kendo Gear	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Kite Shield	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Magical Vest	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bikini Armor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Great Helm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hustler Jacket	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Magical Tricorn Hat	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dandy Gown	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Elegant Coat	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scalemail	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Breastplate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Duralumin Shield	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Willpower Suit	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Brigandine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
General's Helm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Happy Cape	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Robe of the Magi	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Metal Jacket	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Nine Tail	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Angel Shield	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dragonmail	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Venus Dress	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Achilles Shield	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Orichalcum Armor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Death's Breastplate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Aegis Shield	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Overlord's Cape	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Nirvana	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Superalloy Suit	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Invincible Aura	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Armor Collections (cont.)

BELTS	COMMON	RARE	LEGENDARY
Power Belt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Exertion Belt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Energy Belt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Beastly Belt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Aura Belt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spirit Belt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bravery Belt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Black Belt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ubersensch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Orion's Belt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SHOES	COMMON	RARE	LEGENDARY
Slippers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cross-Trainers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ninja Tabi	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Falcon Shoes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Aero Sneakers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Winged Boots	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Angel's Shoes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Accelerator	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Propel Vernier	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Barefoot X	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ORBS	COMMON	RARE	LEGENDARY
Common Orb	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Psycho Orb	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dark Orb	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bloody Orb	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Astral Orb	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lunar Orb	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Royal Orb	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Holy Orb	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Chaos Orb	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Universal Orb	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GLASSES	COMMON	RARE	LEGENDARY
Glasses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Binoculars	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Nerd Glasses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Plastic Nose	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Opera Glasses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Nightvision	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Crosshair	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Foresight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Destiny Lens	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Providence	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MUSCLES	COMMON	RARE	LEGENDARY
Brawny Muscle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Kung-Fu Muscle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spirit Muscle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fight Muscle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ace Muscle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Victory Muscle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dream Muscle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
World Muscle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Star Muscle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cosmo Muscle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SPECIAL TREASURES	COMMON	RARE	LEGENDARY
Imperial Seal	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dark Rosary	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Devil Ring	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Feather Token	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sophia's Mirror	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pravda Pendant	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Royal Ring	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Testament	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Exodus	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Arcadia	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Trapezohedron	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Rare Equipment

Finally, there are seven accessories that are organized as "rare equipment." The only way to find five out of these seven items is to steal them from Item Gods on the 100th floor of Rank 39 or 40 items. Any Item God who has a Rank 40 weapon, an Invincible Aura, or a Trapezohedron is guaranteed to have at least one of these five items.

The exceptions are the Prinny Suit and the Super Time Engine. The Prinny Suit can be stolen from a specific enemy who's encountered in the last stage of Prinny Land, and who only appears there on your first visit. If you defeat him without stealing the Prinny Suit, which will require you to have a level 4,000 Thief and to use Stealing Hand on that boss from behind, you won't have another chance at the Suit unless you go all the way back through the game on a second cycle.

The Super Time Engine is received by clearing the final stage of the game, which is only available in Rasetsu Mode. Good luck...

EQUIPMENT	COLLECTED
Prinny Suit	<input type="checkbox"/>
Broken Cellphone	<input type="checkbox"/>
Mushroom Charm	<input type="checkbox"/>
Pizza Shield	<input type="checkbox"/>
Cosplay Cat Ears	<input type="checkbox"/>
Bunny Diary	<input type="checkbox"/>
Super Time Engine	<input type="checkbox"/>

Consumables

This category includes foods, potions, and anything else you use only once. Many of these items can be purchased at Rosen Queen, found in treasure chests, obtained as a prize from the Netherworld Hospital, or are one of the random giveaways that you can get from the Toy Machine on the desk at the Rosen Queen Trading Company. Bribes for the Dark Assembly and EXP/Mana Potions can also be purchased from particular merchants in the Item World.

SNACKS	COMMON	RARE	LEGENDARY
ABC Gum	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mint Gum	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hard Candy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cotton Candy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Taiyaki	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Chocolate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Flan	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Eclair	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shortcake	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sundae	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Opened Soda	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Unopened Soda	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Garlic Water	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Yam Starch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BBQ Sauce	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Egg Yolk	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Angel Cake	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gold Bar	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Superhero DVD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bomb	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Medicine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hard Liquor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Chloroform	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealing Hand	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Plunder Hand	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cha-Ching	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bandit's Hand	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awesome Hand	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mr. Gency Exit	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Protein Shake	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bloody Mary	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sake	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mushroom Soup	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sardine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Caterpillar Egg	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charred Newt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Chicken Blood	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Snake Kidney	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Yummy Kimchee	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Frog Sweat	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Immortal Pill	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Soma	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Elixir	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fairy Dust	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Demon Buns	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SECRET MEDICINE	COLLECTED
Mana Potion I	<input type="checkbox"/>
Mana Potion II	<input type="checkbox"/>
Mana Potion III	<input type="checkbox"/>
Mana Potion IV	<input type="checkbox"/>
Mana Potion V	<input type="checkbox"/>
EXP Potion I	<input type="checkbox"/>
EXP Potion II	<input type="checkbox"/>
EXP Potion III	<input type="checkbox"/>
EXP Potion IV	<input type="checkbox"/>
EXP Potion V	<input type="checkbox"/>
Stamina Salve	<input type="checkbox"/>
Spirit Salve	<input type="checkbox"/>
Strength Salve	<input type="checkbox"/>
Endurance Salve	<input type="checkbox"/>
Mind Salve	<input type="checkbox"/>
Agility Salve	<input type="checkbox"/>
Finesse Salve	<input type="checkbox"/>
Tolerance Salve	<input type="checkbox"/>
Stamina Remedy	<input type="checkbox"/>
Spirit Remedy	<input type="checkbox"/>
Strength Remedy	<input type="checkbox"/>
Endurance Remedy	<input type="checkbox"/>
Mind Remedy	<input type="checkbox"/>
Agility Remedy	<input type="checkbox"/>
Finesse Remedy	<input type="checkbox"/>
Tolerance Remedy	<input type="checkbox"/>
Stamina Serum	<input type="checkbox"/>
Spirit Serum	<input type="checkbox"/>
Strength Serum	<input type="checkbox"/>
Endurance Serum	<input type="checkbox"/>
Mind Serum	<input type="checkbox"/>
Agility Serum	<input type="checkbox"/>
Finesse Serum	<input type="checkbox"/>
Tolerance Serum	<input type="checkbox"/>

Special Voyeur

To obtain this Trophy, you must watch the animations for every Special Skill in the game, whether you're the one using them or they're being used on you. You'll note that this even includes spells that have no real animation to speak of, such as Espoir. The Skills you have viewed are recorded in Paparazzi's Data Shop as his Special Skill Collection.

The first time you see a given Skill's animation, you aren't allowed to skip it, so there's no risk that you'll accidentally button-mash your way past something you need.

Magic

MAGIC	SOURCE	VIEWED
Fire	Magician/Witch 1	<input type="checkbox"/>
Mega Fire	Magician/Witch 10	<input type="checkbox"/>
Giga Fire	Magician/Witch 20	<input type="checkbox"/>
Omega Fire	Magician/Witch 40	<input type="checkbox"/>
Tera Fire	Magician/Witch 80	<input type="checkbox"/>
Wind	Magician/Witch 1	<input type="checkbox"/>
Mega Wind	Magician/Witch 10	<input type="checkbox"/>
Giga Wind	Magician/Witch 20	<input type="checkbox"/>
Omega Wind	Magician/Witch 40	<input type="checkbox"/>
Tera Wind	Magician/Witch 80	<input type="checkbox"/>
Ice	Magician/Witch 1	<input type="checkbox"/>
Mega Ice	Magician/Witch 10	<input type="checkbox"/>
Giga Ice	Magician/Witch 20	<input type="checkbox"/>
Omega Ice	Magician/Witch 40	<input type="checkbox"/>
Tera Ice	Magician/Witch 80	<input type="checkbox"/>
Star	Magician/Witch 1	<input type="checkbox"/>
Mega Star	Magician/Witch 10	<input type="checkbox"/>
Giga Star	Magician/Witch 20	<input type="checkbox"/>
Omega Star	Magician/Witch 40	<input type="checkbox"/>
Tera Star	Magician/Witch 80	<input type="checkbox"/>
Heal	Flonne 1	<input type="checkbox"/>
Mega Heal	Flonne 10	<input type="checkbox"/>

MAGIC	SOURCE	VIEWED
Giga Heal	Flonne 25	<input type="checkbox"/>
Omega Heal	Flonne 50	<input type="checkbox"/>
Tera Heal	Flonne 100	<input type="checkbox"/>
Espoir	Flonne 7, Cleric 3	<input type="checkbox"/>
Braveheart	Lanzarote 1	<input type="checkbox"/>
Shield	Sicily 1	<input type="checkbox"/>
Magic Boost	Lanzarote 1	<input type="checkbox"/>
Magic Wall	Sicily 1	<input type="checkbox"/>
Target Lock	Lantern 1, Lanzarote 30	<input type="checkbox"/>
Speed Boost	Prinny 1, Lanzarote 30	<input type="checkbox"/>
Enfeeble	Cleric/Priest 30	<input type="checkbox"/>
Armor Break	Ninja 12	<input type="checkbox"/>
Mind Break	Cleric/Priest 30	<input type="checkbox"/>
Resist Break	Ninja 12	<input type="checkbox"/>
Blind	Ninja 24	<input type="checkbox"/>
Slow	Ninja 36	<input type="checkbox"/>
Poison	Ninja 1	<input type="checkbox"/>
Slumber	Ninja 5	<input type="checkbox"/>
Stun	Ninja 36	<input type="checkbox"/>
Blank Out	Shaman 50	<input type="checkbox"/>
Charm	Shaman 50	<input type="checkbox"/>

Most of the spells in the game have multiple sources. A Witch, Magician, Succubus, and Spirit all learn the Fire spell at roughly the same level, for example. The listed level and jobs in this chart are more for convenience than necessity; there's a bias at work here toward jobs you likely already have, or which you don't have to wait terribly long to get.

Weapon Skills

The first six Weapon Skills in each category are learned simply by leveling a character's Weapon Mastery. The seventh and eighth must be purchased from a Prinny merchant who lives on a Bonus Island in the Item World.

FIST	SOURCE	VIEWED
Triple Strike	Weapon Mastery 1	<input type="checkbox"/>
Double Shadow	Weapon Mastery 3	<input type="checkbox"/>
Side Out	Weapon Mastery 5	<input type="checkbox"/>
Beast King	Weapon Mastery 10	<input type="checkbox"/>
Aura Punch	Weapon Mastery 15	<input type="checkbox"/>
Big Bang	Weapon Mastery 21	<input type="checkbox"/>
Quintuple Shot	Purchased from a vendor in the Item World for 2,000,000 HL.	<input type="checkbox"/>
No Way Out	Purchased from a vendor in the Item World for 2,000,000 HL.	<input type="checkbox"/>

SWORD	SOURCE	VIEWED
Blade Rush	Weapon Mastery 1	<input type="checkbox"/>
Hurricane Slash	Weapon Mastery 3	<input type="checkbox"/>
Nether Slash	Weapon Mastery 5	<input type="checkbox"/>
Musou Slash	Weapon Mastery 10	<input type="checkbox"/>
Dark Night Slash	Weapon Mastery 15	<input type="checkbox"/>
Dimension Slash	Weapon Mastery 21	<input type="checkbox"/>
Sky Nine Slash	Purchased from a vendor in the Item World for 2,000,000 HL.	<input type="checkbox"/>
Super Crosslord	Purchased from a vendor in the Item World for 4,000,000 HL.	<input type="checkbox"/>

SPEAR	SOURCE	VIEWED
Impaler Drop	Weapon Mastery 1	<input type="checkbox"/>
Blade Bash	Weapon Mastery 3	<input type="checkbox"/>
Spear Blow	Weapon Mastery 5	<input type="checkbox"/>
Trident	Weapon Mastery 10	<input type="checkbox"/>
Dimension Rush	Weapon Mastery 15	<input type="checkbox"/>
Magic Comet Slash	Weapon Mastery 21	<input type="checkbox"/>
Baker's Dozen Slash	Purchased from a vendor in the Item World for 2,000,000 HL.	<input type="checkbox"/>
Meteor Sky Spear	Purchased from a vendor in the Item World for 4,000,000 HL.	<input type="checkbox"/>

BOW	SOURCE	VIEWED
Dark Spica	Weapon Mastery 1	<input type="checkbox"/>
Bright Canopus	Weapon Mastery 3	<input type="checkbox"/>
Meteor Arrow Kick	Weapon Mastery 5	<input type="checkbox"/>
Zielregen	Weapon Mastery 10	<input type="checkbox"/>
Doppelganger	Weapon Mastery 15	<input type="checkbox"/>
Galaxy Comet	Weapon Mastery 21	<input type="checkbox"/>
Psycho Mirage	Purchased from a vendor in the Item World for 2,000,000 HL.	<input type="checkbox"/>
Fire Dragon Gods	Purchased from a vendor in the Item World for 4,000,000 HL.	<input type="checkbox"/>

GUN	SOURCE	VIEWED
Tri-Burst	Weapon Mastery 1	<input type="checkbox"/>
Dark Matter Ether	Weapon Mastery 3	<input type="checkbox"/>
Point Blank Blaster	Weapon Mastery 5	<input type="checkbox"/>
Icicle Sword Gun	Weapon Mastery 10	<input type="checkbox"/>
Rapid Launcher	Weapon Mastery 15	<input type="checkbox"/>
Patriot	Weapon Mastery 21	<input type="checkbox"/>
Double Hell Limbo	Purchased from a vendor in the Item World for 2,000,000 HL.	<input type="checkbox"/>
Cocytus	Purchased from a vendor in the Item World for 4,000,000 HL.	<input type="checkbox"/>

AXE	SOURCE	VIEWED
Boulder Crush	Weapon Mastery 1	<input type="checkbox"/>
Helmet Crush	Weapon Mastery 3	<input type="checkbox"/>
Super Back Spin	Weapon Mastery 5	<input type="checkbox"/>
Axe Wheel WMD	Weapon Mastery 10	<input type="checkbox"/>
Dynamic Moon	Weapon Mastery 15	<input type="checkbox"/>
Plasma Sky	Weapon Mastery 21	<input type="checkbox"/>
Netherworld Loop	Purchased from a vendor in the Item World for 2,000,000 HL.	<input type="checkbox"/>
El Diablo	Purchased from a vendor in the Item World for 4,000,000 HL.	<input type="checkbox"/>

BOOK	SOURCE	VIEWED
451 Degrees of Evil	Weapon Mastery 1	<input type="checkbox"/>
Gone with the Cotton	Weapon Mastery 3	<input type="checkbox"/>
Sea Horse Charge	Weapon Mastery 5	<input type="checkbox"/>
Baskervilles	Weapon Mastery 10	<input type="checkbox"/>
Nether News	Weapon Mastery 15	<input type="checkbox"/>
Sea Dragon Bang	Weapon Mastery 21	<input type="checkbox"/>
Cat Tale	Purchased from a vendor in the Item World for 2,000,000 HL.	<input type="checkbox"/>
NIS Certification	Purchased from a vendor in the Item World for 4,000,000 HL.	<input type="checkbox"/>

Unique Skills

In the Data Shop, this category encompasses all the Skills used by unique characters, including particular bosses. Because they use slightly different animations, the game tracks Laharl's unique Skill animations independently from those of Lady Laharl's.

CAUTION

Since certain bosses can only be fought once each and cannot be recruited, it is necessary that you hang out on their respective stages until they use those Skills on you in order to complete this part of your Skill Collection. Otherwise, you'll have to either reload your save or go through the game again on a second cycle.

UNIQUE SKILL	SOURCE	VIEWED
Blazing Knuckle	Laharl 8	<input type="checkbox"/>
Overlord's Wrath	Laharl 42	<input type="checkbox"/>
Meteor Impact EX	Laharl 100	<input type="checkbox"/>
Overlord Dimension	Laharl 150	<input type="checkbox"/>
Blazing Knuckle	Lady Laharl 8	<input type="checkbox"/>
Overlord's Wrath	Lady Laharl 42	<input type="checkbox"/>
Meteor Impact EX	Lady Laharl 100	<input type="checkbox"/>
Overlord Dimension	Lady Laharl 150	<input type="checkbox"/>
Prinny Raid	Etna 8	<input type="checkbox"/>
Sexy Beam	Etna 42	<input type="checkbox"/>
Chaos Impact	Etna 100	<input type="checkbox"/>
Dead End Chaos	Pass Learn New Skill with Etna in the Post-Game Dark Assembly.	<input type="checkbox"/>
Love Knuckle!	Flonne 8	<input type="checkbox"/>
Holy Arrows	Flonne 42	<input type="checkbox"/>
Flonnezilla	Flonne 100	<input type="checkbox"/>
Extreme Lovel	Pure Flonne	<input type="checkbox"/>
Angelic Knuckle	Sicily 8	<input type="checkbox"/>
Prinny Parade	Sicily 42	<input type="checkbox"/>
Sicily Delivery	Sicily 100	<input type="checkbox"/>
Dark Phenomenon	Boss skill, Netherworld's End	<input type="checkbox"/>
Chaos Divider	Boss skill, Netherworld's End	<input type="checkbox"/>
Dimension Chaos	Boss skill, Netherworld's End	<input type="checkbox"/>
Order: Prediction	Barbara 8	<input type="checkbox"/>
Order: Chaos Dance	Barbara 32	<input type="checkbox"/>
Fall & Press	Grosso 1	<input type="checkbox"/>
Grosso Booster	Grosso 32	<input type="checkbox"/>
Guardian Cannon	Grosso 80	<input type="checkbox"/>
Tentacle of Death	Rainier 8	<input type="checkbox"/>
Frozen Lake	Rainier 32	<input type="checkbox"/>
Dam Breaker	Rainier 80	<input type="checkbox"/>
Spinning Shock	Garungun 8	<input type="checkbox"/>
Gaea's Pulse	Garungun 32	<input type="checkbox"/>
Ultimate Form	Garungun 80	<input type="checkbox"/>
Angels Unite!	Boss, Phantom's End	<input type="checkbox"/>

UNIQUE SKILL	SOURCE	VIEWED
Darkness Slash+	Porkmeister 8	<input type="checkbox"/>
Sand Wyrms Impact+	Porkmeister 42	<input type="checkbox"/>
Boulder Shot+	Porkmeister 100	<input type="checkbox"/>
Cameo Storm	Asagi 8	<input type="checkbox"/>
Dead Hurdles	Asagi 42	<input type="checkbox"/>
Asagi Chachacha	Asagi 100	<input type="checkbox"/>
My Autograph!	Axel 8	<input type="checkbox"/>
Aching Heart	Axel 42	<input type="checkbox"/>
Love Dynamite T	Axel 100	<input type="checkbox"/>
Impaler Prince	Valvatorez 8	<input type="checkbox"/>
Bloody Hole	Valvatorez 42	<input type="checkbox"/>
Tyrant Flughude	Valvatorez 100	<input type="checkbox"/>
Swift Power Shot	Fenrich 8	<input type="checkbox"/>
Dual Canine Attack	Fenrich 42	<input type="checkbox"/>
Vanargandr	Fenrich 100	<input type="checkbox"/>
Mandatory Repo	Artina 8	<input type="checkbox"/>
Angelic Whip	Artina 42	<input type="checkbox"/>
Goddess Artemis	Artina 100	<input type="checkbox"/>
Soul Reaper	Emizel 8	<input type="checkbox"/>
Grim Specter	Emizel 42	<input type="checkbox"/>
Delta of Death	Emizel 100	<input type="checkbox"/>
Azure Prison	Petta 8	<input type="checkbox"/>
Petta Beam	Petta 42	<input type="checkbox"/>
Time Drive	Petta 100	<input type="checkbox"/>
Evilman Slash	A Secret Boss From Another Reality	<input type="checkbox"/>
Evilman Death Rave	A Secret Boss From Another Reality	<input type="checkbox"/>
Evilman Gigantus Ray	A Secret Boss From Another Reality	<input type="checkbox"/>
Prinny Rush	Boss, Prinny Land	<input type="checkbox"/>
Prinny Destroy	Boss, Prinny Land	<input type="checkbox"/>
Pringer Beam X	Boss, Prinny Land	<input type="checkbox"/>
Sword Rain	The Secret Hidden Boss We Aren't Supposed to Be Talking About	<input type="checkbox"/>
Grand Sword	The Secret Hidden Boss We Aren't Supposed to Be Talking About	<input type="checkbox"/>
Grave Eternity	TTThe Secret Hidden Boss We Aren't Supposed to Be Talking About	<input type="checkbox"/>

Human Skills

This encompasses the handful of unique Skills possessed by humanoid generic units.

HUMAN SKILL	SOURCE	VIEWED
Geo Change	Onmyo Monk 1	<input type="checkbox"/>
Bonus Change	Onmyo Monk 1	<input type="checkbox"/>
Bonus Blast	Onmyo Monk 15	<input type="checkbox"/>
Geo Blast	Onmyo Monk 30	<input type="checkbox"/>
Geo Warp	Onmyo Monk 50	<input type="checkbox"/>
Fire Charge	Magic Knight 20	<input type="checkbox"/>
Wind Charge	Magic Knight 20	<input type="checkbox"/>
Ice Charge	Magic Knight 20	<input type="checkbox"/>

SKILL	SOURCE	VIEWED
Anti-Fire	Magic Knight 40	<input type="checkbox"/>
Anti-Wind	Magic Knight 40	<input type="checkbox"/>
Anti-Ice	Magic Knight 40	<input type="checkbox"/>
Wild Groom	Beast Master 10	<input type="checkbox"/>
Dominate	Beast Master 25	<input type="checkbox"/>
Create Box	Thief 20	<input type="checkbox"/>
Create Barrel	Thief 40	<input type="checkbox"/>
Stealing Hand	Thief 1	<input type="checkbox"/>

Monster Skills

Strangely, Lanzarote knows many of the spells labeled as "Monster Skills" in the Special Skill Collection. In fact, unless you find a Sea Angel in the Item World before the end of Episode 4, it's likely that you'll first gain access to those spells when you recruit Lanzarote. She may have some explaining to do.

MONSTER SKILL	SOURCE	VIEWED
Move!	Lanzarote 1	<input type="checkbox"/>
Jump Jump Jump!	Lanzarote 1	<input type="checkbox"/>
Counter Classes	Lanzarote 20	<input type="checkbox"/>
Throw!	Lanzarote 60	<input type="checkbox"/>
Magic Extender	Lanzarote 80	<input type="checkbox"/>
Only Crits!	Lanzarote 40	<input type="checkbox"/>
Slime Stomp	Sludge 8	<input type="checkbox"/>
Slime Cheer	Sludge 24	<input type="checkbox"/>
Roslimebo	Sludge 48	<input type="checkbox"/>
Muscle Slime	Sludge 96	<input type="checkbox"/>
Jack Knife Jr.	Lantern 8	<input type="checkbox"/>
Daniel Jacks	Lantern 24	<input type="checkbox"/>
Jack the Ripper	Lantern 48	<input type="checkbox"/>
Jackpot 4 U	Lantern 96	<input type="checkbox"/>
Super Hypno Ray	Mothman 8	<input type="checkbox"/>
Mothsplosion	Mothman 24	<input type="checkbox"/>
Moth Field	Mothman 48	<input type="checkbox"/>
Sunset Lullaby	Mothman 96	<input type="checkbox"/>
Nether Lariat	Golem 8	<input type="checkbox"/>
Pile Bunker	Golem 28	<input type="checkbox"/>
Gaea's Lament	Golem 56	<input type="checkbox"/>
Macho Golem	Golem 112	<input type="checkbox"/>
Ignis Fatuus	Spirit 8	<input type="checkbox"/>
Micro Bomber	Spirit 28	<input type="checkbox"/>
Puppet Show	Spirit 56	<input type="checkbox"/>
Never Forget You	Spirit 112	<input type="checkbox"/>
Cat Setaria	Slumber Cat 6	<input type="checkbox"/>
Burning Hairball	Slumber Cat 24	<input type="checkbox"/>
Combo Attack	Slumber Cat 48	<input type="checkbox"/>

MONSTER SKILL	SOURCE	VIEWED
Blue Sky Surfer	Slumber Cat 96	<input type="checkbox"/>
Prinny Blizzard	Prinny 6	<input type="checkbox"/>
Prinny Dance	Prinny 24	<input type="checkbox"/>
Thousand Prinnyes	Prinny 48	<input type="checkbox"/>
Code Prinny	Prinny 96	<input type="checkbox"/>
Poison Bite	Zombie 8	<input type="checkbox"/>
Rotten Headbutt	Zombie 28	<input type="checkbox"/>
Zombie Tornado	Zombie 56	<input type="checkbox"/>
Zombeam	Zombie 112	<input type="checkbox"/>
Flying Press	Gargoyle 8	<input type="checkbox"/>
Boltech Booster	Gargoyle 28	<input type="checkbox"/>
Electric Shot	Gargoyle 56	<input type="checkbox"/>
Galleon Cannon	Gargoyle 112	<input type="checkbox"/>
Petal Cutter V	Alraune 8	<input type="checkbox"/>
Solar Satellite	Alraune 28	<input type="checkbox"/>
Scatter Thorn Shot	Alraune 56	<input type="checkbox"/>
Thorn Drill Blast	Alraune 112	<input type="checkbox"/>
Darkness Slash	Minotaur 10	<input type="checkbox"/>
Spinning Wind Blast	Minotaur 32	<input type="checkbox"/>
Sand Wyrm Impact	Minotaur 64	<input type="checkbox"/>
Boulder Shot	Minotaur 128	<input type="checkbox"/>
Shadow Nail	Death 15	<input type="checkbox"/>
Circle of Death	Death 40	<input type="checkbox"/>
Soul Collector	Death 80	<input type="checkbox"/>
Testament	Death 160	<input type="checkbox"/>
Lightning God Slash	Living Armor 10	<input type="checkbox"/>
Gigantic	Living Armor 32	<input type="checkbox"/>
Black Death Circle	Living Armor 64	<input type="checkbox"/>
Gallatin Sword	Living Armor 128	<input type="checkbox"/>

Monster Skills (cont.)

MONSTER SKILL	SOURCE	VIEWED
Diving Heart	Succubus 10	<input type="checkbox"/>
Pink Illusion	Succubus 32	<input type="checkbox"/>
Nightmare Carnival	Succubus 64	<input type="checkbox"/>
Twin Attribute	Succubus 128	<input type="checkbox"/>
Water Guillotine	Sea Angel 15	<input type="checkbox"/>
Tentacle	Sea Angel 40	<input type="checkbox"/>
Ice Wall Circle	Sea Angel 80	<input type="checkbox"/>
Dam Maker	Sea Angel 160	<input type="checkbox"/>
Cat Dance	Nekomata 20	<input type="checkbox"/>
Cat Punch Rush	Nekomata 45	<input type="checkbox"/>
Cat Wave Z	Nekomata 90	<input type="checkbox"/>
Hundred Cat Fist	Nekomata 180	<input type="checkbox"/>
Ignition	Rifle Demon 15	<input type="checkbox"/>
Bastard Black	Rifle Demon 40	<input type="checkbox"/>
Catapult	Rifle Demon 80	<input type="checkbox"/>
Rifle Death	Rifle Demon 160	<input type="checkbox"/>
Shark Slider	Shark Dragon 8	<input type="checkbox"/>
Lorenzini	Shark Dragon 28	<input type="checkbox"/>
Shark Whirlpool	Shark Dragon 56	<input type="checkbox"/>
Sea Dome Tragedy	Shark Dragon 112	<input type="checkbox"/>
Burning Grapple	Ifrit 20	<input type="checkbox"/>
Hydro Drake	Ifrit 45	<input type="checkbox"/>
Mandala Volcano	Ifrit 90	<input type="checkbox"/>
God of Flame	Ifrit 180	<input type="checkbox"/>
Dragon Hornet	Evil Dragon 15	<input type="checkbox"/>
Way of Dragon	Evil Dragon 45	<input type="checkbox"/>
Dragon Lightning	Evil Dragon 90	<input type="checkbox"/>
Evil Dragon Play	Evil Dragon 180	<input type="checkbox"/>

Mounted Skills

Unlike other Skills, a Mounted Skill is inherent to the monster in question and can be used as early as level 1. Nonetheless, you'll need to wait to finish this category until very late in the game, when you recruit Grosso, Rainier, and Garungun.

MOUNTED SKILL	SOURCE	VIEWED
Checkmate	Grosso	<input type="checkbox"/>
Along with Rainier	Rainier	<input type="checkbox"/>
Godly Machine	Garungun	<input type="checkbox"/>
Twilight Bomber+	Porkmeister	<input type="checkbox"/>
Slime Hand	Sludge	<input type="checkbox"/>
Jumpin' Jack	Lantern	<input type="checkbox"/>
Moth Tornado	Mothman	<input type="checkbox"/>
Lantern Wish	Golem	<input type="checkbox"/>
Dimension Eater X	Spirit	<input type="checkbox"/>
Cat Umbrella Spin	Slumber Cat	<input type="checkbox"/>
Bomber Dood	Prinny	<input type="checkbox"/>
DIEmension Slash	Corpse	<input type="checkbox"/>
Granite Checkmate	Gargoyle	<input type="checkbox"/>
Moon Spike	Alraune	<input type="checkbox"/>
Twilight Bomber	Minotaur	<input type="checkbox"/>
Death March	Death	<input type="checkbox"/>
X-Slash	Killer Armor	<input type="checkbox"/>
Judgment Rendezvous	Succubus	<input type="checkbox"/>
With A Sea Angel!	Sea Angel	<input type="checkbox"/>
Lovely Paw Fist	Nekomata	<input type="checkbox"/>
Space Galaxy Kick	Rifle Demon	<input type="checkbox"/>
Jaws Wave Rider	Sea Dragon	<input type="checkbox"/>
Fire Moon Drop Shot	Ifrit	<input type="checkbox"/>
Sky High Dragoon	Evil Dragon	<input type="checkbox"/>

Tower Skills

Finally, Tower Skills work a bit differently than other Skills. There's no set level where you're guaranteed to learn them. You simply have to keep using tower attacks on enemies, then use any Tower Skills you learn until your characters have learned them all. Naturally, monsters can't use Tower Skills.

TOWER SKILL	VIEWED
Tower Fall	<input type="checkbox"/>
Tower Hamster	<input type="checkbox"/>
Tower Dunk	<input type="checkbox"/>
Tower Move	<input type="checkbox"/>
Tower Lift	<input type="checkbox"/>
Tower Throw	<input type="checkbox"/>
Tower Break	<input type="checkbox"/>
Ice Charge	<input type="checkbox"/>

