

Ronin		
- Weapon: Masamune		
- Armor: Ruby Mail		
- Acessory: Ruby Gage		
- Acessory: Headpiece		
TP Up: 10		
HP Up: 10		
Str Up: 5		
Agi Up: 10		
Luc Up: 10		
Vit Up: 10		
Tech Up: 10		
Esc Up: 1		
Overhead: 10		
Midareba: 10	86	
Orochi: 5		
Dead Law: 5		
Clarity: 5		
Shiraha: 5		
Kienzan 5	25	

Protector		
- Weapon: Dragonbane		
- Armor: Holy Armor		
- Acessory: King's Arm		
- Acessory: Pain Aspis		
Str Up: 10		
TP Up: 10		
HP Up: 10		
Agi Up: 10		
Shields: 10		
En Garde: 1		
Smite: 5	56	
F. Guard: 10		
Provoke: 10		
Riskwall: 5	25	
Antifire: 10		
Anticold: 10		
Antivolt: 10	30	

Alchemist		
- Weapon: Kerykeion		
- Armor: Mobius Alb		
- Acessory: Hero Mark		
- Acessory: Town Crown		
- Alt: Divine Orb, Glow Brace		
TP Up: 10		
Tec Up: 10		
Analysis: 5		
Megido: 5		
Volt Up: 10		
Volt: 5		
Thunder: 10		
Thor: 5	60	
Fire Up: 10		
Fire: 5		
Flame: 10		
Ice Up: 10		
Ice: 5		
Freeze: 10		
Return: 1	51	

Dragonbane		
ATK +183, All Stats +20		
Fire Scale x1*, Ice Scale x1*, Volt Scale x1*		
Wyrms (6) Normal; Drake (13) Normal; Dragon (17) Normal		

The ultimate in stat-boost items, the Dragonbane comes from defeating each of the elemental dragons. Their normal drop will suffice for this weapon.

Medic		
- Weapon: Kerykeion		
- Armor: Angel Robe		
- Acessory: Ducal Mark		
- Acessory: Angel Helm		
- Alt: State Wall, Phys Wall, King Staff		
TP Up: 10		
HP Up: 10		
Luc Up: 10		
Vit Up: 2		
Healer: 10		
Patch Up: 10		
Cure: 3	55	
Cure 2: 4		
Cure 3: 5		
Salve: 5		
Salve 2: 5		
Salve 3: 5		
Revive: 10	34	
Unbind: 5		
Freedom: 5		
Refresh: 8		
Purify: 4	22	

Survivalist		
- Weapon: Divide Bow		
- Armor: Sylpheed		
- Acessory: Speed Boot		
- Acessory: Raise Ring		
- Alt: War Boot, Brawn Ring		
TP Up: 10		
HP Up: 5		
Str Up: 10		
Agi Up: 5		
Luc Up: 10		
Esc Up: 1		
Bows: 10		
Ambush: 5		
Sagacity: 5		
Trueshot: 10		
2-Bolt: 10		
Apollon: 10	91	
1st Turn: 1		
Slowstep: 5		
Velocity: 3		
Stalker 10		
1st Hit: 1	20	

Kerykeion		
ATK +176, TEC +5, TP +40		
Tough Wing x1*		
Wyvern (2) Conditional		
The second best staff in the game is unlocked by defeating the Wyvern ('Call of the Gunner' -> 'A diviner's tools' -> 'The waiting Wyvern')		

King Staff		
ATK +203, STR +8, HP +30		
Pale Bone x3		
Hexgourd (28) Normal		

Divide Bow		
ATK +210		
Complete Quest: 'The volt king's rampage', Defeat Dragon		
Cannot be bought or sold		

The Divide Bow at the end of the Dragon quests ('The golden shadow' -> 'Dazed and disoriented' -> 'An ethical dilemma' -> 'Imminent destruction' -> 'The item trade IV' -> 'The volt king's rampage').		
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Dragon (Floor 17):		
Amp Barbel -- 50,000 En -- Conditional Drop (Kill with Volt).		
Unlocks: Mobius Alb -- Alchemist Armor		
DEF +74 TEC +10 TP +20		

Artelind (Floor 15):		
Curse Garb -- 1,980 En -- Common Drop		
Unlocks: Curse Mail -- War Magus Armor		
DEF +79, LUC +13, TP +18		

Scylla (Floor 15):		
Snow Bone -- 30,000 En -- Conditional Drop (Kill within 3 turns)		
Unlocks: Bindings -- Dark Hunter Armor		
DEF +81, AGI +18, TEC +10		

Harpuia (Floor 20):		
Cut Quill -- 30,000 En -- Conditional Drop (Kill while Poisoned)		
Unlocks: Sylpheed -- Survivalist Armor		
DEF +79, AGI +11, HP +15		

Icefiend (Floor 13-14):		
Evil Rock -- 1,780 En -- Conditional Drop (Kill with Bash)		
Unlocks: Angel Robe -- Medic Armor		
DEF +78, AGI +7, HP +22		

Colossus (Floor 23):		
Guard Skin -- 11,200 En -- Uncommon Drop		
Unlocks: Holy Armor -- Protector Armor		
DEF +85 HP +25 +Physical Resist		

Colossus (Floor 23):		
Red Spine -- 30,000 En -- Conditional Drop (Do not kill with Bash, Cut, or Stab Elements)		
Unlocks: Ruby Mail -- Ronin Armor		
DEF +78 STR +8 HP+22		

Wyvern (Floor 2):		
Tough Fang -- 10,000 En -- Common Drop		
Unlocks: Hymn Cloth -- Troubadour Armor		
DEF +79 AGI + 10 TP +16		

Golem (Floor 27):		
Golem Rock -- 10,000 En -- Common Drop		
Unlocks: Hex Mantle -- Hexer Armor		
DEF +74 TEC +12 LUC +15		

Holy Band -- Beast Armor		
DEF +139, Elemental Resist+		
Cost: 287,000 En		
Unlocked: 1x Albino Fur, 10x Whole Horn		
[Fur is from Gorezards and Whole Horn is Trihorn's Conditional Drop of Do not kill with Cut, Bash, or Stab Elements. Both are on the 6th Stratum.]		

Briareus (6th Stratum, Floor 28 Boss-FoE):		
Giant Skin -- 9,760 En -- Common Drop		
Unlocks: Demon Mail -- Landsknecht Armor		
DEF +83 STR +10 HP +20		

Wyrms (Floor 6):		
Fire Fang -- 50,000 En -- Conditional Drop [Kill with Fire Element]		
Unlocks: Dragoonery -- Gunner Armor		
DEF +80, VIT +12, HP +24		

Take: 1st Stratum: Tiny Flower Sour Fruit Green Nut	Mining: 1st Stratum: Amazonite Aragonite Garnet	Chop: 1st Stratum: Bent Twig Bell Fruit (Floor 3 only) Hard Root Log	Stratum 4:	Bosses:
2nd Stratum: Mint Leaf Mugwort Tri-Fruit	2nd Stratum: Fluroite Red Ball Blood Rock	2nd Stratum: Red Root Hardwood Red Pine	- Windsnip: Wind Blade (80%, Kill with Volt Element) - Big Moth: Dark Lymph (75%, Don't kill with Cut/Bash/Stab Elements) - Wrathbud: Blue Petal (90%, Kill in 1 Turns) - Petaloid: Hazard Bud (95%, Kill with Death Status) - Venombug: Curve Horn (75%, Kill with Fire Element)	- Chimaera: Brute Wing (100%, Kill while Poisoned) - Hellion: Sharp Claw (100%, Kill with Death Status) - Scylla: Snow Bone (100%, Kill in 3 Turns) - Harpuia: Cut Quill (100%, Kill while Poisoned) - Colossus: Red Spine (95%, Don't kill with - Cut/Bash/Stab/Pierce) - Salamox: Flame Puff (100%, Kill with Fire Element) - Golem: Statue Arm (100%, Kill with Death Status) - Wyvern: Tough Wing (100%, Kill in 7 Turns) - Briareus: Giant Post (95%, Kill with Bash Element) - Wyrm: Fire Fang (100%, Kill with Fire Element) - Drake: Frost Bone (100%, Kill with Ice Element) - Dragon: Amp Barbel (100%, Kill with Volt Element)
3rd Stratum: Strawberry Icy Flower Narcissus	3rd Stratum: Celestine Adularia Ice Sheet	3rd Stratum: Death Stem Sea Branch Ice Branch	Stratum 5:	
4th Stratum: Crabapple Cordyceps Volt Fruit	4th Stratum: Prehnite Malachite Red Quartz	4th Stratum: Arc Branch Scent Wood Bloom Wood	- Mandrake: Coal Brick (85%, Kill with Fire Element) - Ebonwing: Coal Skull (75%, Don't kill with Cut/Bash/Stab Elements) - Steelgun: Gold Arm (95%, Kill while Arms are bound) - Gemzard: Head Gem (80%, Kill with Ice Element) - Armorman: True Soul (65%, Kill with Bash Element)	
5th Stratum: Life Honey Wild Rose Odd Fruit	5th Stratum: Moonstone Tourmaline Shine Rock	5th Stratum: Gum String Ironwood	Stratum 6:	
6th Stratum: Deep Bloom Ambrosia Pop Leaves	6th Stratum: Cat's Eye Jade Thews Star Rock	6th Stratum: Shiny Vine Deep Leaf	- Kingcap: Closed Cap (75%, Kill with Death Status) - Trihorn: Whole Horn (45%, Don't kill with Cut/Bash/Stab Elements) - Muckdile: Iron Fang (90%, Kill with Cut, Bash or Stab Element)	
Conditional Drops:			Foes/Misc:	
Stratum 1:			- Hedgehog: Long Pin (50%, Kill in 1 Turns) - Venomfly: Lymph (80%, Kill with Volt Element) - Redhorn: Red Horn (80%, Kill with Fire Element) - Kingmai: Iron Shell (70%, Kill with Ice Element) - Evil Eye: Gem Eye (70%, Don't kill with Cut/Bash/Stab Elements) - Cube Gel: Fiber Hide (80%, Kill with Stab Element) - Rafflesia: Gum Vine (50%, Kill with Cut Element)	
Stratum 2:			- Mystue: Holed Rock (85%, Kill with Stab Element) - Garauchi: Ruby Scale (80%, Kill with Volt Element) - Tortmail: Armor Bone (75%, Kill with Bash Element) - Red Gel: Ice Fiber (75%, Kill with Ice Element) - Addleowl: Curse Nail (80%, Kill with Fire Element)	
Stratum 3:			- Fishman: Dew Scale (75%, Kill with Ice Element) - Moriyana: Front Wing (80%, Kill with Volt Element) - Sleipnir: White Hoof (100%, Kill while Legs are bound) - Clawbug: Stag Horn (60%, Kill with Cut Element) - Hugecrab: Whole Hull (75%, Don't kill with Cut/Bash/Stab Elements) - Redfish: Red Scale (75%, Kill with Fire Element)	
			Force Accumulation: + 2 Force / Turn + 1 Force / Attack (giving or receiving) + 2 Force / Kill - 5 Force / Escape - Axcela -- +30 Force -- 1,200 En 1x Pale Hull -- Nozuchi Common Drop (5th Stratum enemy) 1x Life Honey -- Common Take (5th Stratum) - Axcela II -- +50 Force -- 20,000 En 1x Harpy Wing -- Harpuia Common Drop (4th Stratum Boss) 1x Pop Leaves -- Rare Take (6th Stratum)	