|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| name | durability | price | description | obtain\_method |
| Door key | 1 | -- | The key that can open the door. | [Chapter Limited]: Some chapters can be obtained temporarily (disappear after passing the level) |
| Treasure chest key | 1 | -- | A key that can open the chest. | [Chapter Limited]: Some chapters can be obtained temporarily (disappear after passing the level) |
| Injury medicine | 3 | 300G | After use, HP is restored to 10. | [White Night/Dark Night Item Shop] Lv.1: Unlimited purchases can be made after the end of Chapter 6 at the earliest |
| Mixing medicines | 2 | 600G | After using it, HP is restored to 20. | [Common Line] Chapter 4: Obtain [Demon Thread] Chapter 10: Drop after defeating enemy units [White Night/Dark Night Item Shop] Lv.1: Can be purchased after Chapter 6 at the earliest (up to 3 items) [White Night/Dark Night Item Shop] Lv.2: Unlimited purchases after the end of Chapter 13 at the earliest |
| specific | 1 | 900G | After use, HP restores 40. | [White Night Line] Chapter 17: Drops after defeating enemy units [Dark Night Line] Chapter 10: Drops after defeating enemy units [Magic Thread] Chapter 10: Drops after defeating enemy units (×2) [White Night/Dark Night Item Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [White Night/Dark Night Item Shop] Lv.3: Available after Chapter 20 at the earliest (up to 3 items) |
| Gold | 1 | 600G | A small gold coin can sell for 300G. | [Dark Night Line] Chapter 22: Drops after defeating enemy units [Stunt: Food and Clothing]: Before the end of the 7th round of the chapter battle, there is a % chance of getting [Astral Castle]: Lilith's temple feeds Lilith randomly |
| Gold | 1 | -- | A universal currency that can be used to purchase weapons and items. | [White Night Line] Chapter 7: Drops after defeating enemy units (5000G) (×2) [White Night Line] Chapter 9: Obtained by opening the treasure chest on the right side of the map (5000G) [White Night Line] Chapter 12: Drops after defeating enemy units (3000G) [White Night Line] Chapter 13: Drops after defeating enemy units (3000G) [White Night Line] Chapter 13: Obtained by visiting the village on the upper right side of the left side of the map (10000G) [White Night Line] Chapter 15: Drops after defeating enemy units (3000G) (× 2) [White Nightline] Chapter 16: Drops after defeating enemy units (3000G) [White Night Line] Chapter 16: Obtained by opening the treasure chest on the right side of the map in the lower right corner of the map (10000G) [White Night Line] Chapter 17: Drops after defeating enemy units (5000G) [White Night Line] Chapter 20: Drops after defeating enemy units (5000G). [White Night Line] Chapter 22: Drops after defeating enemy units (5000G) [White Night Line] Chapter 22: Drops after defeating enemy units (3000G) [White Night Line] Chapter 23: Drops after defeating enemy units (10000G) [White Night Line] Chapter 24: Drops after defeating enemy units (10000G) [White Night Line] Chapter 25: Drops after defeating enemy units (10000G) [Dark Night Line] Chapter 8: Village Full Access Clearance Reward (10000G) [Dark Night Line] Chapter 9: Drop after defeating enemy units (3000G) [Night Line] Chapter 10: Obtain it by visiting the village in the upper left corner of the map (10000G) [Night Line] Chapter 12: Obtain it by opening the treasure chest in the upper right corner of the map (5000G) [Night Line] Chapter 13: Obtain it by visiting the house in the upper left corner of the map (5000G) [Night Line] Chapter 14: Obtain it by opening the treasure chest in the middle of the map (10000G) [Night Line] Chapter 17: Obtain it by opening the treasure chest at the top of the map (5000G) [Night Line] Chapter 18: Drops after defeating enemy units (10000G) [Night Line] Chapter 19: Drops after defeating enemy units (5000G) [Night Line] Chapter 20: Obtained by opening the treasure chest in the upper left corner of the map (10000G) [Night Line] Chapter 22: Dropped after defeating enemy units (5000G) [Night Line] Chapter 23: Obtained by opening the treasure chest on the left side of the map (10000G) [Night Line] Chapter 25: Obtained by opening the treasure chest on the right side of the map (10000G) [Night Line] Chapter 26: Obtained by opening the treasure chest on the right side of the map (20000G) [Demon Thread] Chapter 7: Obtained by opening the treasure chest at the top of the map (5000G) [Magic Penetration Line] Chapter 9: Obtained by opening the treasure chest in the upper left corner of the map (10000G) [Magic Penetration Line] Chapter 10: Dropped after defeating enemy units (5000G) [Magic Penetration Thread] Chapter 19: Dropped after defeating enemy units (10000G) [Magic Penetration Line] Chapter 19: Dropped after defeating enemy units (5000G) (×2) [Magic Penetration Thread] Chapter 23: Obtain it by opening the treasure chest on the left side of the map (10000G) [Dark Night/Demon Line] Gaiden 22: Obtain it by opening the treasure chest at the bottom of the map (3000G). |
| Angel's garment | 1 | 10000G | After use, the character's maximum HP is permanently +5. (Cannot break the cap) | [White Night Line] Chapter 7: Open the treasure chest on the right side of the map to obtain [White Night Line] Chapter 20: Open the treasure chest at the top of the map to obtain [Dark Night Line] Chapter 14: Open the treasure chest at the top of the map to obtain [Dark Night Line] Chapter 26: Open the treasure chest on the left side of the map to obtain [Demon Line] Chapter 10: Drop [White Night/Dark Night Item Shop] Lv.3: After the end of Chapter 20 at the earliest, it can be purchased (limited to 1 piece) [DLC: The Strongest Battle of the Royal Family]: Reward for passing the level after selecting the cherry blossom team |
| Power drops | 1 | 10000G | After use, the character power is permanently +2. (Cannot break the cap) | [White Night Line] Chapter 10: Carry [White Night Line] Chapter 18: Drop [White Night Line] Chapter 18: Open the treasure chest in the upper right corner of the map to obtain [Dark Night Line] Castle Defense Battle 3: Drop after defeating enemy units [Demon Line] Chapter 10: Drop [White Night/Dark Night/Magic Line] Gaiden 5: Reward for surviving more than 3 villager NPCs [White Night/Dark Night Props Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (limited to 1 piece) [ DLC: The Strongest Battle of the Royal Family]: Reward for passing the level after choosing the dragon horse team |
| Elf powder | 1 | 10000G | After using it, the character's mana is permanently +2. (Cannot break the cap) | [White Night Line] Chapter 13: Obtain [White Night Line] Chapter 15: Drop [Night Line] Chapter 11: Open the treasure chest in the upper left corner of the map to obtain [Night Line] Chapter 15: Drop after defeating enemy units [Night Line] Chapter 22: Drop [Demon Line] Chapter 10: Drop after defeating enemy units [Night Line] Gaiden 20: Obtain [White Night/Night Props Shop] after visiting the house at the top of the map Lv.3: After the end of Chapter 20 at the earliest, it can be purchased (limited to 1 item) [DLC: The Strongest Battle of the Royal Family]: Reward for clearing the level after selecting Team Lyon |
| Secret books | 1 | 10000G | After using it, the character skill is permanently +2. (Cannot break the cap) | [White Night Line] Chapter 8: Drops after defeating enemy units [White Night Line] Chapter 15: Drops after defeating enemy units [Dark Night Line] Chapter 12: Drops after defeating enemy units [Dark Night Line] Chapter 20: Drops after defeating enemy units [Demon Line] Chapter 10: Drops after defeating enemy units [White Night/Dark Night Item Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (limited to 1 item) [DLC: Royal Strongest Battle]: Rewards for passing the level after selecting the Takumi team |
| Wind feathers | 1 | 10000G | After using it, character speed is permanently +2. (Cannot break the cap) | [White Night Line] Chapter 9: Open the treasure chest on the left side of the map to obtain [White Night Line] Chapter 15: Drop after defeating enemy units [Dark Night Line] Chapter 15: Drop after defeating enemy units [Dark Night Line] Chapter 17: Clear this chapter reward (when the enemy boss is hiding and survive) [Dark Night Line] Chapter 24: Drop after defeating enemy units [Demon Line] Chapter 10: Drop after defeating enemy units [White Night/Dark Night Item Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (limited to 1 piece) [ DLC: The Strongest Battle of the Royal Family]: Reward for passing the level after choosing the Hinoka team |
| Goddess Statue | 1 | 10000G | After using it, the character's luck is permanently +4. (Cannot break the cap) | [Common Line] Chapter 4: Obtain [White Night Line] Chapter 16: Open the treasure chest on the right side of the map and obtain [White Night Line] Chapter 20: Drop after defeating enemy units [Dark Night Line] Chapter 15: Drop after defeating enemy units [Dark Night Line] Chapter 23: Drop after defeating enemy units [Dark Night Line] Castle Defense Battle 1: Drop [Demon Line] Chapter 10: Drop after defeating enemy units [Dark Night/Magic Line] Gaiden 22: Open the treasure chest at the top of the map to obtain [White Night/ Night Item Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (limited to 1 item) [DLC: The Strongest Battle of the Royal Family]: Reward for clearing the level after selecting Team Elyze |
| Dragon shield | 1 | 10000G | After using it, the character defense is permanently +2. (Cannot break the cap) | [White Night Line] Chapter 12: Open the treasure chest on the map to obtain [White Night Line] Chapter 22: Drop after defeating enemy units [Night Line] Chapter 10: Visit the village in the lower right corner of the map to obtain [Dark Night Line] Chapter 25: Drop after defeating enemy units [Demon Line] Chapter 10: Drop after defeating enemy units [Dark Night/Demon Line] Gaiden 21: Clear the reward when all friendly NPCs are alive [White Night/Dark Night Item Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (up to 1 item) [ DLC: The Strongest Battle of the Royal Family]: Reward for passing the level after choosing Team Marcus |
| Magic amulet | 1 | 10000G | After use, the character's magic defense is permanently +2. (Cannot break the cap) | [White Night Line] Chapter 13: Obtain [White Night Line] Chapter 23: Drops after defeating enemy units [Dark Night Line] Chapter 8: Drops after defeating enemy units [Dark Night Line] Chapter 19: Drops after defeating enemy units [Demon Line] Chapter 10: Drops after defeating enemy units [White Night/Dark Night/Demon Line] Gaiden 4: Clear reward when 2 or more friendly NPCs survive [White Night/Dark Night Item Shop] Lv.3: Can be purchased after Chapter 20 at the earliest (up to 1 item) [ DLC: The Strongest Battle of the Royal Family]: Reward for passing the level after choosing Team Camilla |
| Shenlong grass | 1 | -- | After using it, the character's full ability is permanently +1. (Cannot break the cap) | [White Night/Dark Night/Demon Thread] Gaiden 6: Drops after defeating enemy units [Astral Castle]: Crystal Ball → Linkage Reward→ Route Purchase Reward ( ×2 |
| boot | 1 | -- | After using it, the character's movement is permanently +1. (Up to two can be used by one character) | [White Night Line] Chapter 20: Open the treasure chest in the middle of the map to obtain [White Night Line] Chapter 25: Open the treasure chest on the map to obtain [Dark Night Line] Chapter 16: Clear this chapter reward (obtained when you choose to kill Asura) [Dark Night Line] Chapter 23: Open the treasure chest on the far right of the map to obtain [Demon Line] Chapter 21: Open the treasure chest in the upper left corner of the map to obtain [Demon Line] Chapter 24: Clear this chapter reward (pass the level without being discovered by the enemy) [Astral Castle]: Crystal Ball → linkage reward→ route purchase reward ( ×2) [ DLC: Anna's Gift 2]: Can only be claimed once |
| Spellbook | 1 | 5000G | After using it, the proficiency of the weapon type currently held by the character is permanently increased by one level. (Staff proficiency cannot be increased) | [White Night Line] Chapter 11: Drops after defeating enemy units [White Night Line] Chapter 16: Unlocks the treasure chest on the left side of the map and obtains [White Night Line] Chapter 21: Drops after defeating enemy units (1-star Normal difficulty limit) [White Night Line] Chapter 23: Drops after defeating enemy units (1-star Normal difficulty limit) [White Night Line] Chapter 24: Drops after defeating enemy units (1-star Normal difficulty only) [White Night Line] Chapter 25: Drops after defeating enemy units (1-star Normal difficulty limit) [Dark Night Line] Chapter 13: Visit the house on the lower left of the map to obtain [Night Line] Chapter 21: Drop [Demon Line] Chapter 10: Drop [Demon Line] Chapter 21: Open the treasure chest on the upper right side of the map and obtain [White Night/Night Item Shop] Lv.3: After the end of Chapter 20 at the earliest, you can purchase (limited to 2 items) [DLC: Thief Anna]: Carry it when Anna joins the team |
| Master's testimony | 1 | 2000G | Basic Classes above level 10 can be transferred to Advanced Classes. | [White Night Line] Chapter 9: Drops after defeating enemy units [White Night Line] Chapter 11: Drops after defeating enemy units [White Night Line] Chapter 15: Drops after defeating enemy units (×2) [White Night Line] Chapter 17: Drops after defeating enemy units [White Night Line] Chapter 19: Drops after defeating enemy units (×2) [White Night Line] Chapter 20: Drops after defeating enemy units (×2) [White Night Line] Chapter 21: Drops after defeating enemy units (×2) [White Night Line] Chapter 21: Drops after defeating enemy units (2) [White Night Line] Chapter 23: Drops after defeating enemy units (1-star normal difficulty limit) [Night Line] Chapter 10: Obtains [Night Line] Chapter 13: Obtains [Night Line] Chapter 16: Drops after defeating enemy units [Night Line] Chapter 17: Obtains [Night Line] Chapter 18: Obtains [Night Line] after opening the treasure chest in the upper left corner of the map to obtain [Night Line] Castle Defense Battle 2: Drops [Demon Line] Chapter 10: Drops after defeating enemy units [Night Line] Chapter 11: Open the treasure chest in the upper right corner of the map to obtain the [Demon Line] Chapter 12: Defeat enemy units and drop the [Demon Line] Chapter 14: Visit the village in the lower right corner of the map to obtain the [Demon Line] Chapter 16: Carry the [Demon Line] Chapter 20: Open the treasure chest in the middle of the left side of the map to obtain the [Demon Line] Chapter 21: Open the treasure chest on the right side of the map to obtain the [Demon Line] Chapter 24: Reward for clearing this chapter (pass the level without being detected by the enemy) [White Night/Dark Night Props Shop] Lv.1: Available for purchase after Chapter 6 at the earliest (up to 2 items) [White Night/Dark Night Item Shop] Lv.2: Available for purchase after Chapter 13 at the earliest (up to 7 items) [White Night/Dark Night Item Shop] Lv.3: Unlimited purchases after the end of Chapter 20 at the earliest |
| Proof of job transfer | 1 | 2000G | You can keep your current level and transfer to another class. (Basic arms are only allowed to be converted to basic troops, and advanced arms are only allowed to be converted to advanced troops) | [White Night Line] Chapter 13: Acquire [Night Line] Chapter 9: Drop after defeating enemy units [Night Line] Chapter 16: Drop after defeating enemy units [Demon Line] Chapter 9: Drop after defeating enemy units [Magic Line] Chapter 10: Drop after defeating enemy units [Demon Line] Chapter 19: Drop after defeating enemy units [White Night/Dark Night Item Shop] Lv.1: Available after Chapter 6 at the earliest (up to 1 item) [White Night/Dark Night Item Shop] Lv.2: Available for purchase after Chapter 13 at the earliest (up to 3 items) [White Night/Dark Night Item Shop] Lv.3: Unlimited purchase after the end of Chapter 20 at the earliest |
| Proof of marriage | 1 | 2000G | You can keep the initial class that is transferred to the S support target at the current level. (If the user is a high-level class, they can switch to the high-level class that is eligible for S support.) | [Night/Demon Line] Gaiden 15: Drops after defeating enemy units [Night/Demon Line] Gaiden 21: Clearance reward when 5 or more friendly NPCs survive [Night/Demon Line] Gaiden 22: Open the treasure chest on the right side of the map and obtain [White Night/Dark Night Item Shop] Lv.1: Can be purchased after Chapter 6 at the earliest (up to 1 item) [White Night/Dark Night Item Shop] Lv.2: Can be purchased after Chapter 13 at the earliest (up to 3 items) [White Night/Dark Night Item Shop] Lv.3: Unlimited purchase available after the end of Chapter 20 at the earliest |
| Proof of friendship | 1 | 2000G | You can keep the initial class that changes to A+ support at the current level. (If the user is a high-level class, you can change to the high-level class of A+ support, and you can use it when the main character Kamui and teammates of the same sex reach A support.) | [Demon Line] Chapter 19: Drops after defeating enemy units [Night/Demon Line] Gaiden 17: Drops after defeating enemy units [Night/Demon Line] Gaiden 21: Clearance reward when 2 or more friendly NPCs survive [White Night/Dark Night/Demon Line] Gaiden 4: Clearance reward when 4 or more friendly NPCs survive [White Night/Dark Night Item Shop] Lv.1: Available for purchase after Chapter 6 at the earliest (up to 1 item) [White Night/Dark Night Item Shop] Lv.2: Available for purchase after Chapter 13 at the earliest (up to 3 items) [White Night/Dark Night Item Shop] Lv.3: Unlimited purchase after the end of Chapter 20 at the earliest |
| Eternal proof | 1 | 12000G | It can be used when the character is in a high-level class and the level reaches the level limit of 20, and the maximum level limit is increased by 5 levels after use. | [White Night/Dark Night Item Shop] Lv.3: Unlimited purchases can be made after the end of Chapter 20 at the earliest |
| Children's testimony | 1 | -- | Only friendly units with this item can use it, and can grow into a high-level class after use. (The specific level increase depends on the main chapter when recruiting children) | [White Night/Dark Night/Demon Thread] Chapter 18: After the end of this chapter, all child characters corresponding to the Descendant Gaiden will carry this item, which can be balanced according to the average level of the team and other factors after use, so that the level and ability of the child generation can keep up with the current team average. |
| HP medicine | 1 | 150G | After use, the maximum HP in this chapter is +5. | [Common Line] Chapter 5: Drops after defeating enemy units [White Night/Dark Night Item Shop] Lv.1: Can be purchased infinitely after the end of Chapter 6 at the earliest |
| Strength medicine | 1 | 150G | After use, the Strength in this chapter is +2. | [White Night/Dark Night Item Shop] Lv.1: Unlimited purchases can be made after the end of Chapter 6 at the earliest |
| Magic potion | 1 | 150G | After use, the mana in this chapter is +2. | [White Night/Dark Night Item Shop] Lv.1: Unlimited purchases can be made after the end of Chapter 6 at the earliest |
| Trick medicine | 1 | 150G | After use, the skills in this chapter are +2. | [White Night/Dark Night Item Shop] Lv.1: Unlimited purchases can be made after the end of Chapter 6 at the earliest |
| Speed medicine | 1 | 150G | +2 speed in this chapter after use. | [White Night/Dark Night Item Shop] Lv.1: Unlimited purchases can be made after the end of Chapter 6 at the earliest |
| Lucky medicine | 1 | 150G | After using it, the luck in this chapter is +4. | [White Night/Dark Night Item Shop] Lv.1: Unlimited purchases can be made after the end of Chapter 6 at the earliest |
| Defensive medicine | 1 | 150G | After use, the defense in this chapter is +2. | [White Night/Dark Night Item Shop] Lv.1: Unlimited purchases can be made after the end of Chapter 6 at the earliest |
| Magic Medicine | 1 | 150G | After use, the magic defense in this chapter is +2. | [White Night/Dark Night Item Shop] Lv.1: Unlimited purchases can be made after the end of Chapter 6 at the earliest |
| Aqua's Secret Medicine | 1 | -- | Medicine that can restore 10 HP to adjacent friendly units. | 【Random Reward】Randomly obtained by talking to a character during an encounter "Shining Point" standby or "Astral Castle" walk (Dark Night Line only) |
| Jiu Ta's good medicine | 1 | -- | A medicine that can restore 25 HP to itself after use. | 【Random Reward】Randomly obtained by talking to a character during an encounter "Shining Point" standby or "Astral Castle" walk (Night White Line only) |
| Gray's handmade desserts | 1 | -- | After use, HP is restored to 10 and Strength, Skill, and Speed are +2 in this chapter. | 【Random Reward】Randomly obtained by talking to a character during an encounter "Shining Point" standby or "Astral Castle" walk (Night White Line only) |
| The secret medicine of the rainbow | 1 | -- | After use, Luck +4 in this chapter, +2 other abilities. | 【Random Reward】Randomly obtained by talking to a character during an encounter "Shining Point" standby or "Astral Castle" walk (Dark Night Line only) |
| Binding seeds | 1 | -- | When defending the formation, it can increase the favorability with the opponent. | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| harp | 1 | -- | +4 Speed of allied units within 2 tiles after using it. | 【Random Reward】Randomly obtained by talking to a character during an encounter "Shining Point" standby or "Astral Castle" walk (Dark Night Line only) |
| conch | 1 | -- | Use +4 Defense of friendly units within 2 tiles within the next turn. | 【Random Reward】Randomly obtained by talking to a character during an encounter "Shining Point" standby or "Astral Castle" walk (Night White Line only) |
| Demon Warrior Scroll | 1 | -- | After using it, you can change your job to become a demon warrior. | [Astral Castle]: Crystal Ball → Linkage Reward → Route Purchase Reward ( ×2 (When purchasing 2 Routes) [DLC: Royal Battle]: Clearance Reward after selecting the White Night Royal Team (unlimited times) |
| The wings of the black Pegasus | 1 | -- | After using it, you can change your job to become a Dark Pegasus Knight. | [Astral Castle]: Crystal Ball → Linkage Reward→ Route Purchase Reward (×2) (When purchasing 3 routes) [DLC: Royal Battle]: Clearance Reward after selecting the royal team in the dark (unlimited times) |
| Shooter Battery | 1 | -- | After using it, you can change jobs to become a shooter. (For men only) | [DLC: Anna's Gift]: Choose one of two magic circles with the witch (can only be obtained once) [DLC: Gunner's Proving Ground]: Reward for clearing this map (unlimited times) |
| The witch's magic circle | 1 | -- | After using it, you can change your job to become a witch. (For women only) | [DLC: Anna's Gift]: Obtained from one of the two Marksman Turrets (can only be obtained once) [DLC: Witch's Proving Ground]: Reward for clearing this map (unlimited times) |
| The coat of arms of the hero king | 1 | -- | After using it, you can change your job to become a Star Lord. (For men only) | [DLC: Encounter with Awakening]: Reward for clearing the level when all friendly NPCs are alive (once only) [DLC: Tripping Night Festival]: Reward for clearing this map (unlimited times) |
| Coat of arms of stigmata | 1 | -- | After using it, you can change your job to become a lord commander. (For women only) | [DLC: Encounter with Awakening]: Reward for clearing the level when all friendly NPCs are alive (once only) [DLC: White Night Festival]: Reward for clearing this map (unlimited times) |
| Emblem of the Evil Scar | 1 | -- | After using it, you can change your job to become a divine army division. (For men only) | [DLC: Unseen History: Part 1]: Reward for clearing this map (unlimited times) |
| The coat of arms of the divine general | 1 | -- | After using it, you can change your job to become a divine general. (For men only) | [DLC: Proving Grounds of the Divine Generals]: Rewards for clearing this map (unlimited times) |
| The blood of the divine ancestor dragon | 1 | -- | If you can get the certificate of the person who inherits the dragon blood, you can use the dragon vein. (If the parent uses it before marriage, the child can also inherit) | [DLC: Unseen History: Part 2]: Reward for clearing this map (unlimited times) |
| The Book of Elite | 1 | -- | You can learn [Elite] stunts. | DLC: Anna's Gift 2: Can only be claimed once |
| The Book of Power Absorption | 1 | -- | You can learn the [Power Absorption] stunt. | 【DLC: Offspring】Chapter 3 The Swinging Shadow: Reward for clearing this chapter (unlimited times) |
| Book of Mana Absorption | 1 | -- | You can learn the [Mana Absorption] stunt. | 【DLC: Descendants】Chapter 2 The Twin Swords of Memory: Rewards for clearing this chapter (unlimited times) |
| The book of skill absorption | 1 | -- | You can learn the [Skill Absorption] stunt. | 【DLC: Descendants】Chapter 1 Lonely Dreams: Rewards for clearing this chapter (unlimited times) |
| Book of speed absorption | 1 | -- | You can learn the [Speed Absorption] stunt. | 【DLC: Descendants】Chapter 5 Faint Radiance: Rewards for clearing this chapter (unlimited times) |
| Book of Lucky Absorption | 1 | -- | You can learn the [Luck Absorption] stunt. | 【DLC: Descendants】Chapter 1 Lonely Dreams: Rewards for clearing this chapter (unlimited times) |
| A book of defense absorption | 1 | -- | You can learn the [Defense Absorption] stunt. | DLC: Offspring Chapter 4 The Coming Ending: Rewards for clearing this chapter (unlimited times) |
| The Book of Demon Defense Absorption | 1 | -- | You can learn the [Magic Defense Absorption] stunt. | 【DLC: Descendants】Chapter 5 Faint Radiance: Rewards for clearing this chapter (unlimited times) |
| A book of close-up shooting | 1 | -- | You can learn the [Close Shooting] stunt. | 【DLC: Descendants】Final Chapter Endless Dawn: Rewards for Clearing this Chapter (Unlimited Times) |
| The book of the sword | 1 | -- | You can learn the [Gang Sword] stunt. | [DLC: Proving Grounds of the Divine Generals]: Drops after defeating enemy units |
| A book of intuition through battle | 1 | -- | You can learn the [Battle Intuition] stunt. | [DLC: Proving Grounds of the Divine Generals]: Drops after defeating enemy units |
| The Book of the Sky | 1 | -- | You can learn the [Sky] stunt. | [DLC: Proving Grounds of the Divine Generals]: Drops after defeating enemy units |
| Letter of transmission | 1 | -- | You can learn the [Teleportation] stunt. | [DLC: Witch's Proving Ground]: Drops after defeating enemy units (Appears in Enemy Reinforcement Round 11) |
| The Book of Wings and Shields | 1 | -- | You can learn the [Wing Shield] stunt. | The game is not implemented, so it cannot be obtained |
| The Book of the Beast Shield | 1 | -- | You can learn the [Beast Shield] stunt. | The game is not implemented, so it cannot be obtained |
| The book of armor and shields | 1 | -- | You can learn the [Armor and Shield] stunt. | The game is not implemented, so it cannot be obtained |
| A book of offensive and defensive formation | 1 | -- | You can learn the [Offensive and Defensive Formation] stunt. | The game is not implemented, so it cannot be obtained |