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Dark summoner monster list

Monster List Impulse Covert Psycho Cypher There are four classes of monsters in Dark Summoner that correspond to the three guilds: Impulse (Sin Guild), Covert (Rancor Guild) and Psycho (Tirania Guild) and a separate class without Guild, Cypher. They are arranged in 14 levels: C, C+, B, B+, A+, AA, AA+, AAA, AAA+, AAA+, S, S+, G (God) and Ex with C being the most common, G the rarest, and Ex as a separate type of monster. Each Rank, with the exception of Ex & G, has a base level shape and an evolved shape indicated by a plus sign (+). Rank Ex monsters evolve differently and have four unique stages of evolution, with the option to select from five different abilities when they reach the fourth stage, while G has no evolution, as it is the greatest evolution of some S+. Also see cost leveling, Evolution. Currently, there are over 2500 monsters to be found. Over 800 monsters in each of the main guilds, and over 50 that are Cypher. S, S+ and G monsters are added; however, we can only add the ones we have. Please take a moment to contribute the ones you have so that we can grow this database. Ex Cypher entries have been poorly added and are unhealthy. They're going to have to be rebuilt. Temporary Note: Adding G MonstersEdit 1. Find Divine Monster List in the app - Sort by Type (i.e. Covert) 2. Goto: where? in 12?001 is 0 for impulse, 3 for undercover, 6 for psychopath, and 9 for cypher. 3. Find the monster that matches the image (12?001 will be at the end of the Divine Monster List because it is the oldest) and add the statistics in the same format in The List:Covert_Rank_G. Make sure you use the Classic Editor. 4. To find the second monster for the list, change 12?001 to 12?002 to 12?003 et cetera. LinksEdit Edit Covert G --- Covert G Monster 001 Edit Impulse G --- Impulse G Monster 001 Edit Psycho G --- Psycho G Monster 001 Edit Cypher G --- Cypher G Monster 001 Links NoteEdit Left Link is the place to edit the list, the right link is the artwork for the first monster of its kind (eg. Covert) Souls, monsters Dark Lords Monster Leveling Cost Monsters are the main force in this game, they are used to attack and defend. Invocation and missions will be the main source of finding new monsters, but certainly not the only ones. ClassificationsEdit There are several different properties that define a monster. Below is a list of them, with a brief description of each. Guild Edit The Guild is a general class of monster, including Impulse, Covert, Psycho and Cypher. It is a property used in the formation of combos and as a target of skills. While the guild does not statistics of the three primary guilds are each generally strong in a state; Impulse with attack, covert with health, and psycho with defense. Cypher can be used to complete a combo using the other 3 and do not have a notable influence in statistics and is not currently a target classification of any qualification. RankEdit A letter describing the general power and rarity of a monster. Each has a different maximum level. Rank Max Level C 20 C+ 30 B 40 B+ 50 A 60 A+ 70 AA 100 AA+ 150 AAA 200 AAA+ 300 EX 100 1 30 EX 2 70 EX 3 120 Ex 4 180 S 300 S+ 350 G 400 ID Edit A 5 digit number * used to uniquely identify a monster. It is functionally broken into 3 parts as such: RGMMM Where R, G, and MMM are identifiers of Rank Guild and Monster. Rank ID Guild ID C 0 Impulse 0 C+ 1 Covert 3 B 2 Psycho 6 B+ 3 Cypher 9 A 4 A+ 5 AA 6 AA+ 7 AAA 8 AAA+ 9 S 10 S+ 11 G 12 *Because the driving zeros tend to be removed, you may not see the full 5 digits when the rank or guild ID are 0 Example: Given a monster ID of 49002 we know we are looking for Rank 4 (A), Guild 9 (Cypher), Monster 2 All together points us to Racing Queen, Dahlia. NameEdit Simply what the monster is called. There is no strategic use of this property. Unlike other properties, repeating monsters with the same name/ID will disqualify you from combos, rather that they build them. AttackEdit The ability to do damage in battle. DefenseEdit The ability to reduce the damage taken in battle. HealthEdit Threshold damage to receive before a monster falls. BPEdit The cost of using a monster. You can only place monsters in a band where their BP net cost is lower than your max. When attacking, the net BP cost of your training is low from the current BP. SpeciesEd it A physical description of monsters. Includes Beast, Brute, Crawler, Creation, Demon, Mystic, Undead and Wyrmm. They are used for combos and skill orientation. SkillEdit One of the various effects used in combat. It can be used to build combos, but many skills will only be used once, even if monsters are using it. Special PropertiesEdit A diverse feature used for combos. Currently contains only Dark Lord and Winged. Also see Edit in: Pages with broken file links, Monster lists, Dark Element Edit Comments Share Community content is available under CC-BY-SA unless otherwise stated. Comments (57) (Click the table header to sort) The table above can be edited here. Community content is available under CC-BY-SA, unless otherwise stated. Comments (13) (Click table header to sort) ID Name ATK MaxACK DEF MaxDEF HP MaxHP CP MaxCP BP Special Qualification Species 80001 War Arm God, Maartehm 4261 - 16110 6696 - 19690 6882 - 19690 100 Demon None 80002 Gandrid 4510 - 16110 6802 - 17900 8162 - 21480 100 Beast None 80003 Wings of Passion, Flur 7482 - 19690 7518 - 21480 4439 - 14320 100 Brute None Winged 80004 Luting Raydra 4833 - 17900 4349 - 16110 7518 - 21480 100 Demon None 80005 Hungry Lord, Herone 6444 - 17900 5370 - 21480 4027 - 16110 100 Undead None winged 80006 Chaotic Evil, Niza 6103 - 19690 4654 - 17900 6265 - 17900 100 Wyrmm None Winged 80007 80007 Butterfly, Tyna 7303 - 21480 4725 - 14320 5119 - 19690 100 Mystic None 80008 Incarnate Chaos, Bekar 6229 - 21480 6103 - 19690 3423 - 14320 100 Demon None One Winged 80009 Pain Voice, Tithia 7213 - 23270 6282 - 16110 6282 - 16110 100 Brute None 80010 Dark Call, Selane 7285 - 19690 6802 - 17900 608 - 17900 100 Demon None Winged 80011 Spherical Diablo 6121 - 16110 4475 - 17900 6873 - 21480 100 Creating None Winged 80012 Divinity of Chaos? - 20790 ? - 18900 ? - 18900 110 Creed Sacriligious Divinity 80013 Behemoth of Salvation 5907 - 19690 6873 - 21480 4725 - 14320 100 Beast None 80014 Zodiac Lion, Porto 5584 - 21480 4009 - 14320 6891 - 19690 100 Demon None Winged 80015 Death Crusader, Solda 7679 - 19690 4833 - 17900 5728 - 17900 100 Undead None 80016 Hell Fists, Duldragen 4510 - 16110 4654 - 17900 7303 - 21480 100 Undead None 80017 Curse Of Nemesis , Ryne 6623 - 17900 7518 - 21480 5799 - 16110 100 Brute None 80018 Reign of Terror, Baaya 5799 - 16110 5119 - 19690 5907 - 19690 100 Crawler None Winged 80019 Six Months of Scar 6802 - 17900 5155 - 16110 7947 - 21480 100 Creation None winged 80020 Babadad Overload 5 370 - 21480 4922 - 19690 4152 - 14320 100 Crawler None Winged 80021 Zodiac Antinomie, Jae 6014 - 21480 5155 - 14320 5710 - 19690 100 Brute None Winged 80022 Mythical enchant , Viola 5907 - 17900 5316 - 16110 7732 - 21480 100 Brute None 80023 Unholy Knight, Gorga 5710 - 19690 7732 - 214805155 - 14320 100 Undead None 80024 Retient Destruction 6497 - 19690 7947 - 21480 5584 - 14320 100 Crawler None 80025 Rape, Espu 6121 - 16110 5316 - 19690 5907 - 19690 100 Mystic None 80026 Chaos Moon, Synar 6444 - 17900 6229 - 21480 5638 - 16110 100 Demon None Winged 80027 Purifier 6658 - 21480 3580 - 14320 6300 - 19690 100 Creating None 80028 Wings of Death , Ryena 6229 - 21480 5316 - 19690 3866 - 14320 100 Brute None Winged 80029 Dash of Dawn, Anya 8609 - 19690 4027 - 17900 5638 - 17900 100 Beast None 80030 Horse of Revelation 6229 - 17900 5316 - 16110 3866 - 21480 100 Beast None Winged 80031 Idol of Exalt, Oratio 4922 - 19690 5907 - 17900 6623 - 17900 100 Creation None 80032 Dragon of Dawn 5370 - 21480 4439 - 14320 6300 - 19690 100 Wyrmm None winged 80033 Violent Mayhem 6300 - ? 5191 - ? 5370 - ? 100 Mystic None 80034 Jishin, Beheader 4027 - ? 6300 - ? 6300 - ? 100 Undead None 80035 Hubris Dragon, Fabrice 5370 - ? 5477 - ? 5799 - ? 100 Wyrmm None 80036 Meoladon of the Seas 6086 - 17900 8162 - 21480 5799 - 16110 100 Beast None 80037 Dragon Hero Bashe 8162 - ? 6891 - ? 4296 - ? 100 Wyrmm None 80038 Unspeakable 8144 - ? 4725 - ? 6444 - ? 100 Creation None 80039 Hellfire Anubis 4349 - 16110 7088 - 19690 6300 - 19690 100 Beast Winged 80040 Gibil of the Flames 5638 - 16110 554 9 - 16110 5549 - 16110 5549 - 16110 5549 - 5549 - 16110 5549 - 5549 - 16110 554917 900 7732 - 21480 100 Crawler None 80041 Enraged Abandoned 4922 - 19690 8162 - 21480 4582 - 14320 100 Wyrmm None 80042 Hateful Area, Plobus 6444 - - 5155 - 14320 5710 - 19690 100 Beast None Winged 80043 Enragit Belthia 7088 - 21480 5584 - 14320 6497 - 19690 100 Crawler None 80044 Poison Thunder, Velshe 6623 - ? 6444 - ? 6282 - ? 100 Crawler None Winged 80045 Malle from Deep 4654 - ? 5960 - ? 8162 - ? 100 Mystic None 80046 Apocalypse Solarin 4188 - 16110 4475 - 17900 5584 - 21480 100 Demon None 80047 Final Creed Zodera 4671 - 23270 66 94 - 14320 5710 - 17900 100 Beast None 80048 Pledge of Destruction 7679 - 19690 6086 - 17900 6623 - 17900 100 Mystic None 80049 Dallas, Storm 6282 - 23270 5441 - 14320 4654 - 17900 100 Demon None 80050 Meteor Dxel 7679 - 23270 612 1 - 16110 5316 - 16110 100 Demon None 80051 Golden Spring Gatesman 100 Undead None 80052 Divine Descent Kaleka 100 Beast None Winged 80053 Chains of Hades 100 Undead None 80054 Flame Barrier, Ovitts 4671 - 16110 5119 - 19690 7285 - 19690 100rm Wy Noniged Table above can be edited here. 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