Arknights: Mizuki & Caerula Arbor Gauntlets



by Faucheusestar

Here you are in a depressing world, filled with doomsday threats and rock cancer, but there's always a glimmer of hope... Yet all around you you notice that this is not the original timeline, as the Seaborn spreads and civilizations collapse into the ocean. Humanity is barely held together by a glimmer of hope piercing the ocean, and unfortunately hope is a scarce resource, buried as it is by the tide.

Starting Location



You start out on a beach on the Iberian coast and in front of you stands the ocean. Suspicious colors seem to shimmer through the waves, are you going to run away before the Seaborn catch you, or are you going to search your surroundings for something useful?

Age and Gender

Freely choose your own age or gender.



Race

You can choose to be a member of any race that can be found on Tera of your choice, with the exception of Feranmut and their equivalent.

Rule

For this gauntlet, the condition for winning and therefore leaving is to complete the scenario(s) you choose. You must therefore choose at least one scenario



Scenarios



Scenario One [Hunter rises again]

An abyssal hunter, wouldn't your species have sunk with the rest? Strangely enough, you are indeed one of them. Perhaps Ishar'mla has forgotten you or the will and hopes of the hunters have provoked a reaction in the mind of the hive. In any case, the Seaborn have forgotten the fear of your kind and it's up to you to remind them and kill Ishar'mla.

For this scenario:

You start with the abyssal hunter perk and a weapon adapted to it. However, you can't recruit normal operators, instead you'll sometimes see people who remind you a lot of fallen hunters and other heroes who, despite their mutation, fought the Seaborn to the bitter end. Perhaps they're ghosts, or Seaborn who have tried to evolve by copying their greatest adversary. It's up to you to help them or convince them to follow you.

Each of them is no longer as powerful as their former glory, but if this tide has brought anything, it's constant battles to sharpen them. And everyone has the abyssal hunter perk, even if they shouldn't have had it when they were alive.

Reward

Ishar'mla falls to you, the tide calms and recedes and the Seaborn have no choice but to flee into the depths terrified by the presence of your team, just like all the creatures of this type that you will see on your travels.

Your weapons and your body, soaked in the blood of marine horrors, can now resist the influence and abilities of the Seaborn-like creatures perfectly, and become much stronger against them.

But it doesn't stop there, everything you've found here is now fiat baked and everyone you've recruited can follow you for free.



Scenario Two [inquisitor]



You are an inquisitor, and your mission is always the same: to protect honest citizens and track down cultists from the Church of the Deep. This mission will make you an investigator prey to supernatural mysteries unleashed by cultists as mad as they are short-sighted. The mission will only end once you've either defeated at least two high ranking members of the church or stopped a large number of Deep Church operations.

For this scenario:
You start with the High Inquisitor perk and an Inquisitor kit. However, you can't cooperate with Seaborn and have to kill them on sight unless you let them flee in order to track them back to their nest or similar circumstance (mutated people still fighting for the good causes are tolerable).

Reward
• You've gained a supernatural ability to know people's affiliations, allowing you to spot any infiltrators at a glance and know of any shady organizations full of cultists operating in the worlds you visit.

• What's more, the Seaborn and other cosmic horrors are terrified by your lantern, which will repel them.





Scenario Three [survive]
You have to survive a year here, amidst church of the Deep shenanigans, overzealous inquisitors and hungry Seaborn.

Reward
You've had an interesting year, to say the least... But don't worry, I know what you're thinking: "Oh no, what a pity, no more cute Seaborn!

So to reward you here's plenty of plush and sculpture Seaborn, aquariums containing Seaborn! Although these are friendly and won't multiply if you tell them not to.

Enough to make a whole leisure center around your friends!

…And 300 CP

Scenario Four [Golden Age will return again!]
This is probably the hardest scenario, as you won't just have to repel enemy Seaborn from the land. No, you'll have to reconquer the seas and bring back the Golden Age, whether from the old Iberia or from a new one you'll create from its remains.

Reward
• Congratulations are in order, it looks like you've succeeded, the oceans are once again being surveyed by magnificent ships, and you'll soon notice that any maritime civilization and organization you make will always be in a perpetual Golden Age.

• You also have a shipyard capable of creating new ships every year, like the Stultifera Navis, or upgrading existing ships, giving them the power to increase their efficiency to match their luxury.



Perks

You get two discounted (50%) for each category like two 100, 200, 400 and you can sacrifice a discount to use it on a lower price category

Deep pocket [Free]
You can carry all the relics, small objects and other collectibles with you. They'll be in your pocket in a hammer space. So collect everything you find, you never know what might save you!

Originium Art [50 CP]
You can use Originium Arts, which at this level are relatively simple spells, as well as using a lantern. But with training, you can do impressive things.

Wandering Medic [100 CP]
You know by heart the medicinal herbs that can be useful for healing your patients and can easily find them around you. In addition to this you can use the healing arts to heal, including the Nervous Impairment effect.



For Survival [100 CP]
The Seaborn are a great threat, but also a great opportunity, in displease to the Inquisition. Whether it's the immunity to oripathy that the Church of the Deep is trying to obtain by merging with them, or the interesting resources that can be extracted from the Seaborn. You're a master at analyzing the benefits of sea creatures and collecting them. Like collecting the secretions of marine terror larvae and purifying them to make a product capable of disrupting the hive and preventing them from following you for a while.



Investigators [100 CP]
In these times when Seaborn can speak and take human form, and when the desperate try to coexist with what you hunt. Inquisitors have to redouble their efforts to tell the good guys from the cultists. Fortunately for you, you excel in the investigations. Continue to listen to what your heart tells you and make your own choices and you might well solve the problem of the shenanigans of the church of the deep.



Ægir artist [100 CP]
Maybe you came from Ægir or grew up in their culture, but you excel in the arts - music, painting, sculpture and all sorts. What's more, you're really good at composing songs and, strangely enough, everyone can remember them perfectly, with the exception of those who have already mutated too much and Seaborn's infiltrators.



Evolution [200 CP] 

The Seaborn aren't the only thing that can evolve, with each fight and each hostile environment you evolve a little bit, becoming more resistant, faster and better adapted. The rate of evolution is much slower than that of the Seaborn, but it's still noticeable. You control the mutation, so you don't have to take on the appearance of a Seaborn if you want to, but if you do, your speed of evolution increases proportionately.



Lingering Glimmer [200 CP]

In this darkened world, only the light of your lantern and your unshakeable faith can protect you from the Seaborn and their horrible mutation. Fortunately for you, as long as you can see objects that remind you of happier times, you'll be able to continue being yourself for a while longer, overcome the influence of the Seaborn and avoid sinking into despair.



Empathy [200 CP]

The Church of the Deep believes that it is possible to coexist with sea terrors and you could well be living proof of this. As long as you don't make any sudden movements and don't show any aggression, the Seaborn have a good chance of not attacking you or even being friendly. What's more, if you have food, you can even exchange it with them for some really useful things. Although this greatly reduces the risks, interacting with them remains risky.



Jumper'mla [400 CP]

You're similar to the first-born Seaborn, although at the moment you're even weaker than they are, but you've got the potential. What's more, your song resonates in the mind of the hive and a good number of Seaborn deflect in your favor. And finally, like Mizuki, you can assimilate creatures like Caerula Arbor if they are in a similar state or if you defeat them in combat. If you do, you're the dominant spirit and therefore risk no permanent influence.



Abyssal Hunter [400 CP]

You are an abyssal hunter whose body has been modified using Seaborn cells, making you much more powerful than a normal Tera inhabitant. What's more, you can choose a characteristic in which you excel, such as strength for Skadi, speed for Gladia, or any other idea that comes to mind. Perhaps the ability to use a Seaborn-related power? As an abyssal hunter you have the same synergy ability as your comrades and can give a comparable buff of your choice to each abyssal hunter present.



Ocean's Legacy [400 CP]
Before the Profound Silence came, the high seas used to teem with tales of the pirates: their treasure filled with relics of a past era, but a lot of treasures are mixing with cursed artifacts. But for you, differentiating the relics and their effect is as simple as breathing. In addition, you will always find Relic and other treasure that can be useful to you if it exists instead of objects which would have been of no use.



High Inquisitor [400 CP]
You are a beacon in the midst of this storm, your mere presence reassuring those around you and pushing back a little the influence of the Seaborn. You are the equal of the greatest inquisitor, the flames of your lantern make the monsters hesitate, your bullets pierce their shells and your blade will cleave the tides!



Ægirian technician [400 CP]
You are masters in the art of creating, using and improving technology from Ægir. This also allows you to easily understand and retro engineer technologies that are normally too advanced for you, such as precursor technologies.



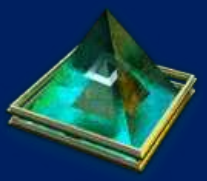
Delicious Seaborn[400 CP]
Healthy food in these times is hard to find and many of it is mixed with Seaborn cells put there by the deep church. Fortunately for you, you can eat and cook any 'edible' food without risk. This also allows you to eat your enemies in the same way that a certain doctor is rumored to do, without even needing a kettle! Be careful though, as powerful as this is, it's only possible if you have enough Life Point to use this technique and the stronger the enemy in question, the more you'll need.





Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. You get two discounted (50%) for each category like two 50, 100, 200, 400 and you can sacrifice a discount to use it on a lower price category



Originium ingots [50 CP]
These are ten refined and pure originium ingots, which you can use here as currency. Every month you get a new one.

Odd Merchant [50 CP]

Mmh, CP? That'll do! Go and have a look. Roll seven 237-sided dice, check the results against the list at the end and take home the object of your choice. If you're a risk-taker, you can instead roll two dice and take both items home. If you have the Ocean's Legacy perk, roll a dice including only the category you want, with the exception of Secrets of Terra.

Abyssal Hunter Model [50 CP] 
This pretty figurine makes anyone with it on their person count as a member of the abyssal hunters/any organization that offers synergy and receives their passive. What's more, it increases the damage done by all members of the faction. You get an extra one with every jump, and can make new ones by mixing gold with Seaborn cells.

Inquisitor kit [100 CP]

It includes all the equipment of a member of the Inquisition, from his clothes to his "rations" (including a number of useful little things, such as potions to protect your eyes from the flames of your lantern) and ammunition, recharged every week, as well as his weapons: the lantern can be used as a focus for original arts, and can affect the nervous system to protect against the effects of Seaborn attacks. The rapier moves faster in the presence of sea creatures. And the hand cannon is incredibly advanced and sees its power increase according to faith/will.

Abyssal hunter weapon [100 CP]

These weapons, used by abyssal hunters and of the type of your choice, although heavy, are undeniably brutal and effective. It's perfect for killing Seaborns without allowing them to become immune to more sophisticated means. If you wish, you can make these weapons have a malus, in exchange for which they will be perfectly adapted to your fighting style and offer you a considerable benefit.

Pulse of the Ocean [200 CP]

This magnificent instrument allows you to observe ocean currents to deduce changes in marine life, such as whether or not there are Seaborn, or all the sea creatures in the area. Strangely, you'll notice that you and your allies can move/attack a little faster, and your enemies a little slower.

Money is speed! [200 CP]
As long as you have this item, the more wealth you possess, the faster you can attack. The relics of this world that can do something similar stop at the ingot of originium, but that counts all types of material wealth such as precious metals, gems and other jewels.



Stultifera Navis [200 CP]
A former research ship used to explore the oceans, converted into a warship. It was built using Iberian and Ægirian technology during the Golden Age of Iberia. Although incredibly luxurious, it is very resistant and equipped with numerous cannons, and the Seaborn never try to sink it, mistaking it for a simple environment.



Scientific research facility [400 CP]
It's a ruin of the precursor civilization, strangely still functional. It's packed with ancient technology, although most of it is based on seaborns and looks very much like the kind of installation normally found at the bottom of the sea. But who knows what's hidden in the data of such an advanced civilization.



Companions

Companions can purchase more companions.

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

: Certain collectibles that you find here give you hope, represented by this yellow symbol. This resource allows you to buy operators (you choose whether they'll be followers or companions) or improve them (your previous compagnon include).

6 for a six stars operator 3 for a five stars operator
2 for a four stars operator 1 for the other operator

Half the purchase price rounded up to promote it, which increases the operator's power

Operators bought this way don't take up any space, but they don't get any CP either, unless you import them as companions for free, in which case they behave like normal companions.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift



Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]
You can use this Jumpdoc as a supplement

Jumpchain [+1000 CP]
My apologies, it seems that the name of this jumpdoc was partially erased by the water. It's not a Gauntlet, but an ordinary jump. You have all your abilities as usual, but dying here will end your chain just as much as usual.

Dream [+100 CP]
Every night when you sleep you have strange dreams filled with Seaborns wandering in almost liminal spaces, vocalizing words that barely escape your comprehension.



Kyaa Skadi ! [+100 CP]
Dokutah... I mean Jumper, have you taken your mental health potion today? You can't help it every time you hear Skadi or Ishar'mla or anything vaguely resembling an orca or Skadi you have to say Kyaa!



A not at all suspicious chest [+200 CP]
Seaborns exist in many forms, even appearing as treasure chests. Not only will you see more of these mimic chests, but relics and other collectibles could well be a Seaborn in disguise!

Chibified [+200 CP]
Your operators have been transformed into smaller, cuter versions, very similar to Fumo dolls or the game's chibi look. As well as being impractical for climbing stairs, this makes them a little weaker. At the end of the gauntlet/jump, you get the dolls as followers, and the operators remain in their basic form.



IS3 Run[+200 CP]
Playing by the rules is great, but do we need to remind you that you're not playing IS3, but that everything around you is real? Well, at least you won't have any trouble interpreting the collectibles effect! With this you have exactly the same restrictions as in the game, if you ask an operator to retreat he can only be sent back into combat after a certain time, you have an operator limit and all sorts of things... obviously it's not a game if an operator or anyone else dies he's dead.

Ægirian hubris [+200 CP]
You're really arrogant and condescending Jumper, yes you're a jumper yes your technology is better than this bunch of primitives... And yet you're just as killable as all the rest! Co-operation is important here and your snobbery could cost you doors, not that you'd want to beg a bunch of cavemen for help without fully directing them, right?

KILL THE OCEAN [+300 CP]
You won't let death make you move on. Although this is a gauntlet, as long as you haven't completed the scenario(s) you've chosen, you won't be able to leave and will continue to repeat this gauntlet until you succeed. You keep your memories, and what you learn here always makes you a little better than your previous attempt.

Oripathy [+200 CP/400/600 CP]
Seaborns aren't the only horrible thing to deal with down here, you've got rock cancer for 200. It's not yet a serious problem with prompt treatment and if you don't make it worse it should be fine.

At 400 CP the problems start to become worrying. In addition to the pain, you experience problems depending on where the crystals accumulate that can be loss of mobility, amnesia/regression of your memory, narcolepsy or others. Although treatment helps enormously at this stage, you won't be cured; it will only buy you time and weaken the symptoms.

A 600 CP Substantial parts of your body are originium at this stage, in addition to the problems below, which have worsened without treatment. You'll die in no time, and even with treatment your time is running out.

Obviously it's a drawback after this jump you'll be cured

The Last Knight [+300 CP]
A whinny sounds and in the distance you see the last knight and it seems that for him you are a Seaborn to be slaughtered. For now, he's still a long way off, but you're sure to face him one day.

The Lonely Hunter [+400 CP]
You're a loner, maybe you think these times are too horrible to tie yourself to anyone after seeing your best friends turned into oceanic horrors one too many times. You can't recruit anyone to help you. You'd be on your own to fight the Seaborns, although there are groups out there fighting too, and you'd never meet them. For an extra 200 CP, you're literally the last human/non-Seaborn alive on this world abandoned to the ocean.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.



Note

• Outside of this jump, the term Seaborn in perk and item can also be used for anything vaguely similar, such as Tyranids, Necromorphs,

• **Delicious Seaborn[400 CP]** perk is based on the blue box in the game, as for Life Point you can simply consider it as a separate energy represented by  you can increase your maximum with adapted collectibles which will be like everything you find here fiat backed and recover your lost life points by resting.

• If you have a drawback or other problem preventing you from recruiting operators or limiting you to only certain ones, you can still buy them, but you'll only get them after you've completed the jump/gauntlet.

• Regarding collectibles, assume that if they look like consumables like food, lantern oil or whatever, they'll be restored the next day if you decide to eat them. But there's no need to do so, simply possessing them is enough to obtain the effect.

• Scenario One [Hunter rises again] You don't fail the scenario if someone else kills Ishar'mla. But you still have to fight the Seaborn, so you can't hide and wait for someone else to take care of your target.

Survival Aids :

No.	Collectible	Rarity	Information
001	 Featured Canned Meat	Normal	Increases the squad size by 1. Friendly units regenerate 3 HP every second.
002	 Seaweed Salad	Normal	Increases the squad size by 1. Friendly units have their ASPD increased by 1.
003	 Orange Storm	Normal	Increases the squad size by 1. Friendly units have their ATK increased by 1%.
004	 Coffee Plains Coffee Candy	Rare	Increases the squad size by 2. Friendly units have their ASPD increased by 2.
005	 Screaming Cherry	Rare	Increases the squad size by 2. Friendly units have their ATK increased by 2%.
006	 Pitt's Assorted Fruits	Super Rare	Increases the squad size by 3. Friendly units have their maximum HP, ATK, and DEF increased by 3%.
007	 Extra-Pungent Coffee Beans	Rare	Gives 1 Objective Shield. Increases the squad size and Unit Limit by 1.
008	 Blue Silk Scarf	Normal	Gives 2 . Increases the squad size by 1.
009	 Red Bow Tie	Normal	Gives 2 . Increases the Unit Limit by 1.
010	 Solo Music Box	Rare	Gives 4 . Increases the Unit Limit by 1.
011	 Originium Iris	Super Rare	Gives 6 . Increases the squad size by 2.

012	 Weird Flute	Rare	Gives 4 . Increases the squad size by 1.
013	 Glass Bird	Rare	Gives 4 . Increases the squad size by 1.
014	 Pure Gold Expedition	Super Rare	Gives 4 . Increases the squad size and Unit Limit by 1.
015	 "Durin Overground Odyssey"	Rare	Gives 4 Objective Shields.
016	 "Gaulish Toponym Origins"	Rare	Gives 6 Objective Shields.
017	 Hot Water Kettle	Normal	Gives 1 . Increases the Life Point cap by 1.
018	 Special Suppressor	Normal	Gives 2 . Increases the Life Point cap by 2.
019	 Stone Gargoyle	Normal	Increases the Life Point cap by 3.
020	 Vampire's Bed	Rare	Increases the Life Point cap by 4.
021	 Proof of Longevity	Super Rare	Increases the Life Point cap by 6.
022	 Pryed Open Toolbox	Normal	Gives 4 .
023	 Antiquated Sheet Music	Normal	Gives 4 .
024	 Letter of Termination Contract	Normal	Gives 4 .
025	 Universal Key	Rare	Gives 6 .
026		Super Rare	Gives 8 .

	Banshee's Kiss		
027	 Antique Coins	Normal	Gives 10 .
028	 Actor's Jewelry Box	Rare	Gives 18 .
029	 Flawless Jadestone	Super Rare	Gives 25 .
030	 Nightsun Flower	Normal	The player gains 10 Light.
031	 Flamecaller Originium Slug	Normal	The player gains 15 Light.
032	 Pathfinder Fins	Rare	The player gains 30 Light.
033	 Blunt Claws - Training	Normal	Promotes a Vanguard for free.
034	 Bend Spears - Training	Normal	Promotes a Guard for free.
035	 Iron Guard - Training	Normal	Promotes a Defender for free.
036	 Fatal Bolts - Training	Normal	Promotes a Sniper for free.
037	 Broken Wand - Training	Normal	Promotes a Caster for free.
038	 Stalwart Aid - Training	Normal	Promotes a Supporter for free.
039	 Healer's Path - Training	Normal	Promotes a Medic for free.
040	 Rusted Blade - Training	Normal	Promotes a Specialist for free.
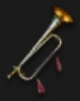
Combat Gear:

No.	Collectible	Rarity	Information
041	 Fissured Restraints	Normal	Enemies have their ATK reduced by 7%.
042	 "Silent Squad"	Super Rare	Friendly units have their maximum HP and ATK/DEF increased by 45% and 35%, respectively.
043	 Abyssal Wyrdmask	Rare	Enemies have their ATK reduced by 12%.
044	 Godmother's Token	Super Rare	Enemies have their ATK reduced by 17%.
045	 Worn-out Group Photo	Normal	Enemies have their DEF reduced by 12%.
046	 Sea Terror Jerky	Rare	Enemies have their DEF reduced by 21%.
047	 Rosmontis's Embrace	Super Rare	Enemies have their DEF reduced by 30%.
048	 Gold-Plated Dice	Rare	Enemies have their HP reduced by 15%.
049	 "The Whisperer in Darknight"	Normal	Enemies have their HP reduced by 10%.
050	 "Profound Silence"	Super Rare	Enemies have their HP reduced by 20%.

051	 Oriron Round Shield	Normal	Friendly units have their DEF increased by 15%.
052	 Military Mirror Armor	Rare	Friendly units have their DEF increased by 25%.
053	 Old Steam Armor	Super Rare	Friendly units have their DEF increased by 35%.
054	 Emperor's Favor	Normal	Friendly melee units have their ATK increased by 15%.
055	 Royal Rapier	Rare	Friendly melee units have their ATK increased by 25%.
056	 Vieux Vanguard's Blade	Super Rare	Friendly melee units have their ATK increased by 35%.
057	 Necklace of the Presence	Normal	Friendly ranged units have their ATK increased by 15%.
058	 Silver Forks	Rare	Friendly ranged units have their ATK increased by 25%.
059	 Damaged Revolver Cylinder	Super Rare	Friendly ranged units have their ATK increased by 35%.
060	 Noxious Hemostatic Agent	Normal	Friendly units have their maximum HP increased by 20%.
061	 First Aid Kit	Rare	Friendly units have their maximum HP increased by 35%.
062	 Unknown Instrument	Super Rare	Friendly units have their maximum HP increased by 50%.
063	 Rusted Razor	Normal	Enemies take 1.15× Physical damage.

064	 Carriage Driver's Whip	Rare	Enemies take 1.25× Physical damage.
065	 "Avenger"	Super Rare	Enemies take 1.35× Physical damage.
066	 Standard Anti-Riot Instrument	Normal	Enemies take 1.2× Arts damage.
067	 Emperor's Collection	Rare	Enemies take 1.3× Arts damage.
068	 "Brilliant Lament"	Super Rare	Enemies take 1.4× Arts damage.
069	 Live Rose	Normal	Friendly units restore 20% more HP from all sources of healing.
070	 White Flower Crown	Rare	Friendly units restore 30% more HP from all sources of healing.
071	 Surging Feast	Super Rare	Friendly units restore 30% more HP from all sources of healing and takes 30% less Elemental Damage build-up.
072	 Actor's Perfume	Rare	Friendly units regenerate 1% of their maximum HP every second.
073	 Designer's Ruler	Normal	Friendly units can dodge Physical attacks 15% at a time.
074	 "Arts Killer"	Normal	Friendly units can dodge Arts attacks 15% at a time.
075	 Dancer's Bracelets	Rare	Friendly units can dodge Physical and Arts attacks 10% at a time.
076		Normal	Increases the starting DP by 10.

	Doll House		
077	 Miniature Stage Model	Rare	Increases the starting DP by 20.
078	 Dreambind Castle Model	Super Rare	Increases the starting DP by 30.
079	 Vortex Confluence	Super Rare	Casters and Specialists have their ATK increased by 3% and 30%, respectively.
080	 Ocean Voyage	Super Rare	Casters and Specialists have their ATK increased by 30% and 3%, respectively.
081	 Jet-Black Dance Shoes	Rare	Melee units can be deployed on ranged tiles.
082	 Pure White Dance Shoes	Rare	Ranged units can be deployed on melee tiles.
083	 Viviparous Lily	Super Rare	Reduces the DP cost of Operators by 3. Shuffles the DP cost of Operators in each operation.
084	 Chitinous Ripper	Super Rare	A random Operator has their maximum HP and ATK doubled for the rest of an operation.
085	 Ancient Gaulish Silver Coin	Normal	Increases the initial SP of friendly units' skills by 6.
086	 Bank of Gaul Check	Rare	Increases the initial SP of friendly units' skills by 12.
087	 "Second Economic Reform Act"	Super Rare	Increases the initial SP of friendly units' skills by 18.
088	 Vanilla Soda	Normal	Increases the SP generation rate of friendly units with automatic SP recovery skills by 0.2/sec..
089	 Fowlbeast Liver Pate	Rare	Increases the SP generation rate of friendly units with automatic SP recovery skills by 0.35/sec..

090	 Dreaming Essence	Super Rare	Increases the SP generation rate of friendly units with automatic SP recovery skills by 0.5/sec..
091	 Captain Morgan's Wine	Normal	Friendly units with offensive/defensive SP recovery skills generate 1 SP every 3 seconds.
092	 Water of Life	Rare	Friendly units with offensive/defensive SP recovery skills generate 1 SP every 2.5 seconds.
093	 Royal Liqueur	Super Rare	Friendly units with offensive/defensive SP recovery skills generate 1 SP every 1.5 seconds.
094	 "Unleashings"	Super Rare	Friendly units generate 1 SP whenever they take damage or Elemental Damage build-up.
095	 String Puppet	Rare	Stunned, Frozen, and Bound enemies receive 700 Arts damage every second.
096	 "Children's Puppet"	Super Rare	Stunned, Frozen, and Bound enemies receive 1000 Arts damage every second.
097	 Victory Horn	Rare	Negative Statuses last twice as long on enemies.
098	 Flash Camera	Rare	Negative Statuses last 2.1× as long on enemies.
099	 Therapy Tape	Super Rare	Negative Statuses last 2.5× as long on enemies.
100	 Royal Brooch	Super Rare	Friendly units have their RES increased by 15 and negates the next instance of damage received when deployed.
101	 Old Fan	Super Rare	Operators have their ATK increased by 10% for every Operator with different classes in the squad. **Unlock condition**: Complete a run with at least 15 Operators recruited.

102	 Nachzehrer's Cane	Super Rare	When a friendly unit is overhealed (healing that exceeds max. HP), deals Arts damage equal to the overheal amount to enemies in the surrounding tiles to the target.
103	 Angelina's Inspiration	Super Rare	Enemies have their speed and weight reduced by 15% and 1, respectively.
104	 Scout's Scope	Super Rare	Increases the damage dealt by friendly units to enemies away from their position (caps at +100%[note 1]).
105	 Black Tulip	Super Rare	Friendly units have their ATK gradually increases when their skill is not active, up to +60% over 60 seconds, which will reset when the skill expires after being activated.
106	 Assault Co-op - Sharp Blade	Normal	Guards and Vanguards have their ATK increased by 8% for every Guard or Vanguard in the squad.
107	 Fortification Co-op - Phalanx	Normal	Defenders and Supporters have their ATK increased by 8% for every Defender or Supporter in the squad.
108	 Ranged Co-op - Remote Strike	Normal	Medics and Snipers have their ATK increased by 8% for every Medic or Sniper in the squad.
109	 Sabotage Co-op - Suppression	Normal	Casters and Specialists have their ASPD increased by 6 for every Caster or Specialist in the squad.
110	 Spinach Pack	Rare	Friendly units have their ATK increased by 60% for 1 second after their respective skill is activated.
111	 Wrath of Siracusans	Super Rare	Friendly units have their ATK increased by 100% for 1 second after their respective skill is activated.
112	 Ribbon of Honor	Super Rare	Friendly units who are blocking only 1 enemy have their ATK increased by 100%.
113	 Royal Alliance Treaty	Super Rare	Friendly units take *no damage* from Sarkaz enemies.
114	 King's New Lance	Rare	Friendly units have their ASPD increased by 50 while the player has only 1 .
115		Super Rare	Increases the DEF and RES of friendly units who have been deployed for at least 100 seconds by 300 and 30, respectively.

	Castle's Offspring		
116	 Distant Home's Guide	Rare	A random deployable tile will be selected in each operation; the friendly unit on said tile regenerates 3% of their max. HP and receives 1 SP every second[note 2].
117	 Abandoned Banner	Super Rare	A random deployable tile will be selected in each operation; the friendly unit on said tile has their ATK and ASPD increased by 50% and 50, respectively.
118	 Medicine Sticks	Rare	Friendly units receive 2 Shields when deployed.
119	 Fincatcher's Shawl	Super Rare	Ranged Operators are camouflaged.
120	 "Glorious Kazimierz"	Rare	Friendly units have their ATK increased by 70% for 6 seconds after dodging an attack.
121	 "The Return"	Super Rare	Friendly units have their ATK increased by 130% for 6 seconds after dodging an attack.
122	 Convalescence Experience Card	Normal	Friendly units have their ASPD increased by 40 for 10 seconds after they are deployed.
123	 Convalescence Prime Membership	Rare	Friendly units have their ASPD increased by 70 for 10 seconds after they are deployed.
124	 Old George Nutritional Paste	Rare	Friendly units have their ATK increased based on their current HP (caps at +30% with full HP).
125	 Emergency Active Agent	Rare	Friendly units have their ASPD increased based on their missing HP (caps at +60 with 30% or less HP).
126	 King's Buckler	Rare	Friendly units have their block count increased by 2 while the player has only 1 .
127	 King's Staff	Rare	Friendly units receive 1 SP every 2 seconds while the player has only 1 .

128	 King's Crown	Super Rare	Friendly units have their ATK increased by 50% while the player has only 1 ; the ATK buff will be increased to 150% when the player have at least 3 "King's" Collectibles (including this one).
129	 Timeworn Poetry Strips	Super Rare	Summons are not counted towards the Unit Limit.
130	 Derivative Terminal - Supercharged Mod	Rare	Summons have their HP/ATK and ASPD increased by 30% and 30, respectively.
131	 Uncle Vought Total Care Kit	Normal	Friendly ranged units take 40% less Elemental Damage build-up.
132	 Ursus Felt Rug	Normal	Friendly melee units take 40% less Elemental Damage build-up.

Professional tools:

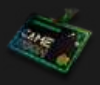
No.	Collectible	Rarity	Information
133	 Blunt Claws - Advancement	Normal	Vanguards have their maximum HP increased by 60% and DP cost reduced by 2.
134	 Blunt Claws - Burst	Normal	Vanguards have the initial SP of their skills increased by 15.
135	 Blunt Claws - Proficiency	Rare	Vanguards have their skill's SP cost reduced by 35%.
136	 Blunted Claws - Mastery	Super Rare	Vanguards have their ATK and DEF increased by 50%.
137	 Bend Spears - Advancement	Normal	Guards have their HP incresed by 40% and DP cost reduced by 3.
138	 Bend Spears - Acuity	Normal	Guards have their ATK increased 25%.
139	 Bend Spears - Bloodbath	Rare	Guards generate 2 SP when attacking.
140	 Bend Spears - Army of One	Rare	Guards have their block count increased by 1.
141	 Bend Spears - Deathmatch	Super Rare	Guards have their DEF reduced by 40% but have their ATK and ASPD increased by 40% and 30, respectively..
142	 Iron Guard - Advancement	Normal	Defenders have their maximum HP increased by 40% and DP cost reduced by 3.
143	 Iron Guard - Invasion	Normal	Defenders have their ATK increased by 60%.
144	 Iron Guard - Advance	Rare	Defenders have their block count reduced by 1 (unless if the Defender has a block count of 1) but have their ATK and ASPD increased by 40% and 40, respectively.

145	 Iron Guard - Impenetrable	Super Rare	Defenders generate 2 SP whenever they lose HP.
146	 Iron Guard - Moving Fortress	Rare	Defenders have their ATK and DEF doubled and block count increased by 1 after 15 seconds when deployed.
147	 Fatal Bolts - Advancement	Normal	Snipers have their maximum HP increased by 60% and DP cost reduced by 2.
148	 Fatal Bolts - Precision	Normal	Snipers have their ATK increased by 20%.
149	 Fatal Bolts - Crossfire	Rare	Snipers have their maximum HP reduced by 40% but have their ATK increased by 40%.
150	 Fatal Bolts - Divine Speed	Super Rare	Snipers have their ASPD increased by 70..
151	 Broken Wand - Advancement	Normal	Casters have their maximum HP increased by 60% and DP cost reduced by 3.
152	 Broken Wand - Arts Weaving	Normal	Casters have their ATK increased by 25%.
153	 Broken Wand - Concentration	Rare	Casters have their skill's SP generation rate increased by 0.4/sec (only for those with an automatic SP recovery).
154	 Broken Wand - Malediction	Super Rare	Casters have their maximum HP reduced by 40% but deals 1.7× Arts damage.
155	 Stalwart Aid - Advancement	Normal	Supporters have their maximum HP increased by 60% and DP cost reduced by 2.
156	 Stalwart Aid - Diligence	Rare	Supporters have their skills' SP cost reduced by 40%.
157	 Stalwart Aid - Assistance	Super Rare	Friendly units within a Supporter's attack range have their ATK increased by 20%.

158	 Stalwart Aid - Counter-Arts	Rare	Enemies within a Supporter's attack range have their DEF and RES reduced by 20%.
159	 Healer's Path - Advancement	Normal	Medics have their maximum HP increased by 60% and DP cost reduced by 2.
160	 Healer's Path - Self-Treating	Normal	Medics have their skill's SP generation rate increased by 0.3/sec. (only for those with automatic SP recovery).
161	 Healer's Path - Keen Hands	Rare	Medics have their ASPD increased by 50.
162	 Healer's Path - Restore Sanity	Super Rare	Applies Status Resistance to friendly units within a Medic's healing range.
163	 Rusted Blade - Advancement	Normal	Specialists have their maximum HP increased by 60% and DP cost reduced by 2.
164	 Rusted Blade - Execution	Normal	Specialists have their ASPD increased by 30.
165	 Rusted Blade - Isolation	Rare	Specialists have their ATK and DEF increased by 40%.
166	 Rusted Blade - No Man's Land	Rare	Specialists have their redeployment time reduced by 35%..
167	 Rusted Blade - Overwhelm	Super Rare	Specialists have the shift force they deliver increased by 2.
168	 Hand of Spikes	Super Rare	Enemies blocked by Arts Protector, Duelist, and Protector Defenders receive Arts damage equal to the Defender's DEF every second.
169	 Hand of Choker	Super Rare	Enemies with at most 20% HP attacked by Besieger, Deadeye, and Heavyshooter Snipers will be instantly defeated.
170	 Hand of Buckler	Super Rare	Abjurer, Decel Binder, and Hexer Supporters deal an additional instance of Arts damage equal to 3% of the target's current HP when attacking.
171		Super Rare	Blast and Chain Casters as well as Fortress Defenders generate 2 SP whenever they damage an enemy.

	Hand of Diffusion		
172	 Hand of Superspeed	Super Rare	When there are no friendly units in the adjacent tiles to Ambusher, Dollkeeper, and Executor Specialists, their ASPD is increased by 120.
173	 Hand of Snatcher	Super Rare	Reduces the DP cost of Charger, Pioneer, and Tactician Vanguards by 12, and they will receive 6 SP upon defeating an enemy.
174	 Hand of Purification	Super Rare	Enemies within the attack range of Bard Supporters, Therapist Medics, and Phalanx Casters receive Arts damage equal to 50% of the respective Operator's ATK every second.
175	 Hand of Pulverization	Super Rare	Whenever Artilleryman and Flinger Snipers as well as Splash Casters damage an enemy, their ATK is increased by 15%, which stacks up to +150% and will be reset if they do not damage enemies for 5 seconds.
176	 Hand of Flowing Water	Super Rare	Whenever Core and Mystic Casters as well as Summoner Supporters activate their skill, their automatic SP generation rate is increased by 0.5/sec., which stacks up to +2/sec..

Adept's Collection:

No.	Collectible	Rarity	Information
177	 Game Room Admin Access Card	Normal	Promotes an Operator for free.
178	 Ms. Christine Petting Ticket	Rare	Promote two Operators for free.
179	 Antique Casting	Super Rare	Promote three Operators for free.
180	 Topographical Map	Normal	Increases the Unit Limit and DEF of friendly units by 1 and 4%, respectively.
181	 Conch of Divine Whispers	Normal	Increases the Unit Limit and max. HP of friendly units by 1 and 4%, respectively.
182	 Night-Whispers in the Forest	Rare	Increases the Unit Limit and DEF of friendly units by 2 and 6%, respectively.
183	 Church Alms Meal Voucher	Rare	Increases the Unit Limit and max. HP of friendly units by 2 and 6%, respectively.
184	 Regional Action Plan	Rare	4★ Operators cost -2  (i.e. becomes free) to be recruited.
185	 Comprehensive Operation File	Rare	5★ Operators cost -2  to be recruited.
186	 Secret HR Letter	Rare	6★ Operators cost -2  to be recruited..

187	 Draft of a Speech	Super Rare	4★ or above Operators cost -2 to be recruited.
188	 Rusted Iron Hammer	Rare	Halves the price of the Rogue Trader's wares.
189	 Rhodes Island Tactical Transceiver	Rare	There will be an additional Rec. Voucher to choose from after clearing operations.
190	 Four-Leaf Clover Fossil	Super Rare	There will be an additional Collectible to choose from when one is awarded from operations and on Wish Fulfilled.
191	 Acahuallan Bowl	Normal	Gives 4 and 2 Objective Shields.
192	 Three-Dimensional Art Display	Rare	Gives 7 when obtained and 1 after clearing an operation. **Unlock condition**: Lose 100 across all runs.
193	 "Multipurpose" Hair Clip	Normal	Gives 1 , 1 Objective Shield, and 1 dice roll.
194	 Three-Key Contract	Rare	Gives 3 .
195	 Portable Scriptures	Normal	Gives 2 dice rolls.
196	 Inquisitor's Scripture Cloth	Rare	Receives 1 dice roll after clearing an operation.
197	 Deep-Sea Sire Sculpture	Super Rare	Gives 6 dice rolls.
198	 Duck Lord's Golden Brick	Super Rare	Upgrades the player's die (six-sided > eight-sided > twelve-sided).
199		Normal	Gives 5 Objective Shields.

	Defender-2		
200	 Embedded Armor Plate	Rare	Reduces the Life Point cap by 2 but gives 8 Objective Shields.
201	 Dario's Lantern	Rare	Suppresses the Rejection on an Operator.
202	 "King's Fellowship"	Rare	Exchanges all but 1 into an equal amount of Objective Shield(s) + 2.
203	 Tulip's Secret Formula	Rare	Suppresses the Rejection on an Operator.
204	 Paraffin and Balsam	Rare	Suppresses the Rejection on an Operator but the player loses 30 Light.
205	 Nightsun Grass	Normal	The player gains 5 Light.
206	 Cathedral Puzzle	Super Rare	Receives a random Enlightenment.
207	 Coin-Operated Toy	Normal	Friendly units have their ASPD increased by 3 for every 5 the player have.
208	 Chivalric Commandments - New Edition	Rare	Friendly units have their ASPD increased by 5 for every 5 the player have.

Support Items:

No.	Collectible	Rarity	Information
209	 Support Replenishment Station	Normal	1 Portable Supply Station is available on operations.
210	 Support Landmine Set	Normal	3 Interference Mines are available on operations.
211	 Support Mr. Rumbles	Normal	1 Mr. Boom is available on operations.
212	 Support Escape Crane	Normal	1 Snowsant's Safe Escape Crane is available on operations.
213	 Support Riot Pile	Normal	2 Barriers are available on operations.
214	 Support First-aid Kit	Normal	3 First-aid Kits are available on operations.

Cursed Curios:

No.	Collectible	Rarity	Information
215	 Portrait of Breogan	Rare	**Cursed**: Friendly units lose 15 SP upon deployment.
216	 Leviathan's Anabolism	Rare	**Cursed**: Enemies have their HP increased by 25%.
217	 Failed Specimen	Rare	**Cursed**: A random Operator will be afflicted with Rejection.
218	 "Emergency Light"	Rare	**Cursed**: The player will lose 2 Light after clearing an operation.
219	 "Luminous Corpse"	Rare	**Cursed**: The player will lose 3 Light after clearing an operation.
220	 Bishop's Research	Rare	The player will lose 5 Light after clearing an operation.
221	 Caerula Animus	Super Rare	The player loses 50 Light and a random Operator will be afflicted with Rejection.

Story Teller:

No.	Collectible	Rarity	Information
222	 Breath of the Tide	Super Rare	Increases the Unit Limit by 1.
223	 Regressed Rocinante	Normal	You obtain Rocinante, it's a Seaborn seahorse mount
224	 "Absurd Fate"	Rare	Gives 10  and 1 .
225	 The Knight's Corpus	Rare	Reduces the DEF of the Tide-Hunt Knight and The Last Knight by 80%.
226	 "Last Refrain"	Super Rare	Receives two random Enlightenments.

Secrets of Terra:

No.	Collectible	Rarity	Information
227	 "Civilight Eterna"	Super Rare	Enemies take 2.5× True damage.
228	 "End of Times"	Rare	When the player fails an (Emergency) Operation, they will proceed into the next node and gains 1  instead of failing the run. This effect can only be triggered once per run.
229	 "Flames of the Inquisition"	Super Rare	Friendly units generate 2 SP whenever they damage Sea Monsters.
230	 "Painful Happiness"	Super Rare	Enemies have their DEF and speed reduced by 15%.
231	 "Little Gran Faro"	Rare	Whenever an enemy enters a Protection Objective, all other enemies present are Stunned for 5 seconds.
232	 "Memories of The Shard"	Super Rare	Whenever an enemy enters a Protection Objective, all other enemies present takes 3000 True damage.
233	 "Glory Pack"	Normal	Enemies in a radius of 1.25 tiles to a friendly unit will be Stunned for 6 seconds when the friendly is knocked out/destroyed.
234	 "Sui's Wrath"	Super Rare	Whenever a friendly unit is deployed, a random enemy and other enemies in the surrounding tiles to the chosen enemy takes 3000 Arts damage.
235	 "Bedrock"	Super Rare	Friendly units have their max. HP, ATK, and DEF increased by 15%, but have their DP cost increased by 5.
236	 "Wavebreaker"	Super Rare	Friendly units have their redeployment time halved but have their max. HP reduced by 25%.

237	 "Pulse of the Ocean"	Super Rare	Increases the ASPD of friendly units by 10 and reduces the ASPD of enemies by 10.