

Gods Eater Burst Aragami Devour/Unbind List

by darktetradragon

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- Gods Eater Burst Devour/Unbind List -
 - By darktetradragon

 - Version 2.00
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Legal
Credits

Introduction

This guide will list the drop rates off aragami at specific difficulties. The unbinding rates and what to unbind will also be included.

You can search - (Aragami) - to find the area you're looking for quickly.
ex: - Vajra -

All information used in the guide can be found at the japanese wiki:
<http://www16.atwiki.jp/godeaterburst-wiki/>

Alternatively the english wiki at:
<http://www.godeater.wikia.com/>

I've only translated the item drops to english. All credit goes to the original posters. If anything is incorrect feel free to send me a PM.

Version History

1.00 - Guide complete.

2.00 - Venus & Caligula added.

Frequently Asked Questions

- Q: The material i'm looking for isn't listed.
- A: The material you're looking for is likely a salvage item. Salvage items can be acquired by going to shiny points on a map and pressing circle. These salvage locations are always at the same spot. Use the terminal to find out what difficulty and map you need to search on.
- Q: The salvage item won't appear.
- A: Tip - did you know that you don't have to complete the mission to keep any items you pick up? Just pick up the salvage items and quit mission. You will still have the items in your inventory.

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Aragami

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- Ogretail -

- Devour Rate -

	Devour Rate per Difficulty						
- Material Name -	1	2	3	4	5	8	CH
Aragami Bone Chip	25.0%	26.4%	27.7%	30.0%	30.0%	30.0%	-
Aragami Claw	23.0%	26.4%	27.7%	27.0%	27.0%	27.0%	-
Ogre Fang	22.0%	14.2%	14.9%	5.0%	5.0%	5.0%	27.0%
Ogre Tail	15.0%	14.2%	9.9%	15.0%	15.0%	15.0%	-
Cinnabar	8.0%	11.3%	11.9%	15.0%	15.0%	15.0%	15.0%
Ogre Helm	7.0%	7.5%	7.9%	8.0%	8.0%	8.0%	30.0%
Aragami Bone	-	-	-	-	-	-	15.0%
Ogre Sharp Tail	-	-	-	-	-	-	8.0%
Ogre Sharp Helm	-	-	-	-	-	-	5.0%

- Fallen Ogretail -

- Devour Rate -

	Devour Rate per Difficulty				
- Material Name -	3	4	5	6	7
Ice Ogre Fang	32.0%	18.0%	18.0%	15.7%	30.9%
Aragami Bone Chip	19.4%	30.0%	30.0%	26.1%	-
Aragami Claw	19.4%	25.0%	25.0%	34.8%	30.9%
Cinnabar	11.7%	12.0%	12.0%	10.4%	18.5%
Ogre Tail	9.7%	-	-	-	-
Ogre Helm	7.8%	-	-	-	-
Ogre Sharp Tail	-	15.0%	15.0%	13.0%	9.9%
Zinjifrah	-	-	-	-	9.9%

- Vajratal (Fire) -

- Devour Rate -

	Devour Rate per Difficulty				
- Material Name -	5	6	7	8	CH
Aragami Claw	27.0%	33.1%	34.9%	41.7%	33.9%
Aragami Bone Chip	22.5%	20.7%	-	-	-
Blaze Ogre Fang	22.5%	20.7%	29.1%	26.0%	21.2%
Blaze Ogre Mask	13.5%	12.4%	17.4%	15.6%	12.7%
Ogre Sharp Helm	7.2%	6.6%	9.3%	8.3%	6.8%
Cinnabar	7.2%	6.6%	-	-	12.7%
Zinjifrah	-	-	9.3%	8.3%	12.7%

- Vajratal (Thunder) -

- Devour Rate -

	Devour Rate per Difficulty				
- Material Name -	5	6	7	9	CH
Aragami Bone Chip	23.6%	23.6%	41.7%	-	-

Spark Ogre Fang	23.6%	23.6%	26.0%	35.2%	35.2%
Spark Ogre Horn	23.6%	23.6%	8.3%	21.1%	11.3%
Spark Ogre Mask	14.2%	14.2%	15.6%	11.3%	21.1%
Ogre Sharp Helm	7.5%	7.5%	-	-	-
Cinnabar	7.5%	7.5%	-	21.1%	21.1%
Zinjifrah	-	-	8.3%	11.3%	11.3%

- Zygote -

- Devour Rate -

- Material Name -	Devour Rate per Difficulty					
	1	2	3	4	5	7
Angel Shell	30.0%	27.8%	36.1%	15.0%	22.7%	11.1%
Rough Barrel	29.0%	27.8%	36.1%	30.0%	27.3%	30.3%
Angel Fang	25.0%	23.1%	18.1%	5.0%	4.5%	-
Sensor	8.0%	7.4%	9.6%	8.0%	7.3%	15.3%
Imploder	8.0%	13.9%	-	32.0%	29.1%	33.3%
Aragami Fang	-	-	-	10.0%	9.1%	10.1%

- Fallen Zygote (Fire) -

- Devour Rate -

- Material Name -	Devour Rate per Difficulty						
	3	4	5	6	7	8	9
Lucifer Shell	37.0%	25.0%	25.0%	25.0%	14.9%	14.9%	14.9%
Imploder	27.8%	33.0%	33.0%	33.0%	32.7%	32.7%	32.7%
Blazing Barrel	23.1%	15.0%	15.0%	15.0%	14.9%	14.9%	14.9%
Sensor	7.4%	8.0%	8.0%	8.0%	7.9%	7.9%	7.9%
Angel Fang	4.6%	-	19.0%	-	-	-	-
Rough Barrel	-	19.0%	-	19.0%	29.7%	29.7%	29.7%

- Fallen Zygote (Thunder) -

- Devour Rate -

- Material Name -	Devour Rate per Difficulty					
	5	6	7	8	9	CH
Imploder	33.0%	32.7%	32.7%	32.7%	32.7%	32.7%
Lucifer Shell	25.0%	9.9%	14.9%	14.9%	14.9%	14.9%
Angel Fang	19.0%	-	-	-	-	-
Rough Barrel	-	29.7%	29.7%	29.7%	29.7%	29.7%
Sparkling Barrel	15.0%	19.8%	14.9%	14.9%	14.9%	14.9%
Sensor	8.0%	7.9%	7.9%	7.9%	7.9%	7.9%

- Fallen Zygote (Ice) -

- Devour Rate -

- Material Name -	Devour Rate per Difficulty				
	5	6	7	8	CH
Imploder	33.0%	31.1%	32.7%	32.7%	31.4%
Lucifer Shell	25.0%	23.6%	14.9%	14.9%	18.1%
Angel Fang	19.0%	-	-	-	-
Rough Barrel	-	23.6%	29.7%	29.7%	28.6%

Sparking Barrel	15.0%	14.2%	14.9%	14.9%	14.3%
Sensor	8.0%	7.5%	7.9%	7.9%	7.6%

- Cocoon Maiden -

- Devour Rate -

	Devour Rate per Difficulty					
- Material Name -	1	2	3	4	CH	DLC
Pixie Thorn	35.0%	30.6%	30.6%	9.5%	10.0%	9.5%
Pixie Shell	35.0%	30.6%	30.6%	30.5%	27.0%	30.5%
Imploder	22.0%	30.6%	30.6%	28.6%	30.0%	28.6%
Pixie Elastomer	8.0%	8.2%	8.2%	7.6%	8.0%	7.6%
Pixie Spine	-	-	-	23.8%	25.0%	23.8%

- Fallen Cocoon Maiden (Fire) -

- Devour Rate -

	Devour Rate per Difficulty							
- Material Name -	3	4	5	6	7	8	9	CH
Imploder	30.6%	27.8%	27.8%	27.8%	29.1%	25.4%	12.0%	12.0%
Blaze Pixie Shell	25.5%	23.1%	23.1%	23.1%	24.3%	33.9%	40.0%	40.0%
Pixie Shell	13.3%	-	-	-	-	-	-	-
Pixie Thorn	12.0%	4.6%	4.6%	4.6%	-	-	-	-
Blazing Barrel	10.2%	13.9%	13.9%	13.9%	14.6%	12.7%	15.0%	15.0%
Pixie Elastomer	8.2%	7.4%	7.4%	7.4%	7.8%	6.8%	8.0%	8.0%
Pixie Spine	-	23.1%	23.1%	23.1%	24.3%	21.2%	25.0%	25.0%

- Fallen Cocoon Maiden (Thunder) -

- Devour Rate -

	Devour Rate per Difficulty					
- Material Name -	5	6	7	8	9	CH
Imploder	24.3%	24.3%	20.0%	20.0%	12.0%	12.0%
Blaze Pixie Shell	24.3%	24.3%	40.0%	40.0%	40.0%	40.0%
Pixie Spine	24.3%	24.3%	25.0%	25.0%	25.0%	25.0%
Sparking Barrel	14.6%	14.6%	15.0%	15.0%	15.0%	15.0%
Pixie Elastomer	7.8%	7.8%	-	-	8.0%	8.0%
Pixie Thorn	4.9%	4.9%	-	-	-	-

- Fallen Cocoon Maiden (Ice) -

- Devour Rate -

	Devour Rate per Difficulty	
- Material Name -	6	7
Ice Pixie Shell	41.7%	40.0%
Pixie Spine	26.0%	25.0%
Frozen Barrel	15.6%	15.0%
Imploder	8.3%	12.0%
Pixie Elastomer	8.3%	8.0%

- Kongou -

- Devour Rate -

	Devour Rate per Difficulty							
- Material Name -	2	3	4	5	6	7	CH	
Simian Bone	21.7%	22.1%	-	-	-	-	-	
Simian Armament	21.7%	22.1%	-	-	-	-	-	
Simian Trunk	21.7%	20.4%	-	-	-	-	-	
Simian Tail	21.7%	22.1%	-	-	-	-	-	
Simian Larynx	13.0%	13.3%	14.7%	15.6%	22.7%	-	-	
Simian Femur	-	-	34.3%	29.2%	27.3%	40.0%	41.2%	
Simian Power Armor	-	-	24.5%	26.0%	22.7%	39.0%	36.1%	
Simian Great Tail	-	-	19.6%	20.8%	-	-	-	
Simian Power Tail	-	-	-	-	19.1%	-	-	
Simian Redstone	-	-	6.9%	8.3%	8.2%	6.0%	7.2%	
Simian Pharynx	-	-	-	-	-	15.0%	15.5%	

- Unbound Rate -

	Unbound Rate per Difficulty							
- Unbind Torso -	2	3	4	5	6	7	CH	
Simian Armament	50.0%	50.0%	-	-	-	-	-	
Simian Trunk	50.0%	50.0%	10.8%	10.0%	10.0%	-	-	
Simian Armor +	-	-	53.8%	50.0%	50.0%	-	-	
Simian Drum	-	-	26.9%	30.0%	30.0%	-	-	
Simian Redstone	-	-	8.6%	10.0%	10.0%	6.0%	20.0%	
Simian Femur	-	-	-	-	-	50.0%	38.0%	
Simian Power Armor	-	-	-	-	-	44.0%	42.0%	

- Unbind Face -

Simian Fragment	100%	100%	15.0%	40.0%	10.0%	92.0%	77.8%
Simian Bone	-	-	77.0%	50.0%	82.0%	-	-
Simian Redstone	-	-	8.0%	10.0%	8.0%	8.0%	22.2%

- Unbind Tail -

Simian Larynx	50.0%	50.0%	-	-	-	-	-
Simian Tail	50.0%	50.0%	15.0%	40.0%	10.0%	-	-
Simian Great Tail	-	-	50.0%	10.0%	50.0%	50.0%	50.0%
Simian Fragment	-	-	35.0%	-	40.0%	-	-
Simian Femur	-	-	-	50.0%	-	-	-
Simian Power Armor	-	-	-	-	-	50.0%	50.0%

- Fallen Kongou -

- Devour Rate -

	Devour Rate per Difficulty							
- Material Name -	4	5	6	7	8	9	10	CH
Wukong Bone	30.2%	31.0%	28.8%	14.1%	13.4%	-	-	-
Wukong Armor	26.0%	25.0%	24.0%	-	-	-	-	-
Simian Great Tail	21.9%	21.0%	24.0%	-	-	-	-	-
Simian Larynx	15.6%	15.0%	14.4%	-	-	-	-	-
Wukong Redstone	6.3%	8.0%	8.7%	-	-	-	-	-
Wukong Femur	-	-	-	30.3%	30.9%	39.0%	39.0%	38.6%
Simian Pharynx	-	-	-	27.3%	25.8%	-	-	-
Wukong Armor +	-	-	-	25.3%	25.8%	38.0%	37.0%	36.6%
Wukong Amethyst	-	-	-	3.0%	4.1%	-	-	-
Boreas Rumbler	-	-	-	-	-	20.0%	20.0%	19.8%
Hanuman Ambrosia	-	-	-	-	-	3.0%	4.0%	5.0%

- Unbound Rate -

Unbound Rate per Difficulty

- Unbind Face -	4	5	6	7	8	9	10	CH
Wukong Mask	92.0%	90.0%	90.0%	84.0%	80.8%	90.0%	88.0%	83.3%
Wukong Redstone	8.0%	10.0%	10.0%	8.0%	9.6%	-	-	-
Wukong Amethyst	-	-	-	8.0%	9.6%	-	-	-
Hanuman Ambrosia	-	-	-	-	-	10.0%	12.0%	16.7%

- Unbind Tail -

Simian Fragment	50.0%	-	50.0%	-	-	-	-	-
Simian Femur	25.0%	50.0%	25.0%	-	-	-	-	-
Simian Great Tail	25.0%	50.0%	25.0%	-	-	28.0%	24.5%	26.0%
Wukong Bone	-	-	-	50.0%	50.0%	-	-	-
Wukong Femur	-	-	-	50.0%	50.0%	-	-	-
Wukong Armor +	-	-	-	-	-	64.0%	66.0%	61.0%
Hanuman Ambrosia	-	-	-	-	-	8.0%	9.4%	13.0%

- Unbind Pipe -

Wukong Armor	44.0%	47.1%	40.0%	-	-	-	-	-
Simian Armament	25.0%	11.8%	25.0%	-	-	-	-	-
Simian Drum	25.0%	29.4%	25.0%	-	-	-	-	-
Wukong Redstone	6.0%	11.8%	10.0%	-	-	-	-	-
Wukong Armor +	-	-	-	76.0%	74.0%	52.5%	50.0%	58.0%
Simian Pharynx	-	-	-	20.0%	20.0%	-	-	-
Wukong Amethyst	-	-	-	4.0%	6.0%	-	-	-
Boreas Rumbler	-	-	-	-	-	37.5%	37.5%	30.0%
Hanuman Ambrosia	-	-	-	-	-	10.0%	12.5%	12.0%

 - Fierce Kongou -

- Devour Rate -

Devour Rate per Difficulty

- Material Name -	6	7	8	9	10	CH
Simian Femur	35.0%	-	-	-	-	-
Hanuman Skin	30.0%	26.3%	24.8%	-	-	-
Simian Armor +	21.0%	-	-	-	-	-
Hanuman Redstone	8.0%	-	-	-	-	-
Simian Fragment	6.0%	-	-	-	-	-
Hanuman Femur	-	40.4%	39.6%	40.4%	40.4%	40.0%
Hanuman Armor +	-	25.3%	24.8%	25.3%	25.3%	25.0%
Hanuman Mask	-	5.1%	6.9%	-	-	-
Hanuman Amethyst	-	3.0%	4.0%	-	-	-
Hanuman Pelt	-	-	-	31.3%	30.3%	30.0%
Howler Ambrosia	-	-	-	3.0%	4.0%	5.0%

- Unbound Rate -

Unbound Rate per Difficulty

- Unbind Arms -	6	7	8	9	10	CH
Simian Armament	50.0%	-	-	-	-	-
Simian Armor +	50.0%	-	-	-	-	-
Hanuman Armor +	-	50.0%	50.0%	39.0%	38.0%	38.0%
Hanuman Skin	-	50.0%	50.0%	-	-	-
Hanuman Pelt	-	-	-	41.0%	40.0%	35.0%
Howler Ambrosia	-	-	-	10.0%	12.0%	15.0%
Zinjifrah	-	-	-	10.0%	10.0%	12.0%

- Unbind Back -

Hanuman Skin	92.0%	80.0%	76.0%	-	-	-
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Hanuman Redstone	8.0%	10.0%	12.0%	-	-	-
Hanuman Amethyst	-	10.0%	12.0%	-	-	-
Hanuman Pelt	-	-	-	90.0%	90.0%	88.0%
Howler Ambrosia	-	-	-	10.0%	10.0%	12.0%
- Unbind Plume -						
Hanuman Skin	62.0%	-	-	-	-	-
Hanuman Mesh	30.0%	-	-	-	-	-
Hanuman Redstone	8.0%	-	-	-	-	-
Hanuman Pelt	-	46.0%	39.0%	60.0%	58.0%	56.0%
Hanuman Plumage	-	30.0%	30.0%	-	-	-
Hanuman Mask	-	20.0%	25.0%	-	-	-
Hanuman Amethyst	-	4.0%	6.0%	-	-	-
Howler Plumage	-	-	-	30.0%	30.0%	30.0%
Howler Ambrosia	-	-	-	10.0%	12.0%	14.0%

- Gboro-Gboro -

- Devour Rate -

		Devour Rate per Difficulty						
- Material Name -	2	3	4	5	6	7	CH	
Draconic Scale	36.4%	36.4%	-	-	-	21.7%	25.0%	
Draconic Gun	22.7%	22.7%	-	-	-	-	-	
Aragami Claw	13.6%	13.6%	-	-	-	-	-	
Draconic Horn	13.6%	13.6%	15.2%	15.3%	18.3%	-	-	
Draconic Armor	13.6%	13.6%	10.1%	10.2%	8.7%	-	-	
Draconic Carapace	-	-	32.3%	32.7%	34.8%	34.8%	21.0%	
Draconic Cannon	-	-	25.3%	23.5%	21.7%	-	-	
Draconic Great Armor	-	-	10.1%	10.2%	8.7%	-	-	
Draconic Redstone	-	-	7.1%	8.2%	7.8%	7.0%	10.0%	
Draconic Cannon +	-	-	-	-	-	21.7%	25.0%	
Aragami Fang	-	-	-	-	-	12.2%	15.0%	
Draconic Tallow	-	-	-	-	-	2.6%	4.0%	

- Unbound Rate -

		Unbound Rate per Difficulty						
- Unbind Torso -	2	3	4	5	6	7	CH	
Draconic Scale	85.0%	80.0%	-	-	-	-	-	
Draconic Armor	15.0%	20.0%	-	-	-	-	-	
Draconic Carapace	-	-	50.0%	50.0%	50.0%	42.0%	40.0%	
Draconic Fin	-	-	40.0%	40.0%	40.0%	-	-	
Draconic Gun	-	-	10.0%	10.0%	10.0%	-	-	
Aragami Armor +	-	-	-	-	-	50.0%	47.0%	
Draconic Amethyst	-	-	-	-	-	8.0%	13.0%	

- Unbind Fang -

Draconic Fang	100%	100%	30.0%	20.0%	20.0%	55.0%	47.0%
Aragami Fang	-	-	62.0%	72.0%	72.0%	-	-
Draconic Redstone	-	-	8.0%	8.0%	8.0%	-	-
Draconic Scale	-	-	-	-	-	37.0%	40.0%
Draconic Amethyst	-	-	-	-	-	8.0%	13.0%

- Unbind Back Fin -

Draconic Fin	50.0%	50.0%	-	-	-	40.0%	40.0%
Draconic Scale	50.0%	50.0%	-	-	-	-	-
Draconic Great Armor	-	-	44.0%	42.0%	40.0%	52.0%	47.0%
Draconic Horn	-	-	40.0%	40.0%	40.0%	-	-
Draconic Armor	-	10.0%	10.0%	10.0%	-	-	-

Draconic Redstone	-	-	6.0%	8.0%	10.0%	-	-
Draconic Amethyst	-	-	-	-	-	8.0%	13.0%

- Fallen Gboro-Gboro (Fire) -

- Devour Rate -

	Devour Rate per Difficulty					
- Material Name -	4	5	6	7	9	CH
Wyrm Scale	30.3%	34.0%	33.7%	-	-	-
Wyrm Fin	23.3%	23.6%	15.8%	-	-	-
Wyrm Horn	20.2%	23.6%	21.1%	-	-	-
Draconic Fang	15.2%	4.7%	10.5%	-	-	-
Wyrm Redstone	6.1%	7.5%	9.5%	-	-	-
Wyrm Armor	5.1%	6.6%	9.5%	-	-	-
Draconic Carapace	-	-	-	36.1%	40.8%	40.4%
Draconic Cannon	-	-	-	25.8%	-	-
Wyrm Blaze Fang	-	-	-	15.5%	-	-
Wyrm Blaze Horn	-	-	-	15.5%	19.4%	17.2%
Draconic Tallow	-	-	-	4.1%	6.1%	7.1%
Wyrm Amethyst	-	-	-	3.1%	-	-
Blaze Wyrm Gun	-	-	-	-	25.5%	25.3%
Blaze Wyrm Fang	-	-	-	-	5.1%	5.1%
Scorched Ambrosia	-	-	-	-	3.1%	5.1%

- Unbound Rate -

	Unbound Rate per Difficulty					
- Unbind Cannon -	4	5	6	7	9	CH
Aragami Fang	50.0%	-	50.0%	45.0%	-	-
Wyrm Horn	42.0%	50.0%	40.0%	-	-	-
Draconic Fang	-	40.0%	-	-	-	-
Wyrm Redstone	8.0%	10.0%	10.0%	-	-	-
Wyrm Blaze Fang	-	-	-	45.0%	45.0%	37.0%
Wyrm Amethyst	-	-	-	10.0%	-	-
Blaze Wyrm Fang	-	-	-	-	45.0%	50.0%
Scorched Ambrosia	-	-	-	-	10.0%	13.0%

- Unbind Back Fin -

Wyrm Armor	60.0%	50.0%	50.0%	-	-	-
Draconic Fin	32.0%	42.0%	40.0%	-	-	-
Wyrm Redstone	8.0%	8.0%	10.0%	-	-	-
Wyrm Blaze Armor	-	-	-	96.0%	70.0%	67.0%
Wyrm Amethyst	-	-	-	4.0%	4.0%	-
Draconic Carapace	-	-	-	-	26.0%	24.0%
Scorched Ambrosia	-	-	-	-	-	9.0%

- Unbind Tail Fin -

Wyrm Scale	50.0%	50.0%	50.0%	-	-	-
Draconic Fin	40.0%	50.0%	40.0%	76.0%	26.0%	24.0%
Wyrm Fin	10.0%	-	10.0%	-	-	-
Draconic Carapace	-	-	-	20.0%	70.0%	67.0%
Wyrm Amethyst	-	-	-	4.0%	-	-
Scorched Ambrosia	-	-	-	-	4.0%	9.0%

- Fallen Gboro-Gboro (Ice) -

- Devour Rate -

	Devour Rate per Difficulty					
- Material Name -	6	7	8	9	10	CH
Draconic Carapace	29.0%	26.8%	28.2%	38.5%	38.1%	37.7%
Basilisk Gun	17.8%	-	-	-	-	-
Draconic Fang	15.9%	-	-	-	-	-
Wyrm Armor	15.9%	-	-	-	-	-
Draconic Horn	14.0%	-	-	-	-	-
Basilisk Redstone	7.5%	-	-	-	-	-
Basilisk Ice Horn	-	25.8%	17.6%	24.0%	23.8%	23.6%
Draconic Cannon +	-	25.8	29.4%	-	-	-
Basilisk Ice Fang	-	13.4%	12.9%	-	-	-
Draconic Tallow	-	5.2%	7.1%	4.8%	6.7%	6.6%
Basilisk Amethyst	-	3.1%	4.7%	-	-	-
Ice Wyrm Gun	-	-	-	25.0%	38.1%	22.6%
Ice Wyrm Fang	-	-	-	4.8%	4.8%	4.7%
Frigid Ambrosia	-	-	-	2.9%	3.8%	4.7%

- Unbound Rate -

	Unbound Rate per Difficulty					
- Unbind Cannon -	6	7	8	9	10	CH
Draconic Fang	50.0%	-	-	-	-	-
Oil	40.0%	51.0%	44.0%	49.0%	42.0%	42.0%
Basilisk Redstone	10.0%	-	-	-	-	-
Basilisk Ice Fang	-	45.0%	50.0%	-	-	-
Basilisk Amethyst	-	4.0%	6.0%	-	-	-
Ice Wyrm Fang	-	-	-	45.0%	50.0%	47.0%
Frigid Ambrosia	-	-	-	6.0%	8.0%	11.0%

- Unbind Back Fin -

Basilisk Armor	50.0%	-	-	-	-	-
Draconic Fin	40.0%	-	-	-	-	-
Basilisk Redstone	10.0%	-	-	-	-	-
Basilisk Ice Armor	-	66.0%	66.0%	44.0%	47.2%	42.0%
Draconic Carapace	-	26.0%	24.0%	48.0%	43.4%	46.0%
Basilisk Amethyst	-	8.0%	10.0%	-	-	-
Frigid Ambrosia	-	-	-	8.0%	9.4%	12.0%

- Unbind Tail Fin -

Draconic Carapace	50.0%	70.0%	70.0%	70.0%	-	-
Draconic Fin	50.0%	26.0%	24.0%	24.0%	22.0%	22.0%
Basilisk Amethyst	-	4.0%	6.0%	-	-	-
Aragami Armor +	-	-	-	-	70.0%	67.0%
Frigid Ambrosia	-	-	-	6.0%	8.0%	11.0%

- Chi-You -

- Devour Rate -

	Devour Rate per Difficulty						
- Material Name -	2	3	4	5	6	7	CH
Aragami Bone	25.0%	27.8%	25.0%	25.0%	25.0%	-	-
Avian Flesh	25.0%	16.7%	-	-	-	-	-
Avian Wing	25.0%	27.8%	-	-	-	-	-
Avian Joint	25.0%	27.8%	-	-	-	-	-
Avian Talon	-	-	25.0%	25.0%	25.0%	-	-
Avian Tendon	-	-	20.0%	20.0%	20.0%	24.0%	23.0%
Avian Claw	-	-	15.0%	15.0%	15.0%	-	-
Avian Blade	-	-	15.0%	15.0%	15.0%	15.0%	15.0%
Avian Sinew	-	-	-	-	-	40.0%	40.0%

Aragami Horn	-	-	-	-	-	15.0%	15.0%
Quickener	-	-	-	-	-	6.0%	7.0%

- Unbound Rate -

	Unbound Rate per Difficulty						
- Unbind Head -	2	3	4	5	6	7	CH
Avian Mask	85.0%	85.0%	50.0%	44.2%	40.0%	-	-
Aragami Extract	15.0%	-	10.5%	-	-	-	-
Aragami Horn	-	-	43.0%	36.8%	50.0%	20.0%	20.0%
Quickener	-	-	7.0%	8.4%	10.0%	10.0%	-
Avian Cover	-	-	-	-	-	70.0%	60.0%
Swiftener	-	-	-	-	-	-	20.0%

- Unbind Arm Wings -

Avian Joint	70.0%	50.0%	-	-	-	-	-
Avian Claw	30.0%	50.0%	6.7%	8.4%	10.0%	-	-
Avian Limb	-	-	48.9%	44.2%	50.0%	-	-
Avian Ligament	-	-	33.3%	36.8%	30.0%	-	-
Avian Wing	-	-	11.1%	10.5%	10.0%	-	-
Avian Flyer	-	-	-	-	-	50.0%	50.0%
Avian Tip	-	-	-	-	-	30.0%	30.0%
Avian Talon	-	-	-	-	-	20.0%	20.0%

- Unbind Lower Body -

Aragami Bone	40.0%	40.0%	-	-	-	-	-
Avian Flesh	30.0%	30.0%	40.0%	50.0%	40.0%	-	47.0%
Aragami Extract	30.0%	30.0%	10.0%	10.0%	10.0%	32.0%	10.0%
Avian Tendon	-	-	40.0%	40.0%	40.0%	-	-
Quickener	-	-	10.0%	-	10.0%	-	-
Avian Sinew	-	-	-	-	-	58.0%	37.0%
Swiftener	-	-	-	-	-	10.0%	6.0%

- Fallen Chi-You -

- Devour Rate -

	Devour Rate per Difficulty			
- Material Name -	5	6	8	CH
Avian Talon	35.0%	35.0%	-	-
Avian Tendon	25.0%	25.0%	-	-
Raven Gun	15.0%	15.0%	15.0%	15.0%
Avian Blade	15.0%	15.0%	-	-
Aragami Bone	10.0%	10.0%	-	-
Raven Spark Bone	-	-	40.0%	40.0%
Avian Sinew	-	-	32.0%	32.0%
Quickener	-	-	7.0%	7.0%
Swiftener	-	-	6.0%	6.0%

- Unbound Rate -

	Unbound Rate per Difficulty			
- Unbind Head -	5	6	8	CH
Raven Mask	50.0%	50.0%	50.0%	50.0%
Aragami Horn	40.0%	40.0%	-	-
Quickener	10.0%	10.0%	-	-
Avian Cover	-	-	50.0%	50.0%

- Unbind Arm Wings -

Raven Wing	50.0%	50.0%	-	-
Avian Ligament	40.0%	40.0%	-	-

Quickener	10.0%	10.0%	-	-
Raven Spark Wing	-	-	50.0%	50.0%
Avian Tip	-	-	50.0%	50.0%

- Unbind Lower Body -

Avian Tendon	50.0%	50.0%	-	-
Avian Talon	40.0%	40.0%	-	-
Aragami Extract	10.0%	10.0%	10.0%	10.0%
Raven Spark Bone	-	-	45.0%	45.0%
Avian Sinew	-	-	39.0%	30.0%
Swiftener	-	-	6.0%	10.0%

- Sekhmet -

- Devour Rate -

	Devour Rate per Difficulty				
- Material Name -	7	8	9	10	CH
Garuda Bone	40.8%	40.0%	30.0%	40.0%	40.0%
Garuda Blade	25.5%	25.0%	-	-	-
Garuda Claw	25.5%	25.0%	-	-	-
Quickener	5.1%	7.0%	-	-	-
Swiftener	3.1%	3.0%	5.0%	6.0%	6.0%
Phoenix Bone	-	-	40.0%	28.0%	28.0%
Avian Sinew	-	-	20.0%	20.0%	20.0%
Pure Gold	-	-	5.0%	6.0%	6.0%

- Unbound Rate -

	Unbound Rate per Difficulty				
- Unbind Head -	7	8	9	10	CH
Garuda Crown	85.0%	85.0%	-	-	-
Aragami Extract	15.0%	15.0%	22.2%	10.0%	10.0%
Phoenix Bone	-	-	44.4%	40.0%	40.0%
Phoenix Crown	-	-	33.3%	50.0%	50.0%

- Unbind Fist -

Garuda Bone	59.0%	57.0%	-	-	-
Garuda Claw	35.0%	35.0%	-	-	-
Swiftener	6.0%	8.0%	10.0%	11.5%	11.5%
Phoenix Claw	-	-	90.0%	88.5%	88.5%

- Unbind Arm Wings -

Garuda Wing	50.0%	50.0%	-	-	-
Avian Tip	50.0%	50.0%	-	-	-
Phoenix Wing	-	-	50.0%	50.0%	50.0%
Phoenix Joint	-	-	50.0%	50.0%	50.0%

- Borg Camlann -

- Devour Rate -

	Devour Rate per Difficulty				
- Material Name -	3	4	5	6	CH
Knt Armor	25.0%	-	-	-	-
Knt Prickle	25.0%	-	-	-	-
Knt Soft Iron	25.0%	-	-	-	-
Knt Buckler	25.0%	-	-	-	-

Aragami Fang	-	33.0%	34.4%	-	-
Knt Steel	-	25.0%	16.7%	30.0%	30.0%
Knt Needle	-	25.0%	26.7%	27.8%	27.8%
Lubricant	-	10.0%	11.1%	16.7%	16.7%
Aragami Fiber	-	-	-	11.1%	11.1%
Knt Redstone	-	4.0%	6.7%	8.9%	8.9%
Fine Lubricant	-	3.0%	4.4%	5.6%	5.6%

- Unbound Rate -

	Unbound Rate per Difficulty				
- Unbind Shield -	3	4	5	6	CH
Knt Buckler	80.0%	40.0%	38.0%	38.0%	33.0%
Lubricant	20.0%	-	-	-	-
Knt Shield	-	50.0%	50.0%	50.0%	50.0%
Knt Redstone	-	10.0%	12.0%	12.0%	17.0%

- Unbind Front Leg -

Knt Armor	80.0%	60.0%	50.0%	50.0%	50.0%
Lubricant	20.0%	-	-	-	-
Aragami Fang	-	34.0%	42.0%	40.0%	40.0%
Hardener	-	6.0%	8.0%	10.0%	10.0%

- Unbind Tail -

Knt Soft Iron	60.0%	44.0%	75.0%	65.0%	55.0%
Lubricant	40.0%	-	17.0%	25.0%	25.0%
Knt Armor	-	50.0%	-	-	-
Fine Lubricant	-	6.0%	8.0%	10.0%	20.0%

- Fallen Borg Camlann (Fire) -

- Devour Rate -

	Devour Rate per Difficulty			
- Material Name -	5	6	7	8
Blaze Knt Armor	40.8%	33.7%	29.0%	26.0%
Knt Steel	26.5%	34.9%	12.0%	10.0%
Aragami Armor +	10.2%	5.8%	-	-
Blaze Knt Redstone	10.2%	12.8%	6.0%	7.0%
Hardener	8.2%	7.0%	-	-
Fine Lubricant	4.1%	5.8%	-	-
Blaze Knt Armor +	-	-	25.0%	25.0%
Blaze Knt Soft Steel	-	-	23.0%	25.0%
Knt Blaze Amethyst	-	-	5.0%	7.0%

- Unbound Rate -

	Unbound Rate per Difficulty			
- Unbind Shield -	5	6	7	8
Knt Blaze Shield	70.0%	65.0%	92.0%	88.0%
Aragami Armor +	20.0%	20.0%	-	-
Knt Buckler	10.0%	10.0%	-	-
Blaze Knt Redstone	-	5.0%	-	-
Knt Blaze Amethyst	-	-	4.0%	6.0%
Fortifier	-	-	4.0%	6.0%

- Unbind Tail -

Knt Soft Iron	88.0%	75.0%	-	-
Fine Lubricant	8.0%	10.0%	-	-
Lubricant	4.0%	15.0%	-	-
Blaze Knt Soft Steel	-	-	96.0%	94.0%

Knt Blaze Amethyst	-	-	4.0%	6.0%
- Unbind Needle -				
Knt Blaze Prickle	60.0%	60.0%	-	-
Knt Prickle	32.0%	30.0%	-	-
Blaze Knt Redstone	8.0%	10.0%	-	-
Blaze Knt Needle	-	-	50.0%	50.0%
Knt Needle	-	-	46.0%	44.0%
Knt Blaze Amethyst	-	-	4.0%	6.0%

- Fallen Borg Camlann (Thunder) -

- Devour Rate -

	Devour Rate per Difficulty					
- Material Name -	5	6	8	9	10	CH
Spark Knt Armor	35.0%	35.6%	28.6%	38.4%	37.0%	37.0%
Knt Steel	20.0%	16.8%	24.8%	-	-	-
Spark Knt Iron	18.0%	24.8%	-	-	-	-
Hardener	9.0%	6.9%	-	-	-	-
Fine Lubricant	9.0%	5.9%	-	-	-	-
Spark Knt Redstone	9.0%	9.9%	-	-	-	-
Spark Knt Armor +	-	-	23.8%	31.3%	29.0%	29.0%
Spark Knt Soft Steel	-	-	18.1%	25.3%	25.0%	25.0%
Spark Knt Amethyst	-	-	4.8%	-	-	-
Spark Knt Ambrosia	-	-	-	3.0%	6.0%	6.0%
Fortifier	-	-	-	2.0%	3.0%	3.0%

- Unbound Rate -

	Unbound Rate per Difficulty					
- Unbind Shield -	5	6	8	9	10	CH
Knt Spark Shield	70.0%	65.0%	78.0%	-	-	-
Aragami Armor +	20.0%	20.0%	-	-	-	-
Knt Buckler	10.0%	10.0%	-	-	-	-
Spark Knt Redstone	-	5.0%	-	-	-	-
Fortifier	-	-	16.0%	10.0%	12.0%	10.9%
Spark Knt Amethyst	-	-	6.0%	-	-	-
Spark Knt Shield	-	-	-	85.0%	80.0%	80.9%
Spark Knt Ambrosia	-	-	-	5.0%	8.0%	8.2%

- Unbind Tail -

Knt Soft Iron	70.0%	59.1%	-	-	-	-
Lubricant	22.0%	31.8%	-	-	-	-
Fine Lubricant	8.0%	9.1%	8.0%	10.0%	12.0%	15.0%
Spark Knt Soft Steel	-	-	92.0%	90.0%	88.0%	85.0%

- Unbind Needle -

Spark Knt Prickle	50.0%	40.0%	-	10.0%	12.0%	12.0%
Knt Prickle	42.0%	50.0%	-	-	-	-
Spark Knt Redstone	8.0%	10.0%	-	-	-	-
Knt Needle	-	-	47.3%	-	-	-
Spark Knt Needle	-	-	45.5%	-	-	-
Spark Knt Amethyst	-	-	7.3%	-	-	-
Knt Spark God Needle	-	-	-	86.0%	80.0%	79.0%
Spark Knt Ambrosia	-	-	-	4.0%	8.0%	9.0%

- Quadriga -

- Devour Rate -

	Devour Rate per Difficulty							
- Material Name -	3	4	5	6	7	8	9	10/CH
King Steel	36.8%	-	-	-	-	-	-	-
King Armor	26.3%	-	-	-	-	-	-	-
King Chain	21.1%	17.3%	16.8%	16.7%	-	-	-	-
King Gun	15.8%	-	-	-	-	-	-	-
King Armor +	-	22.4%	24.8%	24.5%	25.0%	25.0%	-	-
Aragami Armor +	-	21.4%	17.8%	18.6%	22.0%	21.0%	32.0%	31.0%
King Alloy	-	15.3%	16.8%	16.7%	-	-	-	-
King Pad	-	10.2%	9.9%	9.8%	-	-	-	-
King Grease	-	7.1%	7.9%	7.8%	-	-	-	-
Ignitor	-	6.1%	5.9%	5.9%	6.0%	6.0%	-	-
Ares Armor	-	-	-	-	25.0%	25.0%	25.0%	25.0%
King Shock Absorber	-	-	-	-	19.0%	19.0%	-	-
King Tallow	-	-	-	-	3.0%	4.0%	-	-
Ares Gun	-	-	-	-	-	-	25.0%	25.0%
Ares Alloy	-	-	-	-	-	-	15.0%	15.0%
Ares Grease	-	-	-	-	-	-	3.0%	4.0%

- Unbound Rate -

	Unbound Rate per Difficulty							
- Unbind Front Armor -	3	4	5	6	7	8	9	10/CH
King Skull	100%	-	-	-	-	-	-	-
King Chain	-	70.0%	80.0%	70.0%	-	-	-	-
King Cranium	-	20.0%	10.0%	15.0%	30.0%	30.0%	44.4%	44.4%
King Feeler	-	10.0%	10.0%	15.0%	-	-	-	-
Ares Armor	-	-	-	-	60.0%	58.0%	-	-
King Sensor	-	-	-	-	10.0%	12.0%	11.1%	16.7%
Ares Alloy	-	-	-	-	-	-	44.4%	38.9%

- Unbind Missile Pod -

King Gun	70.0%	50.0%	50.0%	50.0%	-	-	-	-
Blazing Barrel	30.0%	-	-	-	-	-	-	-
Ignitor	-	42.0%	42.0%	40.0%	-	-	-	-
King Grease	-	8.0%	8.0%	10.0%	-	-	-	-
Ares Gun	-	-	-	-	50.0%	50.0%	40.0%	45.4%*
Detonator	-	-	-	-	44.0%	42.0%	50.0%	43.6%
King Tallow	-	-	-	-	6.0%	8.0%	-	-
Ares Grease	-	-	-	-	-	-	10.0%	10.9%*

* Ares Gun & Ares Grease at CH difficulty have 43.6% and 12.7% respectively.

- Unbind Exhaust -

King Chain	85.0%	-	-	-	-	-	-	-
Lubricant	15.0%	-	-	-	-	-	-	-
King Armor +	-	60.0%	60.0%	60.0%	-	-	-	-
King Pad	-	40.0%	40.0%	40.0%	-	-	-	-
King Shock Absorber	-	-	-	-	48.5%	47.0%	-	-
Ares Chain	-	-	-	-	45.5%	45.0%	62.5%	62.5%
King Tallow	-	-	-	-	6.1%	8.0%	-	-
Ares Alloy	-	-	-	-	-	-	37.5%	37.5%

 - Fallen Quadriga -

- Devour Rate -

Devour Rate per Difficulty

- Material Name -	5	6	7	8	9	10	CH
Fallen King Armor	35.0%	32.3%	-	-	-	-	-
Pluto Gun	20.0%	20.2%	-	-	-	-	-
King Steel	15.0%	15.2%	-	-	-	-	-
King Alloy	15.0%	15.2%	-	-	-	-	-
Pluto Grease	10.0%	11.1%	6.0%	6.9%	-	-	-
Aragami Armor +	5.0%	6.1%	-	-	-	-	-
Pluto Ice Armor	-	-	40.0%	39.6%	-	-	-
Pluto Frost Chain	-	-	30.0%	29.7%	-	-	-
Pluto Frost Gun	-	-	18.0%	17.8%	-	-	-
Rough Barrel	-	-	6.0%	-	-	-	-
Detonator	-	-	-	5.9%	-	-	-
Ice King Armor	-	-	-	-	40.0%	40.0%	40.0%
Ares Armor	-	-	-	-	28.0%	26.0%	26.0%
Ares Alloy	-	-	-	-	15.0%	15.0%	15.0%
Ice King Gun	-	-	-	-	14.0%	13.0%	13.0%
Ice King Grease	-	-	-	-	3.0%	6.0%	6.0%

- Unbound Rate -

	Unbound Rate per Difficulty						
- Unbind Back Leg -	5	6	7	8	9	10	CH
King Armor +	85.0%	76.9%	-	-	-	-	-
King Pad	15.0%	23.1%	-	-	-	-	-
King Shock Absorber	-	-	54.0%	52.0%	30.0%	30.0%	30.0%
Pluto Frost Chain	-	-	40.0%	40.0%	70.0%	70.0%	70.0%
King Tallow	-	-	6.0%	8.0%	-	-	-

- Unbind Front Armor -

Fallen King Armor	51.6%	50.0%	-	-	-	-	-
Pluto Skull	32.3%	40.0%	40.0%	45.5%	50.0%	50.0%	50.0%
King Feeler	16.1%	10.0%	-	-	-	-	-
Pluto Ice Armor	-	-	50.0%	43.6%	-	-	-
King Sensor	-	-	10.0%	10.9%	15.0%	25.0%	25.0%
Ice King Armor	-	-	-	-	35.0%	25.0%	25.0%

- Unbind Missile Pod -

Pluto Gun	77.0%	50.0%	-	-	-	-	-
Ignitor	15.0%	42.0%	-	-	-	-	-
Pluto Grease	5.0%	6.1%	-	-	-	-	-
Detonator	-	-	70.0%	60.0%	67.3%	60.0%	59.0%
Pluto Frost Gun	-	-	30.0%	40.0%	-	-	-
Ice King Gun	-	-	-	-	27.3%	32.0%	32.0%
Ice King Grease	-	-	-	-	5.5%	8.0%	9.0%

- Tezcatlipoca -

- Devour Rate -

	Devour Rate per Difficulty				
- Material Name -	6	8	9	10	CH
Anathema Armor	40.0%	-	-	-	-
King Armor +	25.0%	30.0%	-	-	-
Aragami Armor +	15.0%	10.0%	-	-	-
Anathema Gun	15.0%	-	-	-	-
King Grease	5.0%	-	-	-	-
Anathema Raiment	-	35.0%	30.0%	30.0%	30.0%
Anathema Frame	-	20.0%	-	-	-
Anathema Tallow	-	5.0%	-	-	-
Conqueror Armor	-	-	39.0%	40.0%	40.0%

Ares Armor	-	-	28.0%	24.0%	24.0%
Conqueror Grease	-	-	3.0%	6.0%	6.0%

- Unbound Rate -

	Unbound Rate per Difficulty				
- Unbind Front Armor -	6	8	9	10	CH
Anathema Armor	90.0%	-	-	-	-
King Nephrite	10.0%	20.0%	-	-	-
Anathema Shackle	-	50.0%	50.0%	40.0%	40.0%
Anathema Frame	-	30.0%	-	-	-
Anathema Raiment	-	-	40.0%	40.0%	40.0%
Conqueror Jade	-	-	10.0%	20.0%	20.0%

- Unbind Missile Pod -

Ignitor	54.0%	-	-	-	-
Anathema Gun	15.0%	-	-	-	-
King Grease	6.0%	-	-	-	-
Anathema Shooter	-	62.0%	-	-	-
Detonator	-	30.0%	64.0%	62.0%	61.0%
Anathema Tallow	-	8.0%	-	-	-
Conqueror Gun	-	-	30.0%	30.0%	30.0%
Conqueror Grease	-	-	6.0%	8.0%	9.0%

- Unbind Helm -

Anathema Filigree	100%	85.0%	75.0%	70.0%	64.0%
Anathema Crown	-	15.0%	15.0%	15.0%	18.0%
Conqueror Jade	-	-	10.0%	20.0%	20.0%

- Vajra -

- Devour Rate -

	Devour Rate per Difficulty						
- Material Name -	3	4	5	6	8	9	CH
Chimera Fur	45.0%	-	-	-	-	-	-
Chimera Wing	37.0%	-	-	-	-	-	-
Chimera Claw	10.0%	-	-	-	-	-	-
Generator	8.0%	8.0%	8.0%	9.0%	-	-	-
Chimera Spark Fur	-	47.0%	47.0%	46.0%	21.7%	24.0%	24.0%
Chimera Great Wing	-	15.0%	15.0%	15.0%	13.0%	-	-
Chimera Fang	-	15.0%	15.0%	15.0%	-	-	-
Chimera Tusk	-	15.0%	15.0%	15.0%	27.8%	-	-
Chimera Femur	-	-	-	-	30.4%	32.7%	32.7%
Chimera Spark Claw	-	-	-	-	3.5%	5.8%	5.8%
Chimera Redstone	-	-	-	-	3.5%	1.9%	1.9%
Chimera Spark Wing	-	-	-	-	-	24.0%	24.0%
Volt Generator	-	-	-	-	-	6.7%	6.7%
High Conductor	-	-	-	-	-	4.8%	4.8%

- Unbound Rate -

	Unbound Rate per Difficulty						
- Unbind Front Leg -	3	4	5	6	8	9	CH
Chimera Fur	80.0%	-	-	-	-	-	-
Chimera Claw	20.0%	10.0%	10.0%	25.0%	-	-	-
Chimera Spark Fur	-	90.0%	90.0%	75.0%	-	-	-
Chimera Femur	-	-	-	-	84.0%	83.0%	81.0%
Chimera Spark Claw	-	-	-	-	10.0%	10.0%	10.0%
Volt Generator	-	-	-	-	6.0%	-	-
High Conductor	-	-	-	-	-	7.0%	9.0%

- Unbind Head -

Chimera Fang	56.9%	25.0%	25.0%	25.0%	-	-	-
Chimera Skull	43.1%	-	-	-	-	-	-
Chimera Tusk	-	60.0%	50.0%	40.0%	50.0%	-	-
Chimera Spark Skull	-	15.0%	25.0%	35.0%	50.0%	79.0%	76.0%
Chimera Spark Fang	-	-	-	-	-	15.0%	15.0%
Chimera Redstone	-	-	-	-	-	6.0%	9.0%

- Unbind Tail -

Chimera Fur	80.0%	20.0%	29.0%	18.0%	-	-	-
Generator	20.0%	10.0%	10.0%	10.0%	-	-	-
Chimera Spark Fur	-	60.0%	50.0%	60.0%	45.0%	38.0%	38.0%
Conductor	-	10.0%	11.0%	12.0%	-	-	-
Chimera Great Wing	-	-	-	-	40.0%	-	-
High Conductor	-	-	-	-	10.0%	-	-
Volt Generator	-	-	-	-	5.0%	6.0%	8.0%
Chimera Spark Wing	-	-	-	-	-	50.0%	48.0%
Super Conductor	-	-	-	-	-	6.0%	6.0%

 - Prithvi Mata -

- Devour Rate -

Devour Rate per Difficulty

- Material Name -	6	7	8	10	CH
Royal Wing	57.0%	-	-	10.0%	10.0%
Royal Fang	35.0%	35.0%	31.0%	-	-
Conductor	8.0%	-	-	-	-
Royal Bone	-	38.0%	39.0%	40.0%	40.0%
Royal Ice Wing	-	20.0%	20.0%	15.0%	15.0%
Royal Redstone	-	5.0%	7.0%	9.0%	9.0%
High Conductor	-	2.0%	3.0%	-	-
Empress Fang	-	-	-	26.0%	26.0%

- Unbound Rate -

Unbound Rate per Difficulty

- Unbind Head -	6	7	8	10	CH
Royal Skull	66.7%	90.0%	88.0%	42.2%	42.2%
Royal Filigree	33.3%	-	-	-	-
Royal Crown	-	10.0%	12.0%	-	-
Empress Fang	-	-	-	44.4%	42.2%
Empress Wreath	-	-	-	13.3%	15.6%

- Unbind Torso -

Royal Wing	90.0%	56.0%	55.8%	55.0%	53.0%
Conductor	10.0%	-	-	-	-
Royal Ice Wing	-	40.0%	38.5%	35.0%	35.0%
High Conductor	-	4.0%	5.8%	-	-
Royal Redstone	-	-	-	10.0%	12.0%

- Unbind Shoulder -

Royal Armor	80.0%	-	-	-	-
Conductor	20.0%	-	-	-	-
Royal Bone	-	80.0%	73.0%	65.0%	63.0%
Royal Ice Armor	-	10.0%	15.0%	25.0%	25.0%
High Conductor	-	10.0%	12.0%	-	-
Super Conductor	-	-	-	10.0%	12.0%

- Dyaus Pita -

- Devour Rate -

	Devour Rate per Difficulty				
- Material Name -	6	8	9	10	CH
Emperor Mane	32.0%	21.6%	25.0%	25.0%	25.0%
Emperor Claw	29.1%	-	-	-	-
Emperor Wing	24.3%	-	-	-	-
Emperor Fang	7.8%	10.2%	10.0%	10.0%	10.0%
Generator	6.8%	-	-	-	-
Chimera Great Wing	-	34.1%	-	-	-
Chimera Femur	-	27.3%	40.0%	40.0%	40.0%
Emperor Redstone	-	6.8%	-	-	-
Imperial Wing	-	-	25.0%	25.0%	25.0%

- Unbound Rate -

	Unbound Rate per Difficulty				
- Unbind Front Leg -	6	8	9	10	CH
Emperor Mane	60.0%	42.0%	-	-	-
Emperor Claw	30.0%	50.0%	-	-	-
Conductor	10.0%	-	-	-	-
Emperor Redstone	-	8.0%	10.0%	10.0%	10.0%
Chimera Femur	-	-	50.0%	50.0%	50.0%
Imperial Claw	-	-	40.0%	40.0%	40.0%

- Unbind Cape -

Emperor Wing	90.0%	-	-	-	-
Generator	10.0%	-	-	-	-
Emperor Limb	-	94.0%	-	-	-
High Conductor	-	6.0%	-	-	-
Imperial Wing	-	-	96.0%	90.0%	88.0%
Super Conductor	-	-	4.0%	10.0%	12.0%

- Unbind Head -

Emperor Skull	90.0%	64.0%	59.0%	57.0%	55.0%
Emperor Fang	10.0%	30.0%	33.0%	33.0%	33.0%
Emperor Redstone	-	6.0%	-	-	-
Imperial Crown	-	-	8.0%	10.0%	12.0%

- Sariel -

- Devour Rate -

	Devour Rate per Difficulty				
- Material Name -	4	5	6	8	CH
Goddess Feather	25.0%	25.0%	25.0%	20.0%	20.0%
Goddess Armor	22.0%	20.0%	18.0%	25.0%	25.0%
Goddess Plumage	21.0%	19.0%	17.0%	-	-
Goddess Steel	20.0%	20.0%	20.0%	18.0%	18.0%
Goddess Toxin	6.0%	8.0%	10.0%	-	-
Goddess Redstone	6.0%	8.0%	10.0%	7.0%	7.0%
Goddess Quill	-	-	-	25.0%	25.0%
Goddess Venom	-	-	-	5.0%	5.0%

- Unbound Rate -

	Unbound Rate per Difficulty				
- Unbind Head -	4	5	6	8	CH

Goddess Filigree	92.0%	-	88.0%	43.0%	43.0%
Goddess Steel	-	62.5%	-	-	-
Goddess Husk	-	37.5%	-	-	-
Goddess Redstone	8.0%	-	12.0%	-	-
Goddess Armor	-	-	-	45.0%	40.0%
Goddess Crown	-	-	-	12.0%	17.0%

- Unbind Legs -

Goddess Steel	50.0%	70.0%	45.5%	35.0%	35.0%
Goddess Husk	42.0%	-	43.6%	-	-
Shrink Ray	-	22.0%	-	-	-
Goddess Toxin	8.0%	8.0%	10.9%	-	-
Goddess Armor	-	-	-	35.0%	35.0%
Goddess Rind	-	-	-	30.0%	30.0%

- Unbind Skirt -

Goddess Plumage	82.0%	75.8%	68.0%	-	-
Goddess Filigree	-	15.8%	-	-	-
Shrink Ray	10.0%	-	20.0%	22.0%	30.0%
Goddess Redstone	-	8.4%	-	-	-
Goddess Toxin	8.0%	-	12.0%	-	-
Goddess Feather	-	-	-	70.0%	60.0%
Goddess Venom	-	-	-	8.0%	10.0%

- Fallen Sariel -

- Devour Rate -

	Devour Rate per Difficulty					
- Material Name -	5	6	7	8	10	CH
Witch Plumage	32.3%	23.0%	-	-	-	-
Goddess Feather	20.2%	25.0%	-	-	-	-
Goddess Armor	20.2%	25.0%	24.8%	24.0%	23.6%	23.6%
Goddess Steel	16.1%	12.0%	16.8%	18.3%	-	-
Goddess Toxin	5.6%	7.0%	-	-	-	-
Witch Redstone	5.6%	8.0%	5.9%	6.7%	-	-
Witch Quill	-	-	24.8%	24.0%	23.6%	23.6%
Witch Wing	-	-	24.8%	24.0%	23.6%	23.6%
Goddess Venom	-	-	3.0%	2.9%	-	-
Goddess Husk	-	-	-	-	21.7%	21.7%
Aragami Tendril	-	-	-	-	7.5%	7.5%

- Unbound Rate -

	Unbound Rate per Difficulty					
- Unbind Head -	5	6	7	8	10	CH
Witch Filigree	92.0%	92.0%	80.0%	78.6%	-	-
Witch Redstone	8.0%	8.0%	-	-	-	-
Witch Crown	-	-	10.0%	10.7%	10.9%	10.9%
Witch Eye	-	-	10.0%	10.7%	12.7%	14.5%
Goddess Armor	-	-	-	-	76.4%	74.5%

- Unbind Legs -

Goddess Husk	50.0%	42.0%	-	-	-	-
Goddess Steel	42.0%	50.0%	35.0%	35.0%	-	-
Goddess Toxin	8.0%	8.0%	-	-	-	-
Goddess Armor	-	-	35.0%	35.0%	50.0%	50.0%
Goddess Rind	-	-	30.0%	30.0%	50.0%	50.0%

- Unbind Skirt -

Witch Plumage	70.0%	53.3%	-	-	94.0%	92.0%
Shrink Ray	22.0%	33.3%	16.7%	22.0%	-	-
Goddess Toxin	8.0%	13.3%	-	-	-	-
Witch Quill	-	-	76.7%	70.0%	-	-
Goddess Venom	-	-	6.7%	8.0%	6.0%	8.0%

- Aether -

- Devour Rate -

	Devour Rate per Difficulty			
- Material Name -	7	8	10	CH
Diablo Plumage	38.5%	37.0%	-	-
Diablo Feather	37.5%	36.0%	32.3%	32.3%
Diablo Steel	15.6%	15.0%	15.2%	15.2%
Diablo Redstone	4.2%	6.0%	7.1%	7.1%
Diablo Toxin	4.2%	6.0%	5.1%	5.1%
Shrink Ray	-	-	28.3%	28.3%
Aragami Tendril	-	-	12.1%	12.1%

- Unbound Rate -

	Unbound Rate per Difficulty			
- Unbind Head -	7	8	10	CH
Diablo Steel	76.0%	70.0%	58.0%	56.0%
Diablo Crown	10.0%	12.0%	15.0%	15.0%
Diablo Eye	10.0%	12.0%	15.0%	15.0%
Diablo Redstone	4.0%	6.0%	-	-
Diablo Oculus	-	-	12.0%	14.0%

- Unbind Skirt -

Diablo Feather	42.1%	40.0%	-	-
Diablo Steel	42.1%	40.0%	-	-
Shrink Ray	15.8%	20.0%	-	-
Diablo Wing	-	-	80.0%	80.0%
Aragami Tendril	-	-	20.0%	20.0%

- Unbind Tail -

Diablo Plumage	94.0%	92.0%	92.0%	91.0%
Diablo Toxin	6.0%	8.0%	8.0%	9.0%

- Ouroboros -

- Devour Rate -

	Devour Rate per Difficulty			
- Material Name -	5	6	7	10
Chaotic Armor	21.0%	20.0%	-	-
Chaotic Moss	20.0%	20.0%	-	-
Chaotic Claw	19.0%	22.0%	9.0%	-
Chaotic Horn	16.0%	16.0%	-	-
Chaotic Gun	15.0%	15.0%	15.0%	-
Chaotic Tektite	9.0%	7.0%	-	-
Chaotic Femur	-	-	30.0%	-
Chaotic Armor*	-	-	28.0%	21.8%
Chaotic Spark Gun	-	-	15.0%	-
Chaotic Onyx	-	-	3.0%	-
Abyssal Bone	-	-	-	36.4%
Abyssal Claw	-	-	-	22.7%

Abyssal Gun	-	-	-	13.6%
Abyssal Crystal	-	-	-	5.5%

* In-game error - There are 2 Chaotic Armors; One should be Chaotic Armor +

- Unbound Rate -

	Unbound Rate per Difficulty			
- Unbind Eye -	5	6	7	10
Chaotic Moss	90.0%	90.0%	70.0%	-
Chaotic Eye	10.0%	10.0%	-	-
Chaotic Lichen	-	-	20.0%	75.0%
Chaotic Oculus	-	-	10.0%	15.0%
Abyssal Crystal	-	-	-	10.0%

- Unbind Horn -

Chaotic Horn	90.0%	90.0%	-	-
Chaotic Toxin	10.0%	-	10.0%	-
Chaotic Tektite	-	10.0%	-	-
Chaotic Spark Horn	-	-	84.0%	33.0%
Chaotic Onyx	-	-	6.0%	10.0%
Abyssal Crystal	-	-	-	7.0%

- Unbind Legs -

Chaotic Vicuna	50.0%	50.0%	33.3%	30.0%
Chaotic Claw	50.0%	50.0%	33.3%	-
Chaotic Spark Claw	-	-	33.3%	30.0%
Abyssal Claw	-	-	-	40.0%

- Fallen Ouroboros -

- Devour Rate -

	Devour Rate per Difficulty		
- Material Name -	8	9	10
Lucifer Raiment	33.3%	34.0%	32.0%
Chaotic Femur	30.5%	-	-
Chaotic Vicuna	19.0%	-	-
Chaotic Gun	14.3%	-	-
Lucifer Starstone	2.9%	4.0%	5.0%
Lucifer Ingot	-	35.0%	35.0%
Lucifer Shooter	-	25.0%	25.0%
Lucifer Asteria	-	2.0%	3.0%

- Unbound Rate -

	Unbound Rate per Difficulty		
- Unbind Eye -	8	9	10
Chaotic Lichen	90.0%	60.0%	57.0%
Lucifer Starstone	10.0%	-	-
Lucifer Lichen	-	30.0%	30.0%
Lucifer Oculus	-	10.0%	13.0%

- Unbind Horn -

Chaotic Spark Horn	84.0%	-	-
Chaotic Toxin	10.0%	12.0%	15.0%
Lucifer Starstone	6.0%	8.0%	10.0%
Lucifer Prong	-	80.0%	75.0%

- Unbind Spine -

Chaotic Vicuna	50.0%	-	-
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Chaotic Lichen	25.0%	-	-
Lucifer Raiment	25.3%	70.0%	61.5%
Lucifer Lichen	-	20.0%	27.5%
Lucifer Asteria	-	10.0%	11.0%

- Arda Nova -

- Devour Rate -

- Material Name -	Devour Rate per Difficulty			
	6	8	10	CH
* Goddess				
Helios Armor	40.0%	-	-	-
Helios Steel	20.0%	19.0%	-	-
Helios Wire	20.0%	14.3%	-	-
Helios Sash	20.0%	14.3%	29.0%	29.3%
Helios Raiment	-	38.1%	35.0%	32.3%
Elixir	-	9.5%	10.0%	10.1%
Helios Crystal	-	4.8%	8.0%	8.1%
Helios Ingot	-	-	15.0%	15.2%
Helios Ambrosia	-	-	3.0%	5.1%

* God

Selene Steel	60.0%	34.0%	38.1%	37.4%
Selene Armor	30.0%	-	-	-
Helios Wire	10.0%	11.7%	11.4%	11.2%
Selene Raiment	-	38.8%	36.2%	35.5%
Sage Stone	-	9.7%	-	-
Philosopher's Stone	-	9.7%	9.5%	9.3%
Selene Crystal	-	5.8%	4.8%	6.5%

- Unbound Rate -

- Unbind Halo -	Unbound Rate per Difficulty			
	6	8	10	CH
Helios Steel	50.0%	52.6%	-	-
Helios Circlet	50.0%	34.7%	-	-
Helios Halo	-	12.6%	50.0%	50.0%
Helios Ingot	-	-	50.0%	50.0%

- Unbind Hair -

Helios Sash	80.0%	-	-	-
Helios Wire	20.0%	70.0%	30.0%	30.0%
Helios Carver	-	20.0%	70.0%	70.0%
Pure Gold	-	10.0%	-	-

- Unbind Leg Armor -

Helios Steel	100%	44.0%	-	-
Helios Raiment	-	50.0%	92.0%	87.0%
Helios Crystal	-	6.0%	-	-
Helios Ambrosia	-	-	8.0%	13.0%

- Defeat God* -

Selene Armor	46.6%	43.4%	-	-
Selene Steel	45.6%	40.4%	39.8%	39.8%
Sage Stone	4.9%	10.1%	-	-
Philosopher's Stone	-	-	11.5%	11.5%
Selene Crystal	2.9%	6.1%	8.8%	8.8%
Selene Raiment	-	-	39.8%	39.8%

- * Devour the goddess - the main body
- * Devour the god
- * Kill the God before killing the goddess.

 - Fallen Arda Nova -

- Devour Rate -

	Devour Rate per Difficulty	
- Material Name -	9	10
* Goddess		
Yin-Yang Sash	29.0%	24.5%
Yin-Yang Ingot	25.0%	22.7%
Yin-Yang Wire	25.0%	22.7%
Yin-Yang Raiment	15.0%	22.7%
Helios Crystal	4.0%	4.5%
Yin-Yang Ambrosia	2.0%	2.7%

* God

Ketu Armor	40.0%	40.0%
Ketu Raiment	30.0%	24.0%
Yin-Yang Wire	10.0%	10.0%
Philosopher's Stone	8.0%	10.0%
Ketu Crystal	6.0%	8.0%
Ketu Diamond	6.0%	8.0%

- Unbound Rate -

	Unbound Rate per Difficulty	
- Unbind Heaven Halo -	9	10
Yin-Yang Ingot	90.0%	80.0%
Yin-Yang Halo	10.0%	20.0%

- Unbind Hair -

Yin-Yang Carver	50.0%	50.0%
Yin-Yang Wire	50.0%	50.0%

- Unbind Arm Armor -

Yin-Yang Raiment	96.0%	94.0%
Yin-Yang Ambrosia	4.0%	6.0%

- Defeat God* -

Ketu Raiment	50.0%	48.0%
Ketu Armor	40.0%	40.0%
Ketu Crystal	5.0%	6.0%
Ketu Diamond	5.0%	6.0%

- * Devour the goddess - the main body
- * Devour the god
- * Kill the God before killing the goddess.

 - Hannibal -

- Devour Rate -

	Devour Rate per Difficulty				
- Material Name -	7	8	9	CH	DLC*
Serpent Armor	40.0%	40.0%	40.0%	40.0%	40.0%
Serpent Soft Iron	32.0%	30.0%	-	-	-

Serpent Fang	15.0%	15.0%	-	-	-
Serpent Helm	10.0%	10.0%	-	-	-
Cinder Crystal	3.0%	5.0%	-	-	-
Serpent Soft Steel	-	-	32.0%	30.0%	26.0%
Serpent Blaze Fang	-	-	15.0%	15.0%	15.0%
Serpent Blaze Helm	-	-	10.0%	10.0%	10.0%
Flaming Crystal	-	-	3.0%	-	-
Serpent Ambrosia	-	-	-	5.0%	9.0%

- Unbound Rate -

	Unbound Rate per Difficulty				
- Unbind Head -	7	8	9	CH	DLC
Serpent Helm	50.0%	45.0%	-	-	-
Serpent Horn	20.0%	20.0%	-	-	-
Serpent Soft Iron	20.0%	20.0%	-	-	-
Serpent Fang	10.0%	15.0%	-	-	-
Serpent Blaze Helm	-	-	45.0%	-	30.0%
Serpent Blaze Horn	-	-	20.0%	-	30.0%
Serpent Soft Steel	-	-	20.0%	20.0%	20.0%
Serpent Blaze Fang	-	-	15.0%	-	20.0%
Cinder Crystal	-	-	-	45.0%	-
Serpent Stone	-	-	-	18.0%	-
Serpent Armor	-	-	-	17.0%	-

- Unbind Wrist -

Serpent Cataphract	50.0%	46.0%	-	-	-
Serpent Armor	40.0%	40.0%	32.0%	30.0%	35.0%
Serpent Stone	10.0%	14.0%	-	-	-
Holy Serpent Guard	-	-	60.0%	60.0%	50.0%
Serpent Ambrosia	-	-	8.0%	10.0%	15.0%

- Unbind Scale -

Serpent Soft Iron	45.0%	40.0%	-	-	-
Cinder Crystal	25.0%	30.0%	-	-	-
Serpent Armor	15.0%	15.0%	-	-	-
Serpent Stone	15.0%	15.0%	27.0%	25.0%	27.0%
Serpent Soft Steel	-	-	50.0%	50.0%	45.0%
Flaming Crystal	-	-	15.0%	15.0%	15.0%
Serpent Ambrosia	-	-	8.0%	10.0%	13.0%

* DLC mission - Snow Dragon's Garden is rank 9 equivalent.

- Corrosive Hannibal -

- Devour Rate -

	Devour Rate per Difficulty		
- Material Name -	10	CH	DLC
Phantom Armor	40.0%	39.6%	31.7%
Phantom Horn	25.0%	22.8%	35.8%
Phantom Fang	20.0%	19.8%	16.3%
Phantom Helm	10.0%	9.9%	8.1%
Phantom Ambrosia	5.0%	7.9%	8.1%

- Unbound Rate -

	Unbound Rate per Difficulty		
- Unbind Head -	10	CH	DLC
Phantom Horn	38.9%	38.9%	35.0%
Phantom Helm	38.9%	38.9%	35.0%

Phantom Fang 22.2% 22.2% 30.0%

- Unbind Wrist -

Phantom Armor 45.0% 35.0% 35.0%

Phantom Cataphract 40.0% 50.0% 50.0%

Phantom Ambrosia 15.0% 15.0% 15.0%

- Unbind Scale -

Phantom Stone 40.0% 38.1% 40.0%

Phantom Armor 38.1% 38.1% 30.0%

Seraphic Crystal 14.3% 14.3% 15.0%

Phantom Ambrosia 7.6% 9.5% 15.0%

- Susano'o -

- Devour Rate -

Devour Rate per Difficulty

- Material Name - 6 7 10 CH

Prince's Armor 20.0% - - 20.0%

Prince's Sand 19.0% 23.8% 23.8% 19.0%

Prince's Pin 17.0% 21.3% 21.3% 17.0%

Prince's Shield 15.0% 18.8% 18.8% 15.0%

Prince's Iron 15.0% 18.8% 18.8% 15.0%

Prince's Soul 14.0% 17.5% 17.5% 14.0%

- Unbound Rate -

Unbound Rate per Difficulty

- Unbind Mouth - 6 7 10 CH

Prince's Soul 50.0% 50.0% 50.0% 50.0%

Prince's Shield 40.0% 40.0% 40.0% 40.0%

Prince's Sand 10.0% 10.0% 10.0% 10.0%

- Unbind God Arc -

Prince's Iron 50.0% 50.0% 50.0% 50.0%

Prince's Sand 40.0% 40.0% 40.0% 40.0%

Shattered God Arc 10.0% 10.0% 10.0% 10.0%

- Unbind Blade -

Prince's Pin 80.0% 80.0% 80.0% 80.0%

Shattered God Arc 10.0% 10.0% 10.0% 10.0%

Prince's Soul 10.0% 10.0% 10.0% 10.0%

- Tsukuyomi -

- Devour Rate -

Devour Rate per Difficulty

- Material Name - 10 CH

Elder's Armor 30.0% 30.0%

Elder's Wing 21.0% 21.0%

Elder's Horn 16.0% 16.0%

Elder's Oculus 14.0% 14.0%

Elder's Chain 12.0% 12.0%

Elder's Soul 7.0% 7.0%

- Unbound Rate -

Unbound Rate per Difficulty

- Unbind Moon Halo -	10	CH
Elder's Soul	70.0%	70.0%
Elder's Armor	20.0%	20.0%
Elixir	10.0%	10.0%

- Unbind Hair -		
Elder's Armor	50.0%	50.0%
Elder's Wing	40.0%	40.0%
Mana Crystal	10.0%	10.0%

- Unbind Arm Armor -		
Shattered God Arc	30.0%	30.0%
Elder's Armor	30.0%	30.0%
Elder's Chain	30.0%	30.0%
Holy Jewel Steel	10.0%	10.0%

- Zeus -

- Devour Rate -	
	Devour Rate per Difficulty
- Material Name -	7
Uranus Black Iron	23.0%
Uranus Robes	20.0%
Uranus Dark Blade	20.0%
Uranus Soul	15.0%
Uranus Flame Eyes	12.0%
Uranus Blaze Armor	10.0%

- Unbound Rate -	
	Unbound Rate per Difficulty
- Unbind Head -	7
Uranus Flame Eyes	80.0%
Uranus Soul	10.0%
Uranus Black Iron	10.0%

- Unbind Skirt -	
Uranus Soul	40.0%
Uranus Vestment	40.0%
Uranus Dark Blade	20.0%

- Unbind Tail -	
Uranus Soul	62.5%
Uranus Robes	25.0%
Uranus Black Iron	12.5%

- Hera -

- Devour Rate -	
	Devour Rate per Difficulty
- Material Name -	7
Gaia Soul	20.0%
Gaia Black Wing	20.0%
Gaia Black Joint	20.0%
Gaia Black Armor	15.0%
Gaia Black Sinew	15.0%
Gaia Black Iron	10.0%

- Unbound Rate -

Unbound Rate per Difficulty

- Unbind Head -	7
Gaia Soul	60.0%
Gold Dust	20.0%
Gaia Black Armor	20.0%

- Unbind Fist -

Gaia Soul	50.0%
Gaia Black Iron	25.0%
Gaia Black Armor	25.0%

- Unbind Arm Wings -

Gaia Black Joint	40.0%
Gaia Soul	30.0%
Gaia Black Wing	30.0%

- Poseidon -

- Devour Rate -

Devour Rate per Difficulty

- Material Name -	6
Triton Chainmail	25.0%
Triton Blaze Armor	20.0%
Triton Black Fuel	20.0%
Triton Conductor	20.0%
Triton Soul	15.0%

- Unbound Rate -

Unbound Rate per Difficulty

- Unbind Front Armor -	6
Triton Conductor	60.0%
Triton Soul	25.0%
Triton Chainmail	15.0%

- Unbind Missile Pod -

Triton Black Fuel	70.0%
Triton Blaze Armor	15.0%
Triton Conductor	15.0%

- Unbind Helm -

Triton Soul	70.0%
Triton Blaze Armor	30.0%

- Golden Gboro-Gboro -

- Devour Rate -

Devour Rate per Difficulty

- Material Name -	7
Magnesium	19.0%
Herb	17.0%
Brittle Titanium	17.0%
Weak Aramid Fiber	14.0%
Meteorite Silver	11.0%
Impure Liniment	9.0%

Vermilion Piece 9.0%
Silver 4.0%

- Unbound Rate -

Unbound Rate per Difficulty

- Unbind Cannon - 7
Magnesium 60.0%
Brittle Tungsten 22.0%
Mithril Silver 18.0%

- Unbind Back Fin -

Weak Aramid Fiber 50.0%
Magnesium 27.0%
Damascus Steel 18.0%
Ether 5.0%

- Unbind Tail Fin -

Magnesium 50.0%
Weak Aramid Fiber 27.0%
Oil 18.0%
Ether 5.0%

- Amaterasu -

- Devour Rate -

Devour Rate per Difficulty

- Material Name - 8 CH
Regina's Iron 24.0% 24.0%
Regina's Soul 15.0% 15.0%
Regina's Dress 15.0% 15.0%
Regina's Stone 12.0% 12.0%
Regina's Glaive 12.0% 12.0%
Regina's Ring 12.0% 12.0%
Shattered God Arc 5.0% 5.0%
Vermilion 5.0% 5.0%

- Unbound Rate -

Unbound Rate per Difficulty

- Unbind Goddess - 8 CH
Regina's Stone 40.0% 40.0%
Regina's Ring 30.0% 30.0%
Regina's Soul 20.0% 20.0%
Orihalcon 10.0% 10.0%

- Unbind Horn -

Regina's Glaive 35.0% 35.0%
Regina's Iron 30.0% 30.0%
Adamantite 20.0% 20.0%
Regina's Soul 15.0% 15.0%

- Unbind Tentacle -

Regina's Iron 40.0% 40.0%
Aragami Tendril 25.0% 25.0%
Regina's Dress 20.0% 20.0%
Regina's Soul 15.0% 15.0%

- Venus -

- Devour Rate -

Devour Rate per Difficulty

- Material Name -	DLC
Grace Shell	??.??%
Grace Steel	??.??%
Grace Horn	??.??%
Grace Jelly	??.??%
King Grease	??.??%
Shrink Ray	??.??%
Knt Redstone	??.??%
Draconic Redstone	??.??%

- Unbound Rate -

Unbound Rate per Difficulty

- Unbind Back Jelly -	DLC
King Tallow	??.??%
King Grease	??.??%
King Sensor	??.??%
King Feeler	??.??%

- Unbind Right Jelly -

Goddess Venom	??.??%
Goddess Toxin	??.??%
Goddess Redstone	??.??%
Shrink Ray	??.??%

- Unbind Left Jelly -

Knt Redstone	??.??%
Fine Lubricant	??.??%
Fortifier	??.??%
Hardener	??.??%

- Unbind Rear Jelly -

Draconic Amethyst	??.??%
Draconic Redstone	??.??%
Draconic Tallow	??.??%
Draconic Great Armor	??.??%

- Caligula -

- Devour Rate -

Devour Rate per Difficulty

- Material Name -	DLC
Bahamut Armor	??.??%
Bahamut Helm	??.??%
Bahamut Manifer	??.??%
Bahamut Tinsel	??.??%
Bahamut Blue Fang	??.??%
Bahamut Blue Wing	??.??%
Bahamut Edge	??.??%
Glacial Crystal	??.??%

- Unbound Rate -

Unbound Rate per Difficulty

- Unbind Head -	DLC
Bahamut Tinsel	??.??%

Bahamut Helm ??.%
Bahamut Blue Fang ??.%
Glacial Crystal ??.%

- Unbind Right Arm -

Bahamut Manifer ??.%
Bahamut Edge ??.%
Bahamut Tinsel ??.%

- Unbind Left Arm -

Bahamut Manifer ??.%
Bahamut Edge ??.%
Bahamut Tinsel ??.%

- Unbind Booster -

Bahamut Blue Wing ??.%
Bahamut Tinsel ??.%
Glacial Crystal ??.%

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Credits

Credits:

- The Japanese God Eater Wiki for all the drop rate information.
- English God Eater wiki for the material lists.
- Namco Bandai for developing this game.
- D3 Publisher for the localization of this game.

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