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Every item has its own Item Level that grows as you progress in its Item World, increasing the item's stats. This page will mainly cover how to gain levels from advancing floors, as well as additional methods of powering-up an item while in its Item World. See the main Item World page for other methods of gaining levels introduced throughout the franchise. General Rules[] Item Level applies a modifier to the item's stats, following this formula: ImprovedStats = BaseStats*(100% + PercentageBonus) + FixedBonus*Level PercentageBonus is a percentage-based increase that accumulates with each level. FixedBonus depends on the item's natural stats(that is, at level 0, ignoring Rarity and Specialists): +1 if the stat was positive, -1 if the stat was negative, 0 if it was 0. From Disgaea 1 to 4, Rarity directly increases the base stats of an item. From Disgaea 5 onward, Rarity instead applies a multiplier to the improved stats. The bonus from Specialists is added to the item's stats after all modifiers are applied, so it's not affected by them. Disgaea 1 to 4[] Items gain 1 level per floor cleared(either by killing or skipping). The number of floors available depends on the item's Rarity: 30 for Common, 60 for Rare, and 100 for Legendary. Level Bonus: -Disgaea 1 has a percentage bonus of 5% per level and a max level of 100, so the max bonus is 500% ± 100. -Disgaea 2 increases max level to 200, increasing the max stat bonus to 1000% ± 200. -Disgaea 3 increases percentage bonus to 6.6%, increasing the max stat bonus to 1333.3% + 200. -Disgaea 4 increases max level to 300, increasing the max stat bonus to 2000% + 300. Item Bosses: The stat bonus from killing Item Bosses directly increases the item's base stats. Base stats on items have a cap of 99.999, though it can only be reached in Disgaea 3(rereleases) and Disgaea 4 since they have infinite Item Boss killing. Disgaea D2[] Like in previous games, items gain 1 level per floor cleared(either by killing or skipping) and the amount of floors has the same limit based on rarity. However, after you reach the bottom floor of an item it's possible to start back from floor 0, letting you keep gaining levels from floors until the item is maxed out. Additionally, Common and Rare items get an increase to their Rarity category(Common becomes Rare, and Rare becomes Legendary), increasing their available floors. Kill Bonus: This game introduces the Kill Bonus, which grows as you kill any enemy inside an item. This bonus caps out at 15%, reached after killing 1000 enemies. Disgaea 5[] Item levels aren't gained automatically by clearing floors, and are instead obtained as prizes in the Bonus Gauge. This makes it possible to gain multiple levels per cleared floor, and as you reach certain floors the amount of levels in the Gauge will increase. The tier 0 prize will always be a level, however it won't be obtained if you use the Skip Gate. To accommodate for this way of gaining levels, the Item World has infinite floors. Additionally, enemy Max HP is decreased by 75% and DEF/RES/SPD is decreased by 50%. Level Bonus: The maximum level is 500. While previous games had each a constant percentage bonus, in this game it goes down with higher levels: 1-10: 4% per level 11-30: 3% per level 31-80: 2% per level 81-90: 1.5% per level 91-250: 1% per level 251-500: 0.5% per level Thus reaching a max bonus of 500% ± 500. Training Bonus: This is the bonus gained from beating Item Bosses, Mystery Room fights and Invading Netherworlds. It adds to the base stats an amount equal to CurrentBaseStat*Rank/25,000 + InnocentLevel/100,000, applied twice in a row in the case of HP. Base stats on equipment have a cap of 20,000,000 for HP and 99,999 for others stats. Kill Bonus: Bonus gained as you defeat enemies inside an item. This bonus depends on the power of the enemies, not just their number, so increasing the Enemy Strength rank in the Cheat Shop will make it grow faster. It goes up to level 400, and grants 1% bonus per level. This is added to the bonus from Item Level, making items reach a max bonus of 900% ± 500. Limit Break: When an item's level is maxed out you can pass a bill to increase the level cap by 500, repeatable up to 9,999. However, the percentage bonus of these extra levels is only 0.02%. Kill Bonus cap is also increased, however it takes a drastically large number of enemies to increase it. Disgaea 6[] Items gain 1 level per floor cleared, and like in Disgaea 5 the Item World has infinite floors. Once an item has its level increased, new instances of that item obtained from shops, chests or the Bonus Gauge will come at that same level. Item World enemies have Max HP decreased by 70% and other stats (except Max SP) decreased by 50%. They also have one elemental resistance (except Star) increased by 50% and another one decreased by 50%. Level Bonus: The maximum level is 9,999. The percentage bonus slows down as level increases: 1-10: 4% per level 11-30: 3% per level 31-80: 2% per level 81-90: 1.5% per level 91-250: 1% per level 251-500: 1% per 2 levels 501-1000: 1% per 50 levels 1001-9999: 1% per 100 levels(final level will be worth double) Thus reaching a max bonus of 600% ± 9999. Training Bonus: This is the bonus gained from beating Item Bosses and Mystery Room fights. The increase is based on the item's current stats, so as the item becomes stronger it will grow faster and faster. Kill Bonus: This bonus increases stats based on the cumulative level of units and objects killed inside the item. It quickly grows to 400% bonus on 80,000 levels, then gains 1% approximately every 3,3 billion levels (33 or 34 max level enemies), capping at 700% bonus on about 1 trillion levels (10,000 max level enemies). This is added to the bonus from Item Level, making items reach a max bonus of 1300% ± 9999. Disgaea 7[] Items gain 1 level per enemy defeated, and also gain levels as rewards from Missions. The number of floors available once again depends on the item's Rarity, but is far lower than in older games: 10 for Common, 20 for Rare, and 30 for Legendary and Epic. Clearing Mystery Room fights grants extra item levels, while killing Item Bosses grants extra levels and increases base stats. Item World enemies have Max HP/SP decreased by 75% and other stats decreased by 25%. Level Bonus: The maximum level is 500. The percentage bonus is just 1% per level and the fixed bonus is not present in this game, so the maximum bonus is 500%. Kill Bonus: This bonus increases stats based on the cumulative level of enemies defeated inside the item, and the max value is 400% at 99,999,999 levels. This is added to the bonus from Item Level, making items reach a max bonus of 900%. Current Kill Bonus is maintained through Item Reincarnations. Item Routes are a feature of the Item World, introduced in Disgaea 4: A Promise Unforgotten. During exploration of an item it's possible to trigger one of many routes, improving the different rewards that can be encountered in the Item World. Disgaea 4[] The route selection gates in Disgaea 4. Every 5 floors there will be 2 gates to the next floor, the Item Gate(represented by a sword icon) and the Innocent Gate(represented by a smiley face). The route is decided depending on the combination of gates taken: Item Growth Route: Activated by taking mostly the Item Gate. Increases the chance of Level Spheres spawning. Increases the item's level when you take an Item Gate: +1 for the first 10 gates, +2 for the remaining 9. Increases the amount of times you can access the Item Assembly(up to 6 visits). Innocent Boost Route: Activated by taking mostly the Innocent Gate. Increases the chance of unsubdued Innocents appearing. If there's no unsubdued Innocents, grants a chance for new Innocents to spawn. Permanently increases the level of an Innocent when subdued by 5%*(InnocentGates - ItemGates). (Also works in Treasure Route) Treasure Route: Activated by taking a mix of both Gates. Increases the chance of Treasure Chests spawning. Chance for a room to be a Treasure Vault, containing a large amount of Treasure Chests. Disgaea D2[] Route is selected outside of the Item World as one of the options in the Cheat Shop. Disgaea 5[] Route is selected in Innocent Town. Normal Route: No bonuses. Item Enhance Route: Item gains 1 level for every 5 floors advanced. Increases spawn rate of Level Spheres and Level Fishes. Innocent Enhance Route: Increase Innocent appearance rate. Subduing an Innocent additionally multiplies its level by 2. Treasure Chest Route: Increase spawn rate of Treasure Chests, as well as their chance of being above Common quality. Mystery Room Route: Increase chance of entering a Mystery Room. Invader Route: Increase appearance rate of Invading Netherworlds and Stray Lost Armies. Bonus Character Route: Increase spawn rate of Lucky Boards, Bottlemails and Mr. Egg. Disgaea 7[] In unexplored items, route can be chosen during item selection. Afterwards, it can only be changed in Innocent Town. Normal Route: No bonuses. Item Enhancement Route: Items gain 1 additional level per floor cleared. Increases spawn rate of Level Spheres. Innocent Enhancement Route: Increase chance of Innocents appearing. Subduing an Innocent additionally multiplies its level by 1.5. Treasure Chest Route: Increase spawn rate of Treasure Chests. Mystery Room Route: Increase chance of entering a Mystery Room. Bonus Character Route: Increase spawn rate of Lucky Boards. A standard Item World floor in Disgaea 4 The Item World is a recurring feature in the Disgaea series that allows you to make items stronger. How it works[] It's accessed by talking to each game's corresponding Item World Guide and selecting an item from the inventory or warehouse to enter its Item World. The Item World itself is a series of randomly generated stages(random size, shape, enemies and Geo Effects), and as you traverse through them you can make the item stronger through various means: The level of the enemies encountered depends on the item's rank, and goes up as the item levels up. Once inside, it's only possible to leave by clearing an Item Boss floor or using a special item called Mr. Gency's Exit. All games have an Item World tutorial during chapter 3 that requires the player to progress a certain amount within the Item World before moving on with the story. This tutorial also grants some free Mr. Gency's Exits. Features[] Below is a list of various features and mechanics of the Item World, sorted by the game where they were first introduced. Disgaea[] Item Level and Floors[] Each item has its own Item Level that grows as you clear floors in its Item World, increasing the item's stats. As the franchise progresses there will be different rules on how to gain levels as well as on the amount of floors explorable inside an item. Item Bosses[] The Item Bosses are particularly strong enemies that appear on every 10th floor. Defeating Item Bosses helps increase the item's stats. Specialists[] Items may be inhabited by Specialists, which grant increased stats or various other bonuses. Specialists can be randomly found as units while traveling the item world, and killing one subdues it, doubling its level and allowing you to move it between items. Killing an Item Boss while an item has a stat-boosting Specialist grants a small increase to that stat. Disgaea 2[] Mystery Gates[] Sometimes a portal called a Mystery Gate will appear on a non-boss floor. These will randomly take you to one of many bonus rooms with useful NPCs or special fights to help strengthen the item. Innocent Town[] After a boss floor there's a chance to be transported to the Innocent Town instead of directly leaving. In there you may interact with various NPCs, heal your party, and pass special bills at the Item Assembly. Pirates[] At the end of each turn there's a chance for a crew of Pirates to invade the current stage, increasing the amount of enemies you must deal with. There's all sorts of Pirates, and every game presents different prizes for killing them. Disgaea 3[] Level Sphere[] After going down a certain amount of floors, a special object called Level Sphere may randomly spawn on each floor. The item's level increases by clearing a floor while a character lifts a Level Sphere. While first introduced in Disgaea 3, they were retroactively added to Disgaea 2: Dark Hero Days. 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Rasetsu Mode effects[] If Rasetsu Mode is turned on, the Level Limit increases from 300 to 999, and a secondary kill bonus based on strength of enemies killed in the Item World can be obtained along with the primary kill bonus. The player can also enter any Item even if it is already max level. If a player turns off Rasetsu Mode, the stats of any Item they leveled beyond the normal cap will return to the normal cap in Normal Mode. This can be reverted by switching back to Rasetsu Mode. A standard Item World floor in Disgaea 4 The Item World is a recurring feature in the Disgaea series that allows you to make items stronger. How it works[] It's accessed by talking to each game's corresponding Item World Guide and selecting an item from the inventory or warehouse to enter its Item World. 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If a player turns off Rasetsu Mode, the stats of any Item they leveled beyond the normal cap will return to the normal cap in Normal Mode. This can be reverted by switching back to Rasetsu Mode. There are many ways to gain power in Disgaea 6 - and all of them require grinding in one way or another. Thankfully, Disgaea 6 makes grinding not only easy - but fun. The Item World makes a return in the sixth entry, and if you want endless content with a side serving of infinite power, you will want to use it. Having a powerful sword, or a mighty trinket can really boost your power in combat, but everything can be made more powerful. That Legendary sword that is giving you tens of thousands of stats? What if we told you we could make it give hundreds of thousands - even millions - instead? What Is The Item World The Item World is essentially a unique pocket universe that exists inside of every item in the game. This means every weapon, armour piece, amulet, and even stick of gum houses its own universe. You can go into these universes and kill the inhabitants not to only grow more powerful, but to increase the power of your items. Each world is procedurally generated, and there are an infinite number of floors. Key enemies and floors will spawn every 10 levels, with Item Gods making an appearance every 100 levels. Getting to these milestones will grant substantial boosts to your item's growth. What To Level Up? In the early game, there is very little reason to use the Item World to upgrade your weapons or armour. As powerful as they can get, you will be replacing them frequently due to the constant influx of these items from Stages and even the Shop. Consumables, for the most part, are also a bit of a waste. Because of this, you want to focus on special items that grant a lot of stats in a lot of areas. By this, we mean items like the Imperial Seal. You can get these as rare drops from the Bonus Gauge, you can steal them from enemies, and you can get them as rewards from the Hospital. Having an item that already grants a lot of stats in a lot of areas, and then making it more powerful is far more valuable than a weapon that deals slightly more damage. Stealing Items One of the earliest classes you will unlock is the Thief. Thieves are mostly terrible. They have bad stats, their weapon proficiency is awful, and their growths are equally as bad. The Thief is one of the most important characters in the game, however, and has been since Disgaea 1. Why? They can steal items - and they can do it better than anyone else. This is useful in regular Stages as enemies could have a rare item or a powerful trinket on them that is well worth the swipe. This is made even better in the Item World. Item Generals and Item Gods always have powerful equipment on them. You want to steal this stuff every single time. The items will grant you more power in the long run, and you can even dive into those items you took from God to make them more powerful by using the Item World…to find more Gods to steal from…to make their items more powerful…by stealing from their Gods…you get the point. Always Bring An Escape The most important thing to remember is that when you traverse the Item World, it's hard to leave. You either have to wait until you reach a milestone (every 10 levels), or you lose. That's it. The last thing you want to do is go wandering into the infinite void and then lose your progress because you died. For this reason alone, make sure you always have a Mr Gency's Exit on hand. These let you leave at any time, and you can hop back in later to pick up from where you left off. You can spend a lot of time in Item World - so go in prepared. Don't Forget To Bring Healers Unlike regular Stages, completing a Floor in the Item World does not restore your HP. This is a big deal because eventually, you will be ground down. There are several ways to deal with this - but the most obvious is to just bring a healer. A healer can top up your units and keep them fighting for much longer. You can also use all those healing items you've gathered from your travels, but just having a powerful Heretic wandering around lets you do that without having to waste turns eating candy. Mystery Floors There are a lot of unique aspects to Item World. There are enemies and NPCs you simply don't find anywhere else. These all play a role within the Item you are in - but Mystery Floors are arguably the most interesting. Every now and then, you will find an alternate exit to a Floor. Going into this portal will take you somewhere random. This could be a powerful merchant, or a difficult combat encounter - who knows. These are almost always worth taking - especially if you have an emergency Mr Gency's Exit on hand. Item World Research The final way you can interact with the item world is by sending spare characters off on automated expeditions into items. This lets you passively level up your equipment without having to manually do the work. The speed at which you do this depends on the size and power of the squad you send. Stronger characters can make short work of Item World Research missions, and they'll even level up whilst they are there. It's a win-win. Have as many teams as you can send on missions to make the most of this feature. Next: Disgaea 6 - Super Reincarnation Guide New to Reddit? Create your account and connect with a world of communities. Disgaea PC > General Discussions > Topic Details Any guides on the item world? I am looking around but Most are hard to read because they expect you to have a certain amount of knowledge i don't have. What should be my course of action?I barely did item world and i am now at baal and well that is impossible i feel without legend items... What are the steps i should do?Like do i do something with the bonus gauge to get some extra items get some legends? Do that on later floors steal on later floors what is a effective way to start and continue? Last edited by Dustreaper; 20 Apr @ 4:21am Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. A standard Item World floor in Disgaea 4 The Item World is a recurring feature in the Disgaea series that allows you to make items stronger. How it works[] It's accessed by talking to each game's corresponding Item World Guide and selecting an item from the inventory or warehouse to enter its Item World. The Item World itself is a series of randomly generated stages(random size, shape, enemies and Geo Effects), and as you traverse through them you can make the item stronger through various means: The level of the enemies encountered depends on the item's rank, and goes up as the item levels up. 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