

# Shin Megami Tensei II (Import) FAQ/Walkthrough

by black murasame63

Updated to v1.15 on Feb 19, 2010

```
##### ## ## ##### ## ##
## ## ## ## ## ## ## ##
## ## ## ## ## ## ## ##
##### ##### ## ## ## ##
## ## ## ## ## ## ## ##
## ## ## ## ## ## ## ##
##### ## ## ## ## ## ##

## ## ##### ##### ## ## ## ##
### ## ## ## ## ## ## ## ## ##
#### ##### ## ## ## ## ## ## ##
## ## ## ##### ## ##### ## ## ## ##
## ## ## ## ## ## ##### ## ## ##
## ## ## ## ## ## ## ## ## ##
## ## ##### ##### ## ## ## ## ##

##### ##### ## ## ##### ##### ##### #####
## ## ## ## ## ## ## ## ## ##
## ## ## ## ## ## ## ## ## ##
## ##### ## ## ## ## ## ## ## ##
## ## ## ## ## ## ## ## ## ##
## ## ## ## ## ## ## ## ## ##
## ##### ## ## ## ## ## ## ## ##
```

---

Shin Megami Tensei II  
FAQ and Walkthrough  
Version 1.15

---

By: Black Murasame63 (c)2008-2010  
E-mail address: Suikofreak@gmail.com

Best viewed in an actual internet browser like firefox or IE for visuals. Don't use your handheld or Console web-browsers.

## Table of Contents

---

I.	What's new.....	(MT001)
II.	Copyright.....	(MT002)
III.	Contact.....	(MT003)
IV.	Introduction.....	(MT004)
V.	General Overview.....	(MT005)
VI.	Characters.....	(MT006)
VII.	Gameplay.....	(MT007)
	Controls and Basic Infrastructure.....	(GP00A)
	Battle System.....	(GP00B)
	Other Features.....	(GP00C)
	Character Analysis.....	(GP00D)
VIII.	Alignments and Affinities.....	(MT008)
IX.	Demons.....	(MT009)
	Demon Negotiations.....	(DE00A)

	Demon Fusions.....	(DE00B)
X.	Tips and Tricks.....	(MT010)
XI.	Walkthrough.....	(MT011)
	Day Before Tournament Finals.....	(WT001)
	The Main Event.....	(WT002)
	Valhalla Slums.....	(WT003)
	The Center and Holytown.....	(WT004)
	Factory.....	(WT005)
	Arcadia.....	(WT006)
	Back to the Coliseum.....	(WT007)
	Prison Break.....	(WT008)
	Back to Holytown.....	(WT009)
	Shinjuku.....	(WT010)
	Puck.....	(WT011)
	Akasaka/Roppongi.....	(WT012)
	Reviving Masakado.....	(WT013)
	Sealed Cave (Optional).....	(WT13A)
	Back to the Factory.....	(WT014)
	Into the Abyss (Backdoor).....	(WT015)
	Arcadia via Tiphareth Area (Optional)....	(WT15A)
	The Center.....	(WT016)
	The Seven Pillars.....	(WT017)
	Into the Abyss (Front Door).....	(WT018)
	Diverging Point.....	(WT019)
	Into the depths of Abaddon.....	(WT020)
	Brionac Passage.....	(WT021)
	Temple of Chesed (Optional).....	(WT21A)
	Geburrah.....	(WT022)
	Binah (Sidequest).....	(WT023)
	Tower of Chokmah.....	(WT024)
	Kether Castle.....	(WT025)
	Path to the Ending.....	(WT026)
	Eden.....	(WT027)
	Kongokai (Post-Game).....	(WT028)
	Inside Kongokai.....	(KO001)
	Tokyo Tower.....	(KO002)
	Imperial Palace Koukyo.....	(KO003)
	Ichigaya.....	(KO004)
	Metropolis Government Building.....	(KO005)
XII.	Frequently Asked Questions.....	(MT012)
XIII.	Store Inventory list.....	(MT013)
XIV.	Demon Compendium.....	(MT014)
	1) Light.....	(DC001)
	2) Neutral.....	(DC002)
	3) Dark.....	(DC003)
XV.	Magic and Technique list.....	(MT015)
	1) Magic.....	(MAG01)
	2) Extra.....	(EX001)
XVI.	Misc and Secrets.....	(MT016)
XVII.	Credits.....	(MT017)

=====  
I. What's New (MT001)  
=====

February 19, 2010

Version 1.15: I've never expected to get another update. This time, the update is covering up some of the loose ends with the help of Roto\_Arel. Basically, with his help, I have corrected several

missing info on the walkthrough.

## Version History

-----

October 11, 2008

1.13: I've fixed several typos and errors. I've added a few statements on the Frequently Asked Questions, Misc and Secrets, tips and tricks and the inventory list.

September 17, 2008

1.10: I've added several new segments on the Walkthrough. It's a post game dungeon called "Kongokai." Check it out. I've also updated the Frequently Asked Question section.

August 28, 2008

1.03: Fixed a couple of stuff on the FAQ. Also revision on the demon and the tip and tricks section.

August 13, 2008

1.02: I added a couple more tips on the tips and tricks section and added a few more stuff on the walkthrough.

August 9, 2008

1.00: Completed the FAQ

July 28, 2008

0.76: I've made a correction on the Divine Retibution on the tips and tricks section. Also, there's an alternative strategy on the Reviving Masakado section. I've only written one section for the light affinity for the Demon compendium.

July 18, 2008

0.75: Not much going on this update. I've only written a few segments for the walkthrough and written a segment for the Dark affinity on the demon compendium.

June 26, 2008

0.70: First off, the walkthrough is written up to the Center. Second, I've written and completed the Tips and Tricks and the Store Inventory list. Third, I've fixed some of the bosses HP values and added key items on the treasure segment. Most importantly, I've added a demon compendium segment. Only written up to Neutral Affinity.

June 12, 2008

0.50: Intital Release

=====

II. Copyright (MT002)

=====

All trademarks are property of their respective owners. No section of this

guide can be used without my permission. This includes, but is not limited to posting on your website, making links to my guide, including parts of my guide in your own, or making reference to any material contained within. If you do, I'll send a pack of bloodhounds after you.

(c)2008 Black Murasame63

- Thanks to Michael Sarich for this Copyright -

=====  
III. Contact Info (MT003)  
=====

\*\*\*\*\*

\*Note\*

\*\*\*\*\*

\*\*\*\*\*  
After 1.13 revision, I'm no longer accepting alternative strategies \*  
from here on out. Most of the strategies involves status effects and melee\*  
weapons. Since the status effect weapon tip was established, I feel that \*  
it's not necessary to add any more alternative strategy. \*  
\*\*\*\*\*

Since this is my first full-fledged FAQ, I strongly advise you to give me feedback. Anything to suggest to improve the faq infrastructure will suffice. Also, if you found errors or want to add anything in the FAQ, please send me an email to the link below you. If I approve your suggestions, you'll be definitely be credited for the next revision.

E-mail address: Suikofreak@gmail.com.

The following site are allowed to post my FAQ to their website:

- Neoseeker ([www.neoseeker.com](http://www.neoseeker.com))
- Supercheats ([www.supercheats.com](http://www.supercheats.com))

Be sure when the administrator of the respective site upload my FAQ. You must let me know that you are doing so. For everyone else, please, by all means, get my permission before putting up this FAQ. Also, any E-Mail that does not contain any constructive criticism whatsoever or just simply trolling, I will not bother reading it, and it will be deleted.

=====  
IV. Introduction (MT004)  
=====

Hey, guys. Although I have made a couple FAQs, this is actually my first full fledged FAQ. Anyways, before we get started, I wanted to let you know that this FAQ is based on Aeon Genesis' English Translation Patch. However, you can use this as reference for the Japanese version. Also, I use some of the American translation such as Zio or Samarecarm. Also, I try my best to limit the amount spoilers as possible. Still, if you are concerned with spoilers, tread with caution. I hope you enjoy this FAQ.

=====  
V. General Overview (MT005)  
=====

Shin Megami Tensei II is a direct sequel to the first game. The story is set 30 years after the events of the first game. At this point, the main character from SMT1 decided to go to the neutral path. As a result, the people are free to follow whatever religion as they please. However, as time passes on,

tensions between Mesia and the Gaia Cult has once again risen. At this point the Mesia Cult have already built the Millenium. It's a colony that situates on top of Tokyo. Due to the catastrophe, the world has become an uninhabitable place to live. Only the Millenium is the hospitable place to live. While the war between Law and Chaos rages on, Hawk is getting ready to fight for his freedom at the arena.

Shin Megami Tensei II Gameplay significantly improves from the first game. Now there are more monsters from the neutral alignment to put more diversity in the roster. Also, some of the commands such as the auto-map are now in a command of a single button. You no longer have to fumble on the menu just to see where you are. Another highlight of the game is that now the demons are capable of inheriting other demon movelist. This became a standard to all Shin Megami Tensei, including its spin-off, games.

=====  
VI. Characters (MT006)  
=====

-----  
Aleph (Hawk)  
-----

Aleph is the main protagonist of Shin Megami Tensei II. He is a warrior from the upcoming tournament. Although he is a proficient warrior, he sometimes questions his origins.

-----  
Hiroko  
-----

Hiroko is the other main protagonist of Shin Megami Tensei II. She is from the center. She joins Aleph trying to find the missing child as well as Hanada. What are her intentions of finding the those two?

-----  
Beth  
-----

Beth is the guardian of the Temple Knights. She is assigned to help Aleph on his quest. She vows to protect Aleph with her life.

-----  
Gimmel  
-----

Gimmel is a youthful man living in Arcadia. He studies the structure of the environmental conditions of the experimental colony, Arcadia.

-----  
Dareth  
-----

Like Aleph, he is a warrior striving to win a spot at the Center. He is a very brash person. He'll never rest until he get what he wants.

-----  
Zain  
-----

He is a commanding officer of the Center's Temple Knights. He is "Follow by the books" person. He'll strike anyone who opposes the law.

=====  
VII. Gameplay (MT007)  
=====

\* Must obtain it from Steven

-----  
Gameplay Infrastructure (GP00A)  
-----

Controls  
-----

A: Confirm/Menu

B: Cancel

X: Auto-Recover

Y: Not Used

L: Auto-Map

R: Devil Analyze\*

Start: Not Used

Select:Not Used

----  
Menu  
----

Comp:

Summon Minion: Summon Demons From your roster\*

Dismiss Minion: Release Demons from your roster\*

Return Minion: Return Demons from your party to your roster\*

Auto-Map: Views map from your current position

Analyze Item: Appraises items\*

Devil Analyze: Views Demon compendium from all the Demons you defeated\*

Analyze Spell: Views the Spell's abilities\*

Auto Recover: Uses your healing items and recover to your damaged party

Set Marker: Marks dots on your map

Config: Basically an Option Menu

Magic: Uses magic from your current party

Item: Uses item from your current stock

Status: View status from your party

Change: Changes the order of the party

-----  
Shops  
-----

Weapon: Sells Weapons and guns

Armor: Sells armors

Junk: Sell Items

Mesia/Gaia/Garage: Healing Spot

Jyakou Mansion: Place to fuse demons

fortune: Tells where to go to next

Terminal: Save Point/teleport

Disco: Dance Hall

Rags: Sells special items and Seirei Demons

Other than your standard RPG shops there are some parts of the shops that you need to be aware of. By going to the Mesia or Gaia, you are going to take a slight shift top your alignment. Also, Rag's Jewelry does not accept macca. Instead, you use gems to make exchange for items.

Field Terrains

-----  
There are various terrains found in the plethora of labyrinth in Shin Megami Tensei.

Pitfall: Rooms that drops you down to the next floor below you.  
Teleporter: Transfers to another room  
Automated floor: The floors move to a fixed point  
Fog: You are in a dark room without anything you see in front of you. Sometimes strong enemy lurks out from the fog.  
Roundabout: You are automatically turn to another path  
Damage: You take damage from certain tiles

-----  
Battle System (GP00B)  
-----

Shin Megami Tensei II has a turn based battle system. It goes from the person with the highest agility to the slowest. You can have up to six people in battle.

Primary Commands:

Fight: Attacks the opposing Enemies  
Talk: Negotiate the opposing demons  
Run: Escape from battle  
Auto: Auto-attack

Secondary Commands:

Attack: Normal attack  
Comp: Basic Comp command menu (Protagonist Only)  
Extra: Uses Special Techniques  
Magic: Uses Magic  
Item: Uses Items  
Return: Return Demons to your roster

There are various status effects found in Shin Megami Tensei II. They are:

Status Effects:

Poison: Takes small amount of damage at every turn. It has a last-  
-ing effect after the battle.  
Stun: Skips the ally's turn.  
Bind: Paralyzes the ally. Has a lasting effect after battle  
Panic: Is in a state of confusion. Sometimes the Demon withdraws  
Charm: The ally often attacks your party  
Close: Ally cannot use magic  
Freeze: Skips the ally's turn  
Stone: Petrify the ally. Instant death after a single attack.  
Dead: The ally is incapacitated  
Curse: The ally often forfeits their turn and have the poison  
effect.  
Happy: The ally will often skip their own turns and spaz out

-----  
Other Features (GP00C)  
-----

Encounter Meter  
-----

Now the basic feature is out of the way, now we will discuss the various features that makes SMT for what it is. One of the features is the encounter meter. You notice that the meter at the middle of the screen. It indicates

from blue to orange that you are going to be in a battle. In the blue zone, you are in the safe zone. There are no encounter in that particular area.

The orange zone indicates that you are in the danger zone. Be on your guard that you are about to go in battle very soon. This feature is frequently found in various Shin Megami Tensei Games.

#### Magnetite

-----  
This type of currency is used for demons that is used currently in the party. Demons that are in your party right now is slowly depleting the magnetite. If the control point is zero, The monsters in your party will have the poison effect. They are taking damage for every step you take regardless of health. The only sources of Magnetite is either from treasures that contains magnetite or defeating monsters with the Dark affinity.

#### CP

--  
This gauge shows how much the demon consume MAG for every step the main character makes.

#### Moon Phases

-----  
As you noticed, there is an indicator on the top left corner. That's called the moon phases. This is used in certain events such as the Dance contest in the full moon or even appearances of certain enemies in a particular phase. For the most part, it indicates various mood on the demon negotiation. For example, in a full moon phase, enemies are easily agitated by the glow of the full moon. Thus, you cannot talk to them.

#### ----- Character Analysis (GP00D) -----

#### Primary Stats

-----  
All the playable characters and demons follow a stat format: A primary and a secondary stats. For the playable characters, you can choose what stat to increase when leveling it up. The primary stats are:

Strength (STR): Increases Attack Power and Hit. It slightly raises HP.

Intelligence (INT): Increases Evasion and Magic Attack. Also, it improves negotiation ability.

Magic (MAG): Increases MP and Magic Attack.

Stamina (STA): Increases HP and Defense capabilities

Speed (SPD): Increases Hit and Evasion. Also, it determines the order of the turn depending of how much of this stat is implemented.

Luck (LUK): Increases of hit and Evasion. It can also increase the chances of getting a critical hit. Also, the chances of finding a rare item or having a pre-emptive strike also increases.

#### Secondary Stats

-----  
All playable demons and characters also have a secondary stats. The secondary



stats are heavily influenced by the equipment the character wears and how much points that was given in the primary stat. The secondary stats are:

Attack: Determines the amount of damage given to the enemy.

Hit: The chances of hitting an enemy with the precise accuracy.

Defense: Determines how much damage an ally can sustain during an enemy attack.

Evasion: Determines how likely an ally will avoid an attack from an enemy

Magic Power: Determines the amount of power when casting a magic spell

Magic effect: Increases the chances of the effects of a magic spell

-----  
Playable characters  
-----

In Shin Megami Tensei II, only the human characters can level up. Demons on the other hand cannot level up. They are stuck with stats that they are given. Thus, they cannot grow as you progress. As a result, the demons that are in your party is pretty much come and go. Human characters on the other hand, they can grow and become much stronger. As they get stronger, you can choose what stats to increase. The most ideal way to grow your characters is how you want to customize their stats. However, there are some things you have to be aware of to avoid stat wasting. Let's start with the main character of this game.

Aleph (Hawk)  
-----

He is somewhat of a special case compared to the other characters. For example he cannot learn magic. So, that leaves him an ideal physical build. Ideally, you should emphasize more on STR and STA. IMO, speed is debateable. On one hand, having to strike first is very ideal. You can take the advantage of summoning first before the enemy strikes. On the other hand, you can be a slow poke so you can reap the benefits of the buffering magics. Occassionally, do try to increase INT and LUK once in a while. The more you have INT as part of your stats, the chances of a demon joining your party increases. Luck also gives you benefits of increases pre-emptive strikes and critical hits. You won't feel any regrets there. MAG is definitely on the bottom of the list. As I stated earlier, he cannot learn magic, EVER. BUT, don't count this stat out just yet. In the full moon disco dance contest, it requires Aleph to have his MAG stat at least 10 points to earn a prize. Other than that, there's not much use for the MAG stat. Please use the Incense or the drinks from the bar to enhance the MAG stats a bit.

Hiroko  
-----

She is also the main heroine of this game. Hiroko is one of the two that is capable of using Magics. So, for Hiroko, there's a leeway for her. You can make her a physical build or a magic build. If you plan to use her as a physical build refer to Aleph. On the other hand, making her as a magic build also works. If you plan to use her as a magic person, here are some suggestions. First off, increase MAG and INT. That should be your main attributes. Next is Stamina. She is a very frail person. She gets knocked out very easily. Use STA to increase her chance of survival. Like Aleph, speed is very debatable. Choose how you want to distribute speed. You can be an agile character and cripple your opponent using the offensive magics that comes with status effects such as Bufu or Zio. You can have slow agility

so you can heal up your allies. Strength on the other hand is also debateable. If you plan not to use her as a physical build, don't bother increasing this stat. Last but not least, Luck. Occassionally, do try to increase her luck. The benefits of having high luck goes a long way. You have a better chance of encountering rare items. Just try not to count this one out.

Beth

----

Beth plays exactly like Hiroko. The same set of spells and slightly different set of equipments. Her skills are built like a magic person. Although she is a guest character, she has a set of moves that can trump Hiroko early on in the game. For example, she has Media very early. One problem though, her level is so high that you may not manipulate her primary stats. Overall, Beth is a good substitute for Hiroko early game.

=====  
VIII. Alignments and Affinity (MT008)  
=====

Here it is, one of the most important features of Shin Megami Tensei II. Inspired by the Dungeon and Dragons alignment system, Shin Megami Tensei II have their own take of the alignment system. There are three affinities and three alignments:

Light - Neutral - Darkness  
Law - Neutral - Chaos

Like the D&D alignment, there are nine possible combinations. Each of the categories represents the monsters clans that belong there. For example, the Daitenshi clan is one of the group that represent the Light/Law. Generally, monsters who are in the Daitenshi group will always have this affinity. More on this in the Demon section...

Alignments and You

-----

You ask yourself, how does this alignment crap has to do with me? This "alignment crap" has to do with everything. In fact, what you do in the game influences your alignment. For example, if you kill nothing but monsters who are in the chaos alignment and go to the Mesia for health, you are more likely to be in the Law alignment. The monsters you have in your roster also comes into play. If you are in the chaos alignment and you plan to use Metatron, which is in the law alignment BTW, chances are, you are not going to use it because it conflicts with your current alignment. Heck, even your equipment also play a role in the alignment. Suppose you have a weapon that can literally destroy the game balance. However the weapon requires you to be in that particular alignment. There's a chance you might not use it because your alignment might be the opposite. See? What you do influences the people around you. You can sometimes see the effect by talking to certain people. The most important part of the alignment is the ending itself...

Endgame

-----

Before you freak out, this does NOT contain any endgame plot. Now that's out of the way, I wanted to say that the alignments influences the ending. Thanks Captain Obvious for the information. All of the sillyness aside, what you do is going to affect the outcome. Aside what I stated above, there's one more important factor that comes into play. There are moments in the game where you have to answer decisive questions. Whatever your answer is, it will have a drastic outcome. Your alignment will take a significant shift. You may sway to the opposite end or you may fall in even deeper in the current alignment your in; or maybe, it did not budge at all.

## Tips

-----

Now you made me panic a little. How can I tell what alignment I'm in? Easy, on the Jakyo Mansion, make two monsters: One in the law and the other in the chaos alignment. You should differentiate between the two by looking at the colors. If you can summon one but not the other, you are in that particular alignment. To clarify it a little, if are able to summfon a law monster but not a chaos monster, then you are in the Law alignment. If you able to summon both, you are in the neutral alignment.

=====

## IX. Demons (MT009)

=====

This section involves demons itself. Throughout the game, you'll meet various demons. For the most part, they come and go since monsters cannot level up. You have to be aware that their affinity also comes into play along with their alignment. There are nine possible combinations in the affinity. They are:

- Light/Law
- Light/Neutral
- Light/Chaos
- Neutral/Law
- Neutral/Neutral
- Neutral/Chaos
- Dark/Law
- Dark/Neutral
- Dark/Chaos

There are various monsters that follows a certain affinity in the 9 combinations. I want to look at the monsters that has the dark affinity. They are the only ones that carry Magnetites. If you plan to go for a particular alignment, refer to the Demon Analyze to see what type of monsters that carries the dark affinity.

## Demon Clans

-----

In this section, this will tell you which monster clan belong to a particular alignment group.

Light/Law	Light/Neutral	Light/Chaos
-----	-----	-----
- Shinrei	- Majin	- Hakaishin
- Daitenshi	- Megami	- Jiboshin
- Amatsukami	- Seijuu	- Kunitsukami
- Reichou	- Shinjuu	- Ryujinn
	- Seirei	
	- Shinshou	
Neutral/Law	Neutral/Neutral	Neutral/Chaos
-----	-----	-----
- Tenshi	- Yama	- Kijo
- Youchou	- Majuu	- Youki
- Messiah	- Yoma	- Datenshi
	- Chirei	- Gaian
	- Ryuuou	
	- Demonoid	
	- Yousei	

Dark/Law	Dark/Neutral	Dark/Chaos
-----	-----	-----
- Jashin	- Youjuu	- Maou
- Kyouchou	- Jaki	- Jarryuu
- Machine	- Shiki	- Yuuki
- Vaccine	- Youju	- Akuryou
		- Gedou
		- Virus

#### -----

#### Demon Negotiations (DE00A)

#### -----

One of the staples in Shin Megami Tensei games is negotiating with demons. They are a vital beings that'll aid you in your quest. You are able to recruit demons as soon as you get the comp from Steven. You ask yourself, why do I need to talk to demons? There are various ways of doing so using the talk command. For instance, you can recruit demons or use it as an alternative to escaping. Also, if you succeed, you may reward some items from the enemies.

#### Demon Recruiting

#### -----

How do you recruit demons? The minute you go in battle, you have an option to talk to them. When you use the talk command, you have two options: Friendly or Threatening. Choosing one of the two will have different reactions to certain demon. For instance, suppose you encounter Datenshi Eligor. He is the tough warrior type. By taking the friendly approach, Eligor may regard you as a weakling and goes to a battle stance. However, if you chose a different approach, he may react to it differently. From there, you may ask various questions such as, "Do you think you are tough" or "Do you think that I'm Beautiful?" Depending how you answer the question, you may arrive at the point that the demon is demanding to give items, Magnetites or even money to them. How you answer to them have a make or break effect. Either you got them in your party or you provoke them and force to fight. Be aware that you may comply to their demands and flee with the items you give. So, please take every demon negotiations with caution.

Like everything else in life, there are restrictions to demon recruiting. For instance, you cannot recruit anyone who has the Dark affinity regardless of alignment. The only way of getting Dark demons is by demon fusing. Speaking of alignment, if you lean too much on one alignment, you will not recruit demons from the opposite alignment. The only solution to this problem is to have your character with a neutral alignment. Another restriction is that your level is too low compared to the opposing demon. Also, full moon can agitate the demons rendering them in an angry stance before the battle. Last but not least, recruiting the same demon you have. You cannot get the same demon from your roster twice. Instead, the demon will give you money, items or even hurting your party before they depart.

#### -----

#### Fusions (DE00B)

#### -----

Another way of getting demons is by fusing. The only way to get demons with the dark affinity is by fusing. There are various ways to fuse such as 2 or 3 way demon fusion. By doing fusions, your newly formed monster may have inherit some of the moves from one of the monsters you fused. This is useful since the monsters you get come and go. The formula usually goes for two demon levels and divide it by 2.

For example, on a 2 way fusion, take a LV: 43 Ryujin Seiryu and a LV 50 Kijo Volvo and you'll get Onamuchi. That's because  $(43 + 50) / 2 = 47$ . The closest monster with the value is Onamuchi. On the other hand, if you have stronger monster say LV: 54 Ryujin Rahabh with LV 50 Kijo Volvo, you'll get Take-mina-kata. However, there's also a factor that you must defeat certain bosses to recruit them, other wise, you make the demon that is previous on the list.

### Special Fusions

-----  
There are certain monsters that requires certain types of monster. As a result, you'll ending with demons with abilites that is valuable later on in the game. There are also demons that needs to be defeated before they are fusable such as Hecate or Beelzebub.

### Weapon Fusions

-----  
Certain kinds of swords are fusable with another sword or another demon. In order to show this feature shown on the Jakyou manor, you need to have Renkin-ken on your item list. You can find those by fighting Turdaks. It's an item drop.

### Special Fusion Properties

-----  
There are certain kinds of demons that have certain properties that deviates from the rest of the demons. For example, if you fuse two monsters of the same race, you'll end up getting a Seirei. The Seirei clan are usually demons who possess elemental properties. They can be used as a medium for fusions.

Let's talk another type of race that possesses unique abilities. If you recruit anyone who is in the Gaian or Mesian clan, you noticed that there is a "?" on the fusion screen. The question mark signifies that any monsters you fuse, will have a random effect. This is especially true for a 3 way fusion, Since the fusion follows a certain formula. By adding a Gaian or Mesian in the mix, you might end up getting a powerful or even a feeble demon as a result. Also, if you do end up getting a powerful demon, it'll override the level cap. For example, to make Shiva, you need to have Rangda and Barong. Suppose your level does not meet the requirements with Shiva. By adding a Gaian or a Mesian as your 3rd monster to fuse, you'll have various monsters as a result. However, there's a good chance that you'll get Shiva as your result and it'll bypass the restrictive level cap. Although having a Mesian or a Gaian in your fusion can have a wild card effect, there's a good chance that you can have a really powerful demon in your party regardless of level.

### Gaians and Mesians

-----  
The Gaians and Mesians are not difficult to recruit irrespective of your alignment. You greatly increases your chances by choosing a Threatening tone when talking to them. Messians generally respond well to very agressive answers but Gaians usually get offended. If a Gaian asks you whether joining you amounts to betrayal respond with "won't betray". This will be the successful answer a majority of the time.

Whe fusing with Gaians/Mesians plus two demons, the result is not completely random. If you keep cancelling your fusions, you'll see some results are more common than others, usually demons of related families. It is very rare to get a very high level demon from two low level ones and a human. But the trick is to keep ranking up your demons and use them as recipes for future 2demon+1human fusions so you can get the best demons without the fusion level barrier. Say you want to fuse a Shiva for example, you'll have a really good chance of

getting one if Susano-0 is one of the three ingredients.

(Thanks Roto\_Arel for this statement)

## Inheritance

-----

This is the game that introduces demon inheritance to the later games. Anyways, you ask yourself, what does demon fusing has to do with inheritance? When you fuse demons, you sometimes have the demon that inherits the two parent's, skill like Seiryu getting Samarecarm from Keroberos. It's really important because skills that is useful to you can continue to carry on to another demon. One of the renowned demon clan that does demon inheritance a lot is the Seirei clan. If you fuse any of the seirei demon with another demon, 85% of the time is that the result demon will inherit at least 1 of the skill from the seirei clan. Like everything else in life, there are some restriction. Obviously, you cannot pass on a weapon attack like deathbound to a non-weapon wielder like Yamata-No-Orochi or Keroberos. Also, certain magic just cannot transfer to another demon like Divine Retribution. So, when you fuse, watch what skills the end result will bring.

=====

## X. Tips and Tricks (MT010)

=====

Like all the other games out there, here are some tricks of the trade for you to survive this game.

### 1) Always mark your location of importance

- Atlus implemented a marker for a reason. Since the game is basically all labyrinth maze, you have the ability to mark areas of importance. Chances are you may forget the exact location of a particular area. So, if there's a room that you think is important, mark it.

### 2) Buffering and Debuffering is your best friend

- There are buffering magics that enhances your stats such as Raku-Kaja, Suku-Kaja or Taru-Kaja. All of which can stack up during battle. You can rack up so much damage to your opponent. Also, if you happen to have a demon that have a magic that ends with -nda, use it. They can deteriorate their stats. Like the -kajas, the -ndas also stack up. These two types of magics can significantly aid you in battle. However, watch out for those who use De-kaja. They can dispel your enhancement.

### 3) Don't try to go overboard on the buffering...

Okay, WTF, man? You are contradicting yourself from the second tip! Don't jump to the conclusion just yet. It's true that buffering is literally the most useful tactic against bosses. However, since there's no limit of how much you cast it upon your party, the effects can backfire on you. For example, suppose you cast Taru-Kaja onto your party. You are making substantial damage. However, you feel like you want to do more damage. So, you cast it for the 6th time and BAM! Your effectiveness went down the drain. You are making damage that's in the SINGLE digit. Obviously, that's not good. So, the ideal limit for casting these types of magic is 4 times tops. If you have an uber powerful weapon, cast it twice maximum.

### 4) When in doubt, take a drink to take your mind off...

- I'm not saying about the fortune. I meant the ones at the bar. The bars can give you stat increase. It can benefit you in various ways. For example, you

can finally get the prize at the disco or even an extra push against a powerful boss. Be aware that the effects only last until the full moon. After that you are going back to your default stats with a happy status.

5) Struggling to find where you are in the alignment? Take the litmus test...

Make two monsters: One in the law and the other in the chaos alignment. You should differentiate between the two by looking at the colors. If you can summon one but not the other, you are in that particular alignment. More on the alignment section....

6) Tetrakarn and Makarakarn is a game breaker....

Not necessarily. To make a good use of this ability create a demon that has one of the two -Karns. Be sure the result of the demon has a very high SPD stat. That way, you may have a chance to outwit your opponent.

7) Divine Retribution is your lifesaver...

When you are at the halfway mark in the game, the Health points are going up the roof for the bosses. Divine Retribution acts like the "demi" of SMT. In other words, the magic attack can take a quarter off of the enemy's current HP. However, it does tend to backfire. Sometimes in order to make damage, your allies would have to eat up some of the potent attack. The good news is that any of the two alignment has Divine Retribution. Another restriction is that the attack is Alignment sensitive. It only works against the opposing alignment like Metatron's DR is effective against a Maou. You need to look at the boss' demon clan before you can attack.

So, how do you get it? The earliest demon that has this ability is Anubis. He is in level 41. BTW, I'm aware that Raguel is THE earliest for getting Divine Retribution. I don't know what is the actual combination. I got Raguel out of whim by using one of the Mesians on the three way fusion at the Jakyou manor.

You may find the attack sooner than you think. If you are level 36, you can Fuse a Yousei and a Datenshi to fuse Tenshi Power. Better yet, you can recruit him in the Center. That's only if you are over the halfway mark in the game. Nevertheless, this is the earliest demon you can get for this skill possible.

(Thanks Android\_Chaos for the analysis)

8) Status effects is more useful than you think...

You've probably play a lot of RPGs. There's only a certain number of times where you have to use the status effect magics. Most of the time, it is not effective as expected; especially to bosses. However, in Shin Megami Tensei 2, status effects is effective against bosses. But, you have a slightly fair chance to inflict them with status effect. To maximize your effectiveness on status effects, you got to have weapons that inflicts status effects such as Cat O' Nine Tails or Coil of Blessings. It's also a good idea to increase your speed stat to further the effectiveness. Then just keep hacking away with your weapon until the enemy gets inflicted by it. You can try to use regular status magic like Tentrafoo or Marin-Karin. But, the chances of successfully inflict them with status effect is slightly lower. So, don't count out status effect. They can turn the game around.

(Thanks Android\_Chaos for inspiring me for making another tip)

9) Don't count out Sword fusions just because it had some unfinished garbled

text....

Seriously, take a look at this once in a while. Okay, as you approach to the later bosses, you'll notice that the bosses have a noticeably high evasions. It can get really annoying if you constantly miss. When you do sword fusioning, you can get some of the powerful weapons without resorting going to the secret dungeon. Some of the weapons such as Bizen-Osefuno or Hinokagutsuchi have a remarkable accuracy. However, it does require patience as you try to find item drops from demons and even fusing certain demon to find the right combination.

=====  
XI. Walkthrough (MT011)  
=====

Warning: On the Walkthrough, I frequently interchange the compass directions and use the first person directions. You can tell that I'm using YOUR for making right or left turns. Also, all directions will always start from the entrance.

\*: Key Items

-----  
Day Before Tournament Finals (WT001)  
-----

As soon you start playing new game, you'll be awakened by Okamoto. After what Okamoto has to say, you are given an option of Save your game, Train or leave the building. In your current situation, you have to train yourself in the virtual battler. Once, you are inside the virtual room defeat enemies and level up at least once; otherwise, you won't progress to the storyline. Once you finished training, Okamoto will give you 200 macca. Once you get out the gym, head to your right and you'll come across in an isolated room. Once you are in the room, the guy will ask you someone is looking for you. Suddenly you are asked by the mysterious person to give him his name. If you choose not to name him, his default name will be Zain. At this point, you are free to look around the place. Unfortunately, you cannot buy anything from the shop at this point. As you look around, you are being called by a mysterious voice. You'll be asked to go to the room right next to you. The room you are in is the fortune teller. Since this is your first time here, she'll give your fortune for free. She'll ask you who is the person to look for. If you choose "no," she'll tell you to look for Hiroko. Right after you get out the room, there is one more thing you have to do before you set out.

Right next to the gym, there's a virtual room. Once you are in the room, you'll be asked which level you should play. Obviously, play the lowest level. Once you are in the virtual room, you'll come across a man on a wheelchair. Once you pursue his whereabouts, you'll meet him at the end of the maze. He tell you what's going to happen in Valhalla. From there, you'll receive the demon summoning program. After the event, you now have the ability to recruit demons. Anyways, head out of the building you are in.

You are now at the world map, head to the nearest building east of Okamoto's gym. You can recruit demons at this point; although you are only limited to Yousei High Pixie and Chirei Knocker. You are now in Haneda's gym. Talk to Haneda if you like. Regardless, you have access to their virtual battler. I know this is redundant, but you need to go inside the virtual battler once more. This is important because this is your ticket to next part of the game. Once you are inside the virtual battler, you are once again facing the mysterious old man. He'll ask you name this person. If you say "no", his default



name will be Gimmel. Once the event is over, you can resume your battle in the Virtual battler. Once you are done, you can now go back to Okamoto. At this point, you can rest up for the big day tomorrow.

-----  
The Main Event (WT002)  
-----

Treasures: Fritz Helm            Desert Eagle  
          Leggerslam            Bullets  
          Rivet Knuckles        Kaiser Armor  
          Slicer

After your rest, you'll be awakened by Okamoto. He'll tell you it's the big day today and you need to be at the coliseum. The Coliseum is north of Haneda's gym. Once you are in the Coliseum, you can go straight to the main event or take a small detour at the Hall of Fame in your left. Let's see if you can spot any easter eggs. Anyways, once you are in the ring, you'll be prompt into the dungeon full of monsters it's a fairly small maze. Look around the area and you'll find various equippable items. Also, it's also a good idea to talk to some of the enemies. Just hope you get a magic stone since you do not have access to the healing items. Once you are done, take the door at the very center of the maze. There, the mysterious man will ask you to ask your opponent's name. His default name is Daleth. Afterwards, you will fight your first boss, Senshi Red Bear.

BOSS: Senshi Red Bear (67 HP)  
-----

Red Bear could be a painful boss if you are not prepared. If you are fighting him alone, just hope you have at least 2-3 magic stones in your possession. Red Bear does frequent critical hits that'll easily cripple the main character. Keep attacking him and heal in between when your health is low. Just hope that Red Bear won't do critical hits on you. On the other hand, if you took advantage of the Devil Summoning Program Steven had given you, this battle is a piece of cake. If you have Chirei Knocker and Yusei High Pixie, they should satisfy the conditions to survive the battle. Let the main character attack while Chirei Knocker strengthen your attack power by using Taru-Kaja. For the High Pixie, use Zio/Zionga for back-up. Also, use Dia to heal your characters.

Congratulations, you are reigned as the new champion. Now, you and Okamoto has been promoted to a higher division. From there, you'll meet a mysterious lady. After what she has to say, she revealed that she is Hiroko. Afterwards, there is another guest. This person will ask you to meet with Madame at her mansion. Once you agreed to go to Madame, you are now have access to her mansion. Before you go to your destination, you are now allowed to buy stuff from the stores. You can go to the casino and play games there. Once you are done, go to the mansion is northeast from the terminal. You should see a huge building with coney looking trees. Once you are in Madame's Mansion, when the curtain rises, you'll be in that room again asking you to name this person. If you don't plan to name her, her default name is Beth. After that listen what madam has to say. Your objective this time is to head to Valhalla Slums to the west and pursue Hanada, the mysterious scientist. Not only that, Madame will send her trusty Demon, Majuu Keroberos. He'll join you on the pursuit. He's a viable demon since his stats pretty much surpasses yours early game. Unfortunately, he'll only there as a guest character. Now, head out and go after Hanada.

-----

Valhalla Slums (WT003)

-----  
Treasures: Ointment            \*Sleeping Doll  
            Luck Incense        \*Laughing Doll  
            480 MAG            \*Dancing Doll  
            224 Macca  
            \*Crying Doll

Once you are out of the mansion, head up to the elevator and cross the bridge. Once you are the end of the bridge, you have to look for the slums, it's hidden in the cluster of buildings. Hug the cluster of buildings if you cannot find it. Now you are inside, there's a few notable places to check out. The Jyakyō Mansions and the Gaian building. The Gaian building is the only place in Valhalla. So, if you plan to neutralize your alignment, this is the only place to do so. Just pay 1000 macca. Here's another area you have to keep in mind. Behind the Gaian building, there's a empty space. In that area, mark it. Why do you ask? This room behind the Gaian Cult is a room with great importance. Plus once you get to that point, this place is very easy to overlook. Trust me, you'll thank me later on. If you don't know what I'm trying to get across, use this map below.

Legend:

S: Starting Point  
P: Open Path  
#: Room  
J: Jakyō  
Ga: Garage  
G: Gaian  
X: Marking Spot

```
S P P P
P P P #
P # P J
P|P P GA
P|# P P P # # #|
P|  _ P P P P|
P|_|#|_ P _P|
P P P P P|_P|P|
# # # #|_ P P|P|
      |#|P|P P|
      |P P #|P|
      |G P|P|P|
      |X P|# P|
      |P P|P P|
      |# #|P #|
      |# P P P|
      |# P D P|
```

Okay, I'll admit, it is pretty vague. But you get the idea, right? Once you inside straight down. Once you go straight, Keroberos will help you a bit by indicating that there's a demon scent nearby. Head down the stairs. Go a little forward and you'll meet Hanada in the ritual room. He'll summon the monster from the abyss. However, the ritual has gone AWOL and you must fight Yoma Mercurius.

BOSS: Yoma Mercurius (162 HP)

-----

This boss is even easier than the previous boss since you have Keroberos and several monsters with you. Basically, he'll have makajama to keep you disorientated. He occasionally assaults multiple targets a couple of times. Also, he'll attack you with Zan, a force elemental attack. Just assault him with your attacks. If someone dies, use Kerbero's Samarecarn to revive them.

Once you defeat Mercurius, and see the event unfold, you'll receive four dolls. Report back to Madame. Once that is done, another character comes in. This mysterious guy will appear once more and you need to rename this girl. If you decided to not name her, her default name is Beth. Anyways, Zain will come in asking you that you have to go to the Center.

-----  
Holytown (WT004)  
-----

After the event, you are in the control room with the Bishop. He informs you that Holytown is overrun by King Frost and Basilisk. Stop them from continuing their havoc in the town. Once that's over, Hiroko will leave your party for a peculiar reason. Since she is gone, Beth will take over Hiroko's role for a while. She's definitely a counterpart of Hiroko but with better stats. After that scene the password to grant access to Holytown is "0352". From there, you are free to move anywhere in the Center. You can go to the virtuals once more and you receive the ability "Devil Analyze." It's basically a demon compendium for the monsters you defeated.

Underground Building Via Holytown  
-----

Treasures: Kintan  
          Maha-Agi Stone  
          Ointment

Before you set out your journey, go to Valhalla and buy Dis-Poison. You are going to need it. Or keep knocker in your party since he has Posumudi. Anyways, once you are out of the building, head northwest. There you'll see a small building. Once you are inside, you could look around a bit. If you managed to find two Mesian guards, they'll allow you to proceed forward. So, as you proceed forward, you stumble into a lock door. Press "0352" to open up the door. From there, you are now in Holytown.

Once you are in the world map, the area is frozen solid. If you go to the building further north from the elevator building, you noticed that the entrance is frozen solid. You cannot go there for now. Instead, head back down and take the elevator. Be cautious that for every small barrier gap you go to, you'll encounter the Basilisk. He'll get startled and he'll flee. Occasionally he'll do Poison Breath to give your party poison Aliment. I suggest that you have to bear the pain for now. Have Beth or a demon such as Azumi to cast Media to sustain health. Don't use Posumudi or De-Poison just yet. Chances are, you might get the poison ailment again when you encounter the Basilisk. By now, you are aware that for every small gap, it's a encounter with Basilisk. After 2-4 encounters, the Basilisk will hold firm and is about to fight you.

BOSS: Jaryuu Basilisk (174 HP)  
-----

Yikes, this boss can be a pain in the ass if you are worn out from the poison. Anyways, he frequently does Poison Breath and occasionally does Stone Gaze

to stone one of your characters. He also throws in Bufula to freeze some of your characters. By then, you should have a demon that uses Media. Also, it's also great if one of your demons have Media. Azumi should have Media. Just fuse Ihika and Sudama to make Azumi. It's also ideal to use someone to have a buffering skills. Use anyone that has Raku-Kaja or Taru-Kaja to enhance their Defense or Strength a bit. If you still have knocker or anyone that has Posumudi, use that to remove the poison. Other than that, you should survive the battle.

Now you defeated Basilisk, you can proceed to your destination. Finding King Frost is fairly hard considering that the place is huge with no treasure boxes in sight on the 1st floor. So, I'm going to save you some time and MAG following these steps. Once you are inside the Grand Church immediately go to the first door you see on your left. Then head straight and turn east. From there go all the way up (North) until you hit the wall. Head west and take 3 steps forward. From there turn to your left and you see the door ahead of you. Inside you'll find your next opponent.

Boss: Maou King Frost (220 HP)

-----  
King Frost can really punish you with the ice magics he uses. He uses Bufu and Maha-Bufula to freeze you and your allies. If your characters aren't fast enough and King Frost got you with those two magics, he will make your characters forfeit their turn. If you have Azumi, please make great use of the Water wall ability in the Extra command. It nullifies any ice based attacks. Like the previous boss, Basilisk, make use of the buffering stat magics and cripple your foes. Also, be warned that he does Dekaja to dispel your buffering magic. He does ice breath frequently to freeze your allies.

Now, you've beaten the two bosses, the frost has subsided and Holytown is back to normal. But before you leave, there is one more floor to look at. Just backtrack 2 steps north and make a right and turn at the corner. Now take five paces south and turn right. Head to the series of doors and you should have access to the second floor. Just look around a bit. Head to your right and make a left. Then enter the door all the way until you hit the wall. Then turn to your left and go two paces down. Make a right and grab the two treasures down there. Take a good look at the person who has the Decapitated head at his possession. He'll not give it to you. Even so, please mark that room for future reference. As you look around, there's someone blocking the stairs to the 3rd floor. That means you ends your exploration at the Grand Church for now. Now, the building that was once frozen is now accessible. However, there's nobody there, with the exception of the Jakyou Manor, to run the shop. Also, you can't use the terminal to go back to the Center. Head back to the underground path and report the Bishop about your quest.

-----  
Factory (WT005)  
-----

Underground Path Via Factory

-----  
Treasures: 736 Macca  
          1040 MAG  
          Magic Box  
          Metal Card

The soldier informs you and the Bishop that the the monsters in the factory is disrupting the flow of food productions. The bishop will now give the password

for entering the factory. The password is "6191." Head out of the Center and head to the Southwest building. Once you enter the underground building, take a look around if you like. But once you get to the Mesian Guards, you are allowed to in. Then, you are the door asking you for the password. Input the code: "6191." Now, you are in the factory. In the factory area, there's lots of places to go to. If you head far east, there is the store facilities as well as the Terminal/Mesia building next door. Also, there's the watch tower north of the underground building. However, you can't go there right now. Then if go further northwest from the watch tower, there's the guy who runs the codebreaker.

Now, you got the gist of the area, let's head to our destination. From the underground building, head west to an area that is barbed with fences. Talk to the lady that is controlling the area and fight a group of Deminandis. It's very easy demon to begin with. You don't have to use your buffering magics to begin with. Just as long you have a full control with the Deminandi you should survive the battle with ease. Now that's out of the way, you'll head to your next destination. After you defeated the Deminandi, head south to the mining building.

#### Mining Building

-----

Treasures: Sapphire

All the rest are traps

Now, you are on the mining building on the 1st floor. Head dead west to go down the stairs. From there turn to your left and head to the door in front of you. On the compass directions on the map head south or turn to your right and go straight. From there, you'll be in a shroud of fog surrounding you. Be careful, you'll encounter unusual enemies. Anyways, once you are in the dense fog, turn to your right and go straight until you hit the wall. From there, you are out of the 1st floor building.

Now, we are on the basement floor 1 in the next area. Turn to your left and go straight forwrd. Then turn to your right and go 3 paces forward and the door on your right. Once again, you are in the dense fog. Once, the door closes behind you, slowly go two paces forward and turn to your right. Then go south and head to the exit. When you are out of the world map, there's a path that is stretching out east. When you get there, the door is guarded by the Mesian Guards. Obviously, you cannot go in. Anyways, we'll continue to our destination. Head over to the white building and head to the second basement floor of the mining area.

The minute you are inside the area, turn to your right until you see the door on your left. You are going to be in the fog once again. Follow the directional map: 1 step to the north, turn to your left, one step forward, turn to your right, 1 step forward and head to the door. Go straight until you see the door ahead of you. Go straight until you see the stairs. Head to the first door you see in your right. If you just go straight, you'll come across a room with the magic box. You can only open it during the full moon; otherwise, you'll get nothing. Anyways, if you opened it during the full moon, you'll get a gem. From the magic treasure room, turn to your left and go forward until you hit the wall. From there, if you turn in your left, be prepared for another boss battle.

Boss: Datenshi Betelguese (306 HP)

-----

Yes, if you say his name out loud, it sounds a lot like Bettlejuice. All puns aside, Betelguese is a fairly easy boss. He often does attack that'll hit multiple targets. He sometimes throw in Zionga to stun your allies. He'll

occasionally does dancing to happiness to get your allies in a cheerful mood. Because of this, your allies will forfeit their turn. Just do the usual stat buffering and use your attacks to beat him.

You saved the factory and everything is all well again. But before you leave, set the marker where you fought Betelgeuse. There's a worker that is working in that area. Later on, he'll bring out a special item that'll be very important, plot-wise. Now that's out of the way, now you can run back to the center and tell the Bishop your actions. Now, Zain will ask you head to a colony called the Arcadia.

-----  
Arcadia (WT006)  
-----

Underground Building Via Arcadia  
-----

Treasures: 16 MAG x2  
          Trap box

Zain will tell you the password for entering Arcadia. The password is, "9103." Now, you are outside of the Center, head Southeast to another underground building. Like the other underground buildings, there's not a lot places worth looking at other than a few treasures here and there. There's Mesian guards that's allowing you to enter the locked door. Once you are at the door, input the password, "9103". The door will open and lo and behold you are in the world- wait. This time you are going to enter the terminal. Enter the terminal and you are going to be sent to a different area. Unlike the Millenium, Arcadia is a prototype colony to the ideal Thousand year kingdom. Once you are out, there's a lot of verdant tree cones with blue tiles. A nice break from a lot of gray asphalt.

Other than a nice view and no random encounters, there's really not much places worth going to. There's a Mesia terminal north of the underground building you are in. You can look at all the houses if you like. Every house will have the same layout and have similar sayings. So, we'll quickly get to the point. To get to Gimmel, hug to the trees north of the Mesia building. Go slightly to the left and an hidden path should be revealed. Follow the path and it'll lead to Gimmel. Once you are inside and hear what Gimmel has to say, go back to the Center. Now you are in the center, you noticed that your encounter meter has suddenly turned orange indicating that there's something wrong. Head up to the 21st floor and meet up with the Bishop. He informs you that the Center is overrun with Demons and the False Messiah had appeared in Valhalla.

-----  
Back to the Coliseum (WT007)  
-----

Now you got the word of the whereabouts of Dareth, head to the terminal and teleport to Valhalla. In case for some people that did not went back to Valhalla after you were first sent to the Center, go Northeast and there's an underground building that leads to Valhalla. Anyways, once you are at Valhalla you can immediately go to the coliseum. He's at the same exact place where you fought Red Bear. From the entrance, go straight to the door. From there, just go to the room at the middle of the labyrinth. There, you'll fight the False

Messiah.

BOSS: Senshi Dareth (222 HP)

-----  
Yikes, this boss is a brute. His normal attack is already damaging as it is. When he swings his sword, it can lead to some nasty damage to numerous allies. This battle is somewhat of a long one; three bouts total to be exact. You can try to refrain using your buff/debuff tactics. It doesn't take a lot of hits to knock him off. When the second bout is about to begin, he's going to do the same tactics. Do the same tactics like you did last time, he should be fall again once more. From there, Dareth will talk a little and unleash his full power on Aleph, it's gonna be a big damage. However, the damage will only lead to critical condition. He'll do another attack leaving Beth to protect Aleph. You'll see the drama unfold when Beth did the ultimate sacrifice. Because of her actions, she'll be incapacitated for the rest of the battle. Seriously, she is off the radar in battle. The final bout is about to start. His attacks is becoming more menacing by the minute. From there, you can give him no mercy and use the buffer/debuffer tactics and use your strongest attack.

\*\*\*\*\*

\*\*\*Decisive Event\*\*\*

\*\*\*\*\*

Once you defeat Dareth, you'll have an option to kill off the false messiah. If you spare him, Beth will thank you for sparing his life. On the other hand, if you chose no on all the statements, stop you and stating stuff about saving Dareth. Even though, you will spare Dareth's life in both decisions, there's a shift to your alignment. If you chose yes first hand, you are going to the Law alignment. If you choose no and spared him on the other statement, you are more likely to stay neutral. If you want to kill him but feel disapointed due to the forced plot progression, you are more likely to shift into chaos. After-wards, Beth will no longer be in your party and Aleph must continue the quest alone.

Once that's over, a child will come to you and gives you the note. The note tells you that meet a peculiar person named Mekata wants to tell you the truth about his origins and the Millienium itself. He's located in the room behind the Gaian facility. I hope you took my advice of marking the room behind the Gaian Cult room. If not, there's a map in the earlier segment of this FAQ. Let's head to the Valhalla Slums once more.

-----  
Prison Break (WT008)  
-----

Alright, I assume that you found the room, right? Anyways, when you go to the room, Mekata will show up. He's going to tell you about your origins. However, one more person needs to know this. Mekata asks you to find Hiroko. But, you learned that Hiroko is locked up in theb Factory prisons. So, he'll tell you another location of getting pass the prison walls. Head back to the under-ground building via Valhalla and head west where the guy blocks your way.

Underground building Via Valhalla

-----  
Treasures: De-Stone  
          Amethyst  
          \*Mars Pillar

Once you go there and met the guy, he'll give you three sets of passwords: "1213" "1834" "9192". He does not know which of the doors that contain those passwords. It's up to you to figure it out. Anyways, head down and grab the treasure at the right side of the elevator. It contains De-Stone. Head down the elevator. At the end of the path, guess who is in your way?

Boss: Senshi Dareth (400 HP)

-----  
Yes, it's HIM again. After the fight in the Coliseum, his patterns should remain the same. He swings his sword for massive damage to some of your allies. Like last time, he occasionally recovers himself with Diarama. His only new move when he unleashes a shockwave to damage all your allies; otherwise the patterns is the same thing. Just do your usual tactics to knock him down.

Once you beat him, he'll stumble and drop the Mars Pillar. It's a key item, so nothing to worry about it for now. vOnce you are out. You are in a different part of the Underworld. As you go to your destination, there's a shrine right next to your destination. It's a small detour. When you go inside, there's a Demon named Kotoshironushi. He's petrified. So, Aleph will use the item, De-stone to cure his petrification. He'll thank you. Even though he gives you nothing, your generosity will come a long way later on in this game. So, be aware about that shrine for now.

Underworld (Factory Prison)

-----  
Treasures: Onyx                      Power Incense  
              1600 Macca                Speed Incense  
              Intelligent Incense  
              Stamina Incense

Obviously, it doesn't look like a concentration camp. But that's how some people, particually Mekata describes it. Anyways, if you go to the path in front of you, you'll stumble the first cryptic door. Input the code, "9192" on the first door. After that, if you go on your left, there's a garage, catering those who are in the LAW alignment. If you go further down the path, there's a Gaia facility. Its placement is very convenient in my opinion. Beyond the Gaian facility, to your right, there's another door that asks you to input the password. The password f for this door is "1213." Beyond this door, there's two ways of tackling this area. One, go off the beaten path to find someone in the huge labyrinth and recieve great rewards? Two, just resume the path you are in and leave the area without a scratch? If you look at this, you automatically think that it's ideal to go for the first option. That's actually recommended. Rather than taking the short route, find a child that is lurking in the large labryinth. Although it is exceptionally hard, you'll find the benefits rewarding later on in the game. If you choose not to, then you'll just going to tackle the task normally with no beneficial rewards. Okay, let's dissect this into two parts starting with the short route.

Short route

-----  
Facing South, turn to your left and go down to the corridor. There you should see a door. This is the last of the locked door. Input the remaining password, "1834." After you go through that door, you should still be facing south. So, turn to your right and go through the corfner. After the corner, immediately turn to your left and go through that door. There, you'll fight the guardian of the area.

Boss: Yama Janus (307 HP)

-----  
This boss is a magic orientated person. He'll actually try to deteriorate your



strength using Tarunda. If that's not enough, he'll use Raku-Kaja to reinforce his defense. To add injuries to insult, he'll occasionally cast Tertrakarn or Makarakarn. Tertrakarn protects Janus from all physical attacks for one turn and Makarakarn protects all magic attacks in one turn. He'll also use Sibabu or Makajama to inflict status effects on your allies. You can counter that by using your buff/debuff tactics. If one of your monsters have De-Kaja, use that to dispel his -kaja spells. Do not use physical or magic attacks if he casts one of the -karn magics. Once you understand his tactics, you should survive the battle.

Once you beat Janus, head forward to the elevator. There's an exit in front of you. There, you'll hear the unique world map music indicating that you are in the Factory. The path is hidden. So, head east and hug the walls there, it should indicate the prison itself. From there, proceed the prison as usual.

#### Long Route (Reccomended)

-----  
Alright, this is going to be a long one. Well, if you plan just to go to the path directly, try not to go crazy on roatating the camera. You'll get lost of where you are going. Also, I'll go step by step. If you are really hellbent of going to your destination without getting lost, take this very slowly. Also, use the directional compass you see in the corner to see where you are facing. Oh yes, one more important thing, I hope you have at least one open slot. You are going to need it. Now, that's out of the way, let's get started.

Once you opened the second locked door, you should be facing south. From there go straight until you hit the wall. Then turn to your right and go forward. Head to the door you see on the left side. After you go through that door, you should be facing South. Now, go straight until you hit the wall. Facing West, take two steps forward and make a right. Ignore the door in front of you. You should be facing north at this point. Go straight forward until you go to the door at the end of the path. Don't go to the door before that.

Once you pass the door at the end of the path, you should be facing north. Facing north, make a turn on your left. Facing West, turn left the corner and go straight forward. As you make a right, there's a door before you. However, it's locked. If you enter that door shift the camera to the right so you should be facing west. From there, turn right at the corner and go straight forward. Keep going straight until you make a left turn at the corner. Facing west, you should see the door on the right side. Go to that door.

Once you pass that door, you should be facing north. Keep going forward until you see a door at the RIGHT side of the wall. Facing East, turn to your right and go all the way down until you hit the wall. Go to the door on your left. Shift your camera to the left so you should be facing North. Go straight until you see the door at the LEFT side. Disregard the room in front of you. Facing west, turn to your right and make a left turn at the corner and go straight. Do that until your camera faces south. Facing south, go forward until you hit a "T" intersection.

Shift the camera to the left so you are facing west. Facing west go straight and make a left turn at that corner. Facing South go forward until you go through that door. Still facing south, immediately make a sharp left turn. At this point you should be facing east and go forward. You should hit a door at this point. Facing west, turn to your left and go down until you hit the wall. Then go to the door on your left. At this point, the path becomes very linear. Go through a series of doors and turn left at the corner. Keep going forward until you see the door at the LEFT side. From there, there should be a series of doors leading you to Nadja.

At the end of the labyrinth, there's a child name Nadja. She'll ask you to join your party. Obviously, say yes. I really hope you have one open slot in your party. If you do, she'll join your party. From there, she'll ask you if you want to go to the prison room. If you say yes, she'll warp you to the locked room. There, she'll open the door and you'll have access to the prison. Head up to the elevator.

#### Factory Prison

-----  
Okay, at this point, this is the place where two paths will merge. If you went to the short route go up a few rooms and head to the stairs. If you went to the long route, just go two steps forward and turn right at the corner. Regardless of what path you take, you'll fight...

#### BOSS: Senshi Zain (360 HP)

-----  
Zain is such a pansy. He's really not much of a threat if you have a full balanced party. The biggest threat is pretty much he flew at the target causing big damage to a single ally or does normal attack to multiple target. That's about it. Just do your usual buff/debuffering tactics. If you have Nadja, you can use her as her main healer since she has Mediarama. Other than that, you should beat this boss with ease.

Once you hear what Zain has to say. You can go to Hiroko's cell. It seems that Hiroko refuses to leave her cell. You can force her to get out of the cell. If you have Nadja, she'll make a couple of remarking comments. After that, she'll merge with Hiroko, giving her +1 to all of her stats. Yay for increase parameters. If you didn't go for it, then Hiroko is still brainwashed. You have to head out of the elevator and head all the way back to Valhalla. There, she'll come to her senses. If you went for the short route, you cannot get the increase parameters.

#### ----- Back to Holytown (WT009)

Treasures: \*Mercury Pillar

So, you are back to the underground path. As you were about to go to Valhalla, Zain appears in front of you. He is disheartened by the situation. Valhalla no longer exists. After what he has to say, go through that door. It's a big void now. As you head back thinking what's next, Keroberos appears. After you hear his situation, he'll permanently join your party regardless of level. He's a vital part of the team since he has Samarecarm. So you save tons of Macca in the long run. Anyways, head to the other exit that leads to the Center. This time, the entrance to the Center is completely shut off. At this point you can look around aimlessly looking for vague clues. But, we'll go straight to the point. Let's go to Holytown.

#### Grand Church pt 2

-----  
Treasure: Intelligent Incense  
          Magic Incense  
          Emerald

Once you are in Holytown, the inhabitants there is finally restored. So, you can look around the shops if you like. At this point, you can go to junks. If you buy anything in his shop, he'll give you the Mercury pillar as your reward. They'll come into play later on. After that, head to the TV and hear

what the Center has to say about Zain. Now's a good time to go to the Great Church. As you go down, you see Zain trying to rally the crowd. Listen to what he has to say. After that, continue your destination. Once, you are at the Great Church, you noticed that the ice is completely gone. Also, if you look well enough at the first floor, you'll find a Mesian Pastor. He'll ask you to donate some money for the Church. If you donate, it's going to cause some shift to your alignment. It's a good way if you plan to maintain neutrality. At this point, head to the area that was once blocked by the Stalkers. Once, you pass at this part, guess whose in the way?

-----  
BOSS: Senshi Dareth (580 HP)  
-----

It's him again. Man, he's like a leech. This time, he has some new tricks on his sleeve. Not only he hits harder, he'll have De-Kaja to dispel your buffer magics. Also, he has Zanma to damage you. To make it worse, he's immune to gun and bite attacks. He's a bit tricky this time. You can proceed your usual tactics with caution. If you have Keroberos with you, make use of Samarecarm if one of your allies die. Other than that, you should win this battle with a few scratches.

Once you beat him, He'll run away once more. Anyways head down the elevator. From there, there's another elevator. Head down the elevator through the 60th floor. From there, you'll find yourself in the Underworld.

-----  
Shinjuku (WT010)  
-----

Alright, let's lay out the map for a There's a building east of the area. Please take note of that area for now. Our next destination is the building southwest of our current position.

Shinjuku  
-----

Treasures: Turquoise  
          Aquamarine  
          Soul Incense  
          Metal Card  
          Luck Incense

Facing north, head to your right and make a left at that corner. Go straight until you see our favorite enemy. This time, he decides not to fight you. Instead, he has a trick on his sleeves. See how it unfolds. This event causes Hiroko leaving your party. Now, you are once again all on your own. The first thing to do is to find Anoon. She can be found at the drug store right next to Gaia facility. She'll tell you cure Hiroko's spell, you'll need the infidelity sap. Only Oberon knows about it.

Heading out of the drug store, head straight and turn right at the corner. Go straight and ignore all the doors. Then turn right at the T-intersection. From there, turn left and go 4 steps forward. Make a left and go through that door. Oberon's room should be at the first door you see on your left. Listen of what Oberon has to say. You learned that Puck has it and is in the East lot above Shinjuku. Well, let's backtrack all the way to the exit at the top floor.

-----  
Puck (WT011)

-----  
Treasures: Trap x2  
          Speed Incense  
          Magic Incense  
          Strength Incense  
          \* Infidelity Sap

From Shinjuku, go east and you should see a small building right by the underground exit. Okay, I advise you to return back all summoned demons to your stock. Even though there's no encounter, Puck can give nasty status effects; from sleep to stun, you do not want to afford your demons to have those kinds of status effects. Not only that, the rooms have various traps. From pitfalls to strange warped rooms. Every time you encounter Puck, refuse his begging quote. He'll give you status effects or big damage and he'll run away. After the first encounter, turn right. DO NOT GO TO THE DOOR IN FRONT OF YOU. It's a trap. Instead turn right. Go straight until you hit a teleporter. This one, will lead to the right area. Head to the ones in front of you until you find the stairs on your left side.

On the second floor, go straight down and make a left after the door. From there, go straight through the series of doors and shift your camera to your left. Go through the doors once again and head to the door on your right. Go straight and go to the second door at the end of the path. Disregard the first door since it leads to a pitfall. Head up to the stairs. Once you get on the 3rd floor, it's very straight forward. Ignore all the doors you see on the sides and go forward all the way. It should lead to a dead end with Puck on the walls.

\*\*\*\*\*  
\*\*\*Decisive Event\*\*\*  
\*\*\*\*\*

You cornered Puck. He'll make a proposal. Pay him 10000 macca and he'll give you the infidelity sap. If you refuse, he'll give it to you. If you refuse again, he'll pay you 10000 macca. If that doesn't satisfy you, he'll run away and you'll receive the infidelity sap. If you go for the first two options, it's going to shift to the LAW alignment. If you chose one of the last two options you'll sway to the CHAOS alignment. If you plan to do so, go for the money. A little extra money doesn't hurt, right? That should be the end of it. Return back to Shinjuku and present this to Oberon.

Pay 10000-----Donate it to you-----pay YOU 10000-----Scare him  
LAW                          Neutral  Chaos

Oberon is pleased to have you recover the sap. Now, from Oberon's room, turn to your left and go to the door on the far distance. Go straight until you see Anoon in front. Watch how this event unfold. By now, Hiroko is back in your party. Continue forward until you see the exit. Let's go deeper to the Underworld.

-----  
Akasaka/Roppongi (WT012)  
-----

From the exit of the former Shinjuku, There's a small shrine northwest. Also, there's a shrine far east. Both of those are closed off. The only one open is the a small building south of our current position is called Asakasa. Oh, beyond Akasaka, there's a big hole. You should check that out.

\*\*\*Sidequest\*\*\*

Treasure: \*Saturn Pillar

You checked out the big hole. The dwarf will ask you to dig. If you decided to dig, you are going to see "... " for quite a while. Take great use of the fast-forward button on the emulator. Once that's over, the guy will reward you the Saturn pillar.

Akasaka

-----

Treasures: Garnet  
Luck Incense

In front of you is a cluster of stores. From weapons to Jakyou manor. Okay, after you explored the market a bit, head to the door east of the marketplace. Once you pass that door, immediately turn to your right and head to the elevator on your left. But, before that, there is one notable place to check out. From the door east of the stores, go 3 steps forward and shift your position so you are facing the door in front of you. Go forward until you see the door on your right. Ignoring all the doors, go forward until you see the door at the end of the path. There, you see a couple of dwarves working. Although they are busy, take note of the area. It's going to be an important place later on.

Okay, let's head back to our destination. Let's assume that you made it back to the elevator. Anyways, the elevator will lead all the way down to the B4 floor. On B4, there's a lot of one way doors, so it's easy to get lost. So, we'll get straight to the point and find the exit. To find the exit, turn to your left so the directional compass faces west. Then make a left turn. Go forward until you find the exit. Now, we are in the world map, let's analyze the area. There's a bunch of pillars, forming a circle. That's for the pillars we are collecting. You can put them on the altar if you like. There's a couple of shrines from the extreme ends of the area. Also, there's a sealed cave right by the shrine. Last, there's our destination, Roppongi.

Roppongi

-----

Treasures: Ruby  
Pearl  
Luck Incense  
Intelligence Incense  
Stamina Incense

There's the virtuals, you can go to the virtual to meet Steven. He'll give you the ability to have up to 9 monsters in stock. Yay, this is an important feat. Facing west, head to the door ahead of you. After you go through the door, turn immediately to your right. From there go straight. Facing North, you should see a forked path splitting into two. Take the route on your left and proceed forward until you hit the wall. After the door, face east and go to the door and go down the elevator. B1 has some treasures. The important part is on B2. Oh yes, you know that small room in front of you? Go there. Although it sounds irrelevant, this place is very important for a particular item. It's best to make a mark. B2 is literally a department store. There's all your essentials and a casino. You can win to get the really powerful weapons. Also, there's Rag's Jewelry. Instead of money, you can exchange gems for items or monsters. Once you are done with your shopping, head to the southeast elevator. This elevator will lead you to a different part of Roppongi.

B1 is mainly a few treasures lying around. Head to the first floor. From there immediately make a right turn. Facing North, go straight until you hit a wall. Then proceed to the door on your left. Facing west, face to the right side and head to the door you see on your right. There you'll find Hiruko. After he tells you about Masakado, accept his offering. After that, head out to the world map.

-----  
Reviving Masakado (WT013)  
-----

This section is going to be a very long one. There's 6 body parts to retrieve. In this section, I'll divide it by parts. Oh, yes. There are some requirements. Have at least one slot open for your demon stock. You are going to hate yourself if you have a full stock. Most of the dungeons are very long. So be aware of that. Also, you can go to whatever shrine you want. Mine is based on distance. So, have fun gathering body parts.

Left Arm  
-----

Okay, let's tackle the nearest shrine. There's a small shrine west of Roppongi let's go there. This shrine is a straight forward boss battle. So, have your strongest demons in the frontlines immediately. Enter the shrine and you'll fight...

BOSS: Kunitsukami Saturahiko (1200 HP) O\_o  
-----

Damn, a sudden jump in difficulty. This boss not only hits hard, he can really devastate the battlefield if you are not prepared. My advice is to get weapons and armors from the casino. This will significantly soften the enemy attacks. Buffering magics won't do you much since he loves to spam on De-Kaja. He has Hanma and Maha-Agion to do nasty damage to opponents. He sometimes recover himself with Diarama. He'll sometimes rest up only to heal his HP slightly. Do all of your strongest attacks against him. He's a tank. Have Keroberos use Samarecarm to revive your allies. You should survive the battle. Once you beat Saturahiko, he'll give you Masakado's Left Arm.

\*Alternate Strategy\*

There's a fair chance that Saturahiko can be inflicted with Silence. If you have Makajama with any of your demon allies, use it. If Hiroko is in Level 26, she can learn Makajama. If you manage to succeed, he cannot recover himself or use the Dekaja magic. This can make a huge for difference for those who are underleveled. (Credit goes to Android\_Chaos)

Left Leg  
-----

Treasures: None

The next shrine is fairly far; yet it's still in the Roppongi area. From Saturahiko's shrine, head southeast. You should see a small shrine and a small sealed cave right next to it.

Facing east, turn to your right. Go forward until you see the door. Once you go forward, there are three doors in front of you. If you chose the wrong door you are forced to go back at the beginning. Looking at the first set of doors, head to the door on your left. From there, you'll see another set of doors. Take the door furthest from you. Face the camera so you are facing the three

doors. Once again, go to the door on your left. Facing East, head to the door furthest from you. Once you enter the door, go straight to the door in front of you.

Go forward until you go to the door ahead of you. Facing South, go to the path on your left. Facing East, turn to your left. Now, go straight until you hit the wall. Once you pass the corner, go straight until you hit a wall. Ignore all the doors you see. It leads right back to the beginning of the dungeon. From there, go to the door you see in front of you. You'll rescue Sukunahikona I hope you have at least one open slot. Once she joins you, head out and take the nearest door and exit from there. You'll receive Masakado's Left-Leg. This concludes the Roppongi area. The next set of shrines is in the Akasaka area.

#### Right Leg

-----

Treasures: Balloon Shield  
Strength Incense  
Trap  
Magic Incense

Exiting from Akasaka, there's a shrine east of the big hole. You really need to be careful on this one. There are invisible walls that can lock you out if you aren't careful. Head to the first flight of stairs you see on your left. Facing west, turn to your left and go 3 steps forward and make a right. You should see the stairs. When you get on the third floor, please go straight forward until you see the stairs in front of you. At this point, try not to stray off the path too much.

Follow the next part carefully. Facing west, turn to your left. Shift your camera to the east and take TWO steps forward. On this part it's okay to cross the boundary. Take the stairs on your left. On the next floor, take 2 steps forward and take the stairs on your right. After you go to the stairs, turn to your right and go forward. Then turn left at that corner and proceed to the door in front of you.

If you look at the map, you are actually grazing the invisible wall. Do not proceed to the right, leaving you locked in that area. So, face south so you can see the door ahead of you. Go one step forward and shift the camera so that you are facing north. Go straight forward. It's okay to pass the boundary on this one. Then head to the door on your left. You are grazing the wall once again. Face east and go forward. Then head to the door on your left. Go straight until you see the stairs in the front.

Facing east, turn to your left. Then after the left corner, go all the way down until you hit the wall. Go one step forward and head to the stairs on your left. At this point you are free to look around until you found Oyatsumi. I hope you have at least one slot open; especially for this kind of dungeon. Once he joins you, you are free to get out and you'll receive Masakado's right leg.

#### Right Arm

-----

Treasures: Bell of Scrying x2      Luck Incense  
Trap  
Intelligence Incense  
Speed Incense  
Power Incense

Let's head to the shrine northwest of Shinjuku's underground exit. In this sh-

-rine, I advise not to have any demon in your party. The floors are automated. In other words, the floors will force you to move in a certain area, causing you MAG to deplete like crazy. Once you are inside, go one step forward. This should lead to the treasure that gives you damage. Shift your camera again so that you are facing North. Go forward and it should lead you to the treasure that contains the Bell of Scrying. Face North again and it should lead you to the treasure intelligence incense. Face East and you'll come to the room that contains the Speed incense. Face south and it leads you to the next floor.

The next floor contains a few traps plunging you down to the previous floor. Shift the camera so you are facing South. It should lead you to the room that contains Power incense. After you get the treasure go one step forward. BTW, you should still be facing south. The next room you are in contains Luck incense. You should still be facing north. Go through that door and it should lead to the non-moving floor. Take the door you see in your right to proceed to the next floor.

On the 3rd floor, turn to your left and go one step forward. It should lead to a room with an indicating sound. Now face north to fight a boss. On this boss if you suddenly went in without preparing you can choose yes to leave the room to prepare yourself. Once you are ready, get ready to fight....

BOSS: Datenshi Baphomet (760 HP)

-----  
He's a fairly easy boss compared to Saturahiko. He does this special attack and he gives you damage to certain demons. He does De-kaja and marin-karin to throw you off balance. Other than that, it's an easy boss. Use your strongest attacks on this one and he should fall very easily.

After you beat Baphomet, Onamuchi appears and he'll give you Masakado's right arm. Exit to the area and the shrine dungeons are officially over.

Head and Torso

-----  
Now, the last two are outside the boundaries of the Roppongi area. For finding the head, head all the way back to the Great Church or better yet, warp back to Shinjuku and use the exit of the great church. You know the one with the B60 floor all the way to the 1st floor. Anyways, head up to the series of the elevators in the Great Church and find the Stalker there.

\*\*\*\*\*

\*\*\*Decisive Event\*\*\*

\*\*\*\*\*

Okay, the stalker will make several proposals to give you the dismembered head. One, give him 20000 macca for the head. If you refuse, you have an option to haggle for 10000 macca. If that doesn't satisfy you, you can mug him for free. This event is straight forward, if you choose to pay all 20000 macca, you are going to shift to LAW. If you mug him, chaos for you. Pay the discount price, you'll be in the neutral alignment. Choose what's right for you.

20000	-----	10000	-----	Mug
Law		Neutral		Chaos

Now you got the head, go all the way back to the shrine where you depetrified Kotoshironushi at the underground prison. It's a long walk but, he'll give you the Torso as your reward. Once you got all 6 body parts, present them to Hiruko in Roppongi. He'll ask you to assemble the body parts in the Jakyo manor. Once you've done that, go back to Hiruko again to assemble the final piece, the soul of Masakado. Now, he is whole again, he'll ask you to go to the sealed cave. The sealed cave is right next to the shrine where you found Sukina-



-kona. From there, he'll unseal the cave and he'll handsomely reward you with the Sun pillar and the Sword of Masakado. At this point, you don't even have to go in the sealed cave. It's only there to summon the Amatsukami clan for your fusion purposes. You can go straight to Holytown where Zain is rallying the crowd and progress from there.

\*\*\*\*\*

Optional Sidequest: Sealed Cave (WT13A)

-----

Treasures: \*Sun Pillar (At the entrance)  
          \*Masakado's Katana (At the entrance)

Okay, so you decided to go to the sealed cave. No problem, the Amatsukamis is proven useful for mid-game. When you go inside the room, you'll be in a 4x4 field in the series of doors. Refer this map as notes and translate it to the game's auto-map. Don't worry, most of the rooms have at least 4 doors.

WARNING: THERE MAYBE SOME HIDDEN TRAPS THAT I MIGHT OVERLOOKED. PLEASE DON'T GIVE ME ANGRY LETTERS OVER THIS.

Floor 1

-----

```
W * * *
* * X *
* * * *
* S * *
```

B1

-----

```
* * * *
X * * *
* * * S
* * T *
```

B2

-----

```
* * * T
* * S *
* T * *
X * * *
```

B3

-----

```
W * * *
* * * S
* * * *
```

Legend	
S:	Starting Point
X:	To the next floor
T:	Trap
*:	Empty room
W:	Warp to the 1st floor

\* X \* \*

Once you pass the series of 4x4 rooms, you are now in the huge maze. In this labyrinth, there are various traps that gives you status effects. Also there are numerous one way doors to get you thrown off balance. There are five Amatsukamis in all. Let's start off with the first Amatsukami, Tajikarao. He is situated at the right side of the maze. From the entrance, head to the door to the right. From there, take the first door you see on your right again. Go straight until you hit the wall. Facing north, head to the door on your right. Go straight until you see Tajikarao.

Let's go for Omoikane next. After you rescued Tajikarao, go straight down. After you go to the second door, turn to your right and turn to the right corner ahead of you. Then take the door on your left. From there, go to the door you see ahead of you. Then go straight until you hit the wall and enter the door on your right. You should see Omoikane.

Once you got those two, head back to the entrance. This time, we go to the left side of the maze. For the next part, we can get Take-Mikazuchi and Tsukiyomi in one swoop. After you enter the door, head to the door you see in front of you. Then take the door on your left. Then go through another door. After you pass that door, go straight and head to the door in front of you. There you'll find Tsukiyomi. After you free her, head to the door on the right side. From there, face the camera to your right so you can see the door in front of you. Head straight. There are two doors in front of you. The one closest to you is a trap. The one further left leads to Take-Mikazuchi.

The last Japanese god remain is Ameterasu. After you freed Take-Mikazuchi, head to the door on your right. Facing west, head to the door on your right again. Go straight through that door. Then, approach the door on the left side. Then, go straight down and Ameterasu is in the center of the corridor. Once you free her, you may now leave the labyrinth. Once you hear what Hiruko and Ameterasu has to say, you finally have access to the Amatsukami clan.

-----  
Back to the Factory (WT014)  
-----

Once you've done your business in the Sealed Cave, head back to Holytown. Go to the place where Zain is rallying up the crowd. He informs you now it is a good time to bring back the people in the factory. Head to the factory and go to the mining building. Head two floors down. Once you are in the world map, head east. You should see an entrance at the end of the path. Zain should appear before you. At this point, feel free to look around because the people in the prisons don't want to leave their posts. After you look around, Zain suggests to go to the Watchtower. To go to the Watchtower, head straight north where the gate is. By then, the door will open.

Watchtower

-----  
Treasures: 496 MAG                    992 MAG  
          Maha-Bufu Stone            De-Stone  
          Hiranya                    Speed Incense  
          Magic Incense            Maha-Zio Stone  
          Trap x2  
          Luck Incense

In this area, there are a series of floors. Careful, there are some rooms that

leads to a pitfall; causing you to fall down one floor. From the entrance, turn to your right and go forward until you hit the wall. From there, turn to your left and approach to the door in front of you. On the second floor, head to the door on the left side. From there, go to the door you see on the front. From the third floor and beyond, there will be pitfalls. Anyways on the third floor, turn left at the corner. Facing south, you should be facing a fork path. Turn right and you should see the stairs. On the fourth floor, just go forward and approach to the door at the end of the path. Disregard the other doors.

On the fifth floor, turn to your left and go forward. Whatever you do, DO NOT go to the door in front of you. It is a pitfall, instead head to the door on the right. Keep going forward until you see a set of stairs. On the 6th floor, go to the door on the left. Facing west on the small room, turn to your right. From there, head to the door you see in front of you. On the 7th floor, shift turn to your left so you are facing south. From there, head to the first door on the RIGHT side. The one on the left side leads to a pitfall. The 8th floor is self explanatory, just go forward until you see the stairs.

On the ninth floor, head to the first door you see on the right side. Once you enter that door, turn your left and turn gright at the T-intersection. On the 10th floor, facing north, turn to your left and approach to the door in front of you. Facing south, turn to your right. DO NOT go to the door in front of you. It's another pitfall. Instead, turn to your right and go forward from there. On the 11th floor, go straight and head to the door on your left. Once again, the door in front of you leads to a pitfall. Go straight until you hit the wall. Then head to the stairs. On th 12th floor, go forward until you hit a concrete wall. From there, turn left. You should be in a small room. Facing west, head to the right. Go straight until you found a flight of stairs.

Now, you should be on the 13th floor. Turn right at the corner and make a right at the intersection. Go forward until you see the door on the right side. Go forward once more until you see the door on the left side. From there go staight until you see the door on your left. If you noticed, there's a door on the right side. That leads to the boss. Let's check out another room. Once you approach to the door you see on the left side, head to the door you see on the Left side. It should indicate that the door is locked. So, head back to the room where the boss lurks.

Boss: Maou Belphegor (1625 HP)

-----  
Yeah, he is really sitting on a toilet. A very unusual approach of fighting the boss indeed. Anyways, his attacks is nothing to laugh at. He loves to spam on De-Kaja. So buffering is out of the question here. He has various breath attacks such as ice and fire breath. Also, he has moves that can cause your allies to feel happy; thus forfeiting their turns. Also, guns, fire and ice attacks are repelled. On this battle, just use strong physical attacks and he should die quickly.

\*Alternative Strategy\*

Since he loves to spam on De-kaja, you can use Makajama to close off his magic. If you managed to successfully close off his magic, you can spam off your buffering tactic from there. (Credit to Android\_Chaos)

Once you defeat Belphegor, head to the locked door. There, you'll meet the Siren. However, you cannot avert her singing. At this point, you need to go all the way down and go to various bars. Most people will tell you that you

need to go to the abyss.

-----  
Into the Abyss (Backdoor) (WT015)  
-----

Head to Holytown. You can talk to the people at the bars. Also, you can check out the Virtuals to see if Steven is there. If so, you have the ability to appraise items with no extra cost; Yay! Anyways, once you have done your business there, head to the Grand Church. From there, head to the second floor. From the second floor, go to the door and go forward until you see the THIRD door you see on the left. Go to the third door on the left. From there, head to your right. You'll see the man beyond that door. He states that he is struggling to get to the Abyss. After what the man has to say, he'll give you the Sleeping doll.

Once you receive the sleeping doll, head to the third floor. Facing north, head to your right and turn to that corner. Approach to the door in front of you. From there, turn to your right and go to the door on the right. There, you are presented in the altar with four pedestals. Present the following: Laughing doll, Crying Doll, Angry Doll and the Sleeping Doll. The Dancing doll, you can discard that. From there, you are now in the Abyss.

All right, let's survey the area, shall we? If you head north, it'll lead to the sleeping dragon Set and the town of Tiphareth. Head east, it'll lead to another area, which we will talk about in the next segment. Our destination right now is south. There should be an NPC name Peterson. Listen what he has to say. From there, he'll accompany you to the Watchtower. Head back to the Watchtower. But before that, let's head to obscure portal east of the entrance of the Abyss.

-----  
Sidequest: Arcadia via Tiphareth Area (WT15A)  
-----

Treasures: Luck Incense x5  
\*Jupiter Pillar

This segment only caters the people who needs a shift back to neutral. Otherwise, if you are already neutral and plan to stay there, then don't bother. Once you enter the portal, you'll enter a strange building. If look around a bit, you'll find some familiar faces; particually the Arcadia area. If you take the exit, it actually leads to Arcadia, the real Arcadia. Okay, head back inside and take the stairs. From there, this is self-explanatory. All the stairs sit next to each other from the room your in. Once you are in the fifth floor, head to your right and approach to the door in front of you. There, you'll find the revelations of the experimental colony Arcadia and...

-----  
Boss: Senshi Gimmel (1685 HP)  
-----

Gimmel loves to abuse on his Electric attacks. He usually does this on the first turn. He has Maha-Zan to back him up as well. He also has the two -karn; Makalakarn and Tetrakarn. His electric attacks will get you thinking twice due to the fact that the shock can cancel turns; especially slow characters. Plus, he has Diarama to recover his wounds a bit. Be sure to have a balance of physical and Magical characters. Also, they need to have high agility. Then, use the -kaja spells to buffer the MC stats. He should falter and loses the

battle.

\*\*\*\*\*

\*\*\*Decisive Event\*\*\*

\*\*\*\*\*

Once you know the truth about the Colony and Gimmel's demise, you have two options: To make yourself a new god or destroy the program along with everyone else in there? If you chose the former, the colony will still be there with intense amount of hero worshipping in the colony. If you chose the latter, the colony Arcadia will no longer exist in the map. Also, the people there will all die as well. This is a very straight forward decision. There's no middle ground on this one.

Restore Arcadia-----Destroy Arcadia  
Law Chaos

Once you done the sidequest, head back to the Watchtower and head all the way to the top of the tower. There, Peterson and the Siren is reunited. The people in the Factory are no longer brainwashed. Now the area is back with the plain old world map music. Now you freed the people in the Factory, it's a good time to make your attack at The Center.

\*\*\*

\*\*\*\*\*

UPDATE:

\*\*\*\*\*

\*\*\*

Once you reunite Peterson and Siren and the music went back to the boring world map music, you can go back to the Prison Camp and free the prisoners there. This will give you a strong shift to the LAW alignment. Also, as soon as you reunited Peterson and Siren, you can immediately get the Jupiter Pillar.

Jupiter Pillar

-----

Trek all the way back to the Factory Area and head down to the mining building where you fought Betelguese. There will be a guy that is digging in that room. Once you go all the way down to the room where you fought Betelguese, the man will be confused. Once he is done being in a state of confusion, he'll give you the Jupiter Pillar.

(Thanks Roto\_Arel for this statement)

-----

The Center (WT016)

-----

Treasures: None

In order to trigger the event with Zain in Holytown, you need to watch any of the TV towers scattered throughout the Millenium. Once you see it at least once, you should see an event involving Zain going to The Center.

(Thanks Roto\_Arel for this statement)

I hope by now, you have Anubis. He is optional. However, he is your ticket to winning battle. His Divine Retribution can cause major damage. For those who want to use him, you must be in level 41 and fuse any Ryujinn with a Yousei. Once you are at The Center, you'll meet Zain at the gate. After what Zain had to say, you are able to proceed the building. Head to the room where the

Bishop is. Listen what the Bishop has to say. Afterwards, he'll give you the password: "2784". However, this password is only there to meet with the senate not the locked door on the 20th floor. Let's head down to the Bar. The temple knight will tell you the password for the locked door on the 20th floor is "5261". Head to the locked room and input that code. From there, you should proceed to the 21st floor.

On the 21st floor, the path to the 22nd floor is rather straight forward. Just keep going forward. After the second door, if you go on your left, there is the bio lab. Other than that, there's really nothing noteworthy to see. Assuming that you did not go to the door on your left, continue going forward as planned. After you went through the third door, you should be facing north. Facing north, head to the door you see in front of you. Then make a right at the "T" intersection. Ignoring all the other doors on the sides, go forward until you see another "T" intersection. Turn left at the "T" intersection. Now, after that turn, go 8 steps forward. Ignore all the doors on the sides. At the end of the path, approach to the door on the left. After that, turn left at the corner and head to the door on the right. From there, go straight until you see the flight of stairs. It should be easy to find because an NPC should appear in front of you before you take the flight of stairs. (BTW, there is the locked door somewhere on the 21st floor. I honestly don't know what the password is.)

On the 22nd floor, input the password, "2784." From there, it should be self explanatory from there. There is a long path. If you look at the door on your right at the long corridor, you see another locked door. Unfortunately, you don't know the password on this one. It's best to mark it from there. Go forward until you find the Mystic wall in front of you.

\*\*\*\*\*  
\*\*\*Decisive Event\*\*\*  
\*\*\*\*\*

This is a major event going on. This questionnaire will ask you three moral questions. If you answer it in a certain way, your alignment shift will move to that spot. The question will start out like this.

1) "Thy mother is possessed by a demon and is in great pain. She is asking thee to kill her and end her pain. Will thou finish off thy mother?"

If you chose Yes on 1...  
-----

2a) "Thou art a member of the city guard. Thou hast given 100000 macca to equip thyself. But on the way to the store, thou dost see a throng of starving people. Will you use thy Macca to feed thy people instead?"

If you chose no on 1...  
-----

2b) Thou dost see an innocent young girl imprisoned. However, thou has sworn to complete a critical task and have not the time to rescue her. " Will thou rescue the girl anyways?"

If you chose yes on 1a and 2a...  
-----

3a) "Thou hast defeated thy hated enemy in battle. Thy enemy hast the will to fight and is begging for his life. However, thou knowist that if thou spare him, he is likely to target thee again. Wilt thou slay thy enemy?"

If you chose yes on 1 and no on 2a...  
If you chose no on 1 but said yes on 2b...

-----  
3b) "Thou hast met an unknown group of unknown of people on a dark road. They glower at thee and thy companions menacingly. It is clear that neither will yield and that this encounter will end in hostilities. Will thou attack the group before they attack you?"

If you choose no on 1 and 2b...  
-----

3c) "Thy ally who hast fought alongside of thee has lost his life in battle. Thou must flee the battlefield and art likely going to be killed if thou try-est carry thine ally's corpse with thee. Wilt thou thy dead ally where he lives?"

Once you answered the three questions, here are the three possible outcomes...

\*\*\*\*

Law:

\*\*\*\*

"Thou dost fight for God and for its people. Thou shalt be hailed as a savior"

\*\*\*\*\*

Neutral:

\*\*\*\*\*

"Thou dost not rely on anyone and seeks to find thy own path through life. That path is long hard and hast few rewards.

\*\*\*\*\*

Chaos:

\*\*\*\*\*

"Thou dost leave thyself to battle and chaos. Thou wilt be hailed as a great warrior. But thy blood drenched hands wilt surely be cursed."

If you get one of the three, your alignment will instantly go to that outcome. Also, be aware that if you lean too much on Law or Chaos, there's a chance that you may not get the neutral alignment outcome in the questionnaire. Thus, that results of getting only Law or Chaos as a result. Once, the mysterious wall disappears, proceed forward.

Beyond the door is the boss. You must prepare yourself. This is going to be a long fight. Once you are prepared, you must fight the people who runs the center. The elders will show up and fight their true form...

Boss:

-----  
Daitenshi Raphael (1800 HP)

Daitenshi Uriel (1556 HP)  
-----

This is an exceptionally tough battle; especially with fighting two major bosses at once. Both archangels are immune to gun shots. Raphael is capable of reflecting magic attacks while Uriel nullifies magic attacks. Also both arch-angels can nullify certain extra attacks such as Rampage and Mawashi-. If that is not enough, check out the set of attacks that can annoy the crap out of you. Raphael has De-Kaja. So buffering tactics is really out of the question until you kill Raphael. Also, he has wingbeat and often use deathbound to do significant damage on you. Also Raphael uses Diarama to recover himself and

Uriel. Uriel on the other hand is more the offensive type. He regularly uses Tetrakarn giving both archangels absolute protection for that particular turn. Also, he has various attacks that has a right critical rate; giving your allies a huge chunk of damage.

On this battle, focus all your offensive power to Raphael first. He is the biggest threat in this battle. Also, try to conserve your MP also. Raphael's de-kaja can really throw you off. Then, once Raphael falls, use your buffer and debuffing tactics to kill off Uriel. Be careful when he casts tetrakarn. Once you beat the two archangels, you can finally rest. However, this is only the first bout...

Boss: Daitenshi Michael (2856 HP)

-----  
Suddenly, the remaining elder will show-up without any rest. You must fight Michael with your current condition. Unlike Uriel and Raphael, he is only nullifies magic attacks. However, Michael is very evasive. Any attacks you dish up may be easily avoided. Michael relies a lot on the all magic attack such as Mahanma and Maha-Agion. He occasionally cast Tetrakarn and diarama to protect himself from harm. But unlike the other angels, he has one trump card. He has Megidolaon. If your character casts Makalakarn, Michael can bypass the shield and leave your party with serious damage. Once again, use the -kaja tactics. You can also speed this up by using Divine Retribution. It takes out a significant chunk of the enemy's HP. Be sure to have Anubis and some Hirayana to use it effectively. Once you beat him, you are in for a treat....

Boss: Shinrei YHVH (3987 HP)

-----  
Ugh, seriously, can it get any worse? You just had two consecutive boss battles. Fortunately, YHVH will heal you fully before you fight the YHVH. In a way, it sort of like YHVH pulled out a Rubicant. However, the god itself is no laughing matter. He has a very good evasion as well as a great defense. Not only that, he has an all magic attack from all four elements. He has: Maha-Bufula, -Agion, -Zionga and -Zanma. Some of the core four elements can cause serious problems. Maha-Zionga and Maha-Bufula can shift the battlefield a little. Leaving your slow characters useless in battle. He has Diarama to cure himself. Those take a chunk of recovery. He also has Megidolaon to do some crazy damage to all of your allies. Unlike Michael's Megidolaon, YHVH doesn't do much damage. He also has God Voice. What it does is that, all of your allies get hit and have random status effects.

This is going to be a long battle. Not only he has the highest HP so far, his defense and evasion can really annoy you. But, you have the advantage. YHVH does NOT have De-Kaja. So, you can buffer your strength all the way. Also, if you have Anubis, you can abuse Divine Retribution to dwindle down his HP. Try to use gun attacks with multiple hits to knock him down. It's going to take a long time to defeat him. But once you do, you just survived one of the toughest battles yet.

Once you beat YHVH, Gabriel appears. He informs you that the Elders no longer exists. Then suddenly, someone tells you that something is happening in Holytown. Head to the grand church and see what is happening. Once you see the the tail sticking out near the Church, head back to Zain in the Center. He'll tell you that you need to go to the abyss. The only way to get to the abyss is to get all the pillars. The backdoor in the abyss no longer in working. Before that, head to the virtuals once more. Steven will upgrade your monster stock to 12 slots. This is the final upgrade for your COMP.



-----  
The Seven Pillars (WT017)  
-----

Treasures: \*Venus Pillar  
          \*Moon Pillar

Okay, let's recap. At this point you should have four pillars in your inventory. They are: Mars, Mercury, Jupiter, Saturn and the Sun Pillar. Refer to the other section of the walkthrough to see where you can find the five pillars. Assuming that you got the four pillars, there are two more remaining.

Venus Pillar  
-----

Alright, I hope you made that mark on that room at B2 in the Roppongi area. This is the room where you met the Mutant Elder in the shopping district. After you listen to what he has to say, he'll give you the Venus Pillar.

Moon Pillar  
-----

The location of the Moon Pillar is in the Disco dance floor. It must be on a full moon to participate in the dance party contest. In order to win the prize in the dance contest, you MUST have a minimum of 10 MAG on your overall stat. One way of raising your MAG stat easily is using the MAG incense. Be sure to raise it up until you reached 10 points. However, if that option does not work for you, then head to the armor shop and buy items that raises your MAG. For example, if you are in the Chaos alignment, you can buy the inferno equipments to boost up MAG. Or if you are LAW, you can use Draupinir to raise your MAG. Also, you can use the Bar and order the Magical Fighter drink. It raises your MAG just a little bit. Be warned get to the disco ball room before the full moon phase ends. The effects will be gone and leaving you in the happy status. As long as you hit the magic number 10 on the MAG stat, you'll be guaranteed to win the Moon Pillar.

Once you got all seven pillars, head to the Roppongi area and head to the altar. Place the 6 pillars in the altar. Then a 7th one will appear; and place the Sun Pillar in the altar and you are now in the Abyss.

-----  
Into the Abyss: Frontdoor (WT018)  
-----

Okay, let's take a look at the area. If you head dead west, you'll find Yesod. If you head north, you'll find Yetziratic Passage. But for now, head to Yesod. The moment you enter the area, you'll find couple differences from the surface world. You'll find Kaifuku. It's basically the same healing facilities as the ones above. The only difference is that it stresses on alignments. In other words, you can only go to a certain Kaifuku if you are in a certain alignment. Head to the terminal. You'll see Steven right by the terminal stone. Talk to him and he'll get the terminal stone in working order. You now have access to teleporting to towns from the Abyss area. Once you are done, head to the Yetziratic Passage.

Yetziratic Passage  
-----

Treasures: Luck Incense  
          Magic Incense  
          Strength Incense

Facing north, head east and head to the first door you see in front of you. Go straight until you see the second door on the right. Facing East, go straight and enter the door on the left side. From there, head to the door furthest down. From there head to the stairs. Facing north, turn to your left and go straight forward until you meet Hectate. However, you cannot fight her due to the moon shining. If you refer to a couple of people in the bar, they suggest that fight her when the moon does not shine. So, walk around aimlessly until the moon phase is at "New Moon." Then you can kick ass from there.

Maou Hecate (888 HP)

-----  
There's no light on the new moon phase; meaning that Hecate is vulnerable. This boss is a fairly easy boss compared to the previous bosses. Hecate uses makarakarn to protect from magic attacks. She also likes to use the death spells such as Mudo and Mudoon. Hecate also uses Bufula and Marin Karin to annoy you. Other than that, she's a push-over. Just use your strongest physical attacks to beat her.

After you beat Hectate, you have the option which path to go to. Tiphareth is locked. You need to get the two keys from Netzach and Hod to enter the area. Let's go for Netzach first. Go straight until you hit the wall. Then go forward and turn at the set of corners. Then head up the stairs. Then head to the first door you see in front you. Go forward to the door ahead of you. Facing north, go two steps forward and shift your camera to the right and head to the exit.

Netzach

-----  
Treasures: \*Lamed Key

It's an another town. Feel free to roam around as much as you like. However, if you want to go directly to Crowley, follow these directions. From the entrance, go straight forward and pass through the corner. Then, go straight until you hit the wall. Then shift your camera to your right and head to the first door you see on your right. Go straight forward until you find Crowley. Suddenly, you don't see Crowley anywhere. If you look around a bit, the NPCs will tell you that Crowley only appears on the full moon. Once again wander around a bit until the Full moon appears. Crowley appears with an interesting dialogue. Then transforms into...

Maou Master Therion (2284 HP)

-----  
A much more formidable opponent than Hecate. He uses various attacks such as Agilao, Bufula and Poison Breath. He also has physical attack in his repertoire such as Constrict and rampage. Other than that, he's an fairly easy boss. He doesn't have any of the healing magic or Dekaja. So you can buffer your way out and use strong physical attacks to kill him. Once you beat him, you receive Lamed Key.

Tread all the way back to the Yetziratic Passage intersection. Let's head to Hod now. Facing west, go straight forward, then make a left. At the "T" intersection turn left once more. Go straight forward until you see the stairs in front of you. Facing west, go straight forward and pass those two doors. Facing south, turn right and head to the door in front of you. It leads to Hod.

Hod

---

Treasures: \*Ain Key

In this area, there's not really much to see other than the Kaifuku. So at this point, I think it is best to find Tiamat and find the Ain Key. Facing north, go forward until you hit the wall. Facing east, turn to your left. and head forward until you see the intersection. On the "T" intersection turn to your left. Go to the room and you'll find...

Maou Tiamat (1844 HP)

-----  
Tiamat can certainly do some damage to your allies. She has Zionga and Poison breath to annoy you. The Constrict attack and the kick attack can do some damage to your allies. She also have sexy dance to inflict happy status on you. This one is a fairly easy boss. Do the same strategy to Master Therion. Use Taru-Kaja to raise your allies strength and use your powerful attacks to kill Tiamat. Once you kill Tiamatt, you recieve the Ain Key.

Once you got both keys, you can now go back to Yetziratic intersection. Facing north, go forward until you see the door you see on the right. Then head to the door in front of you. Facing south, turn left and approach to the door in front you then head up the stairs. Facing north, face west. Then head to the second door on the right side. Then head to the door on the left side. After that, insert the two keys and you are now in tiphareth. Look around a bit. Nothing has changed. Head to building with the empty void you meet one of Lucifer's subordinate, Gomorie. Then you are sent to Kether Castle to talk with an important character. Also, this is the turning point in this game.

-----  
Diverging Point (WT019)  
-----

\*\*\*\*\*  
\*\*\*\*Final\*\*\*\*  
\*\*\*Decisive Event\*\*\*  
\*\*\*\*\*

This is it. At this point, you really need to decide which alignment you truly want to side with. All alignment-sensitive equipment will be locked once you choose a side. Everything rides on this one decision which will lock you on that ending. Also, this also affects how what bosses or key items you encounter near endgame. So, choose wisely.

UPDATE: I want to point out that if you lean to either of the extreme ends of the alignment, you may not have an option at all.

(Thanks Roto\_Arel for the statement)

\*\*\*\*\*  
Law  
\*\*\*\*\*

Once you heard what Lucifer has to say, you are suddenly teleported to Eden. Gabriel will tell you that Zain wants to meet you. Once you hear what Zain has to say, should you make an alliance with Zain? If you do, you are offically locked in the LAW alignment. If not, you'll be thrown out of Eden and your choices will be narrow down to two alignments.

\*\*\*\*\*  
Chaos

\*\*\*\*\*

Now, if chose not to go for law, here's your chance to go for CHAOS. After you defeat Astaroth, the real Louis Cypher appears. After you hear what he has to say, should you make an alliance with Lucifer? If so, you are officially locked in the CHAOs alignment for good.

\*\*\*\*\*

Neutral

\*\*\*\*\*

If you chose neither of the two, you are left to fend for yourself against the two oppositions. Thus, you are locked in the neutral alignment.

Regardless of what alignment you chose, you have to go where the dragon is. There, you'll see that the dragon set is revived. Then head to the the building right next to Tiphareth. Before you can go to the building, you'll fight a boss who guards the gate.

-----  
Into the depths of Abaddon (WT020)  
-----

Maou Astaroth (1713 HP)  
-----

She's a very avengeful person, isn't she? Well, for the most part, she is a status-inflicting type boss. She uses Maha-Bufula and Maha-Zionga to cripple your allies; with the occassional freeze/shock status. She has Poison mist to make your allies poisoned. Then she has Marin-Karin and Hapilma to make your allies lose their turn or even attack you. Other than that, you can beat her by using your most powerful attacks and the buffering method. Depending of what your decision is, you may or may not find Louis Cypher. Once you beat her, you can make her on the fusing section.

Inside Abaddon  
-----

Treasures: \*Mag Presser

Suddenly, you are being transported somewhere else. You are actually inside the body of Abaddon. This area is filled with teleporters than can lead you into various places. On the first area, just go straight forward until you find the teleporter. Then on the second area, head through the series of doors. After the second door you should be facing west. Then shift your camera to the south and head straight down and through the door. Keep going straight and go through the series of door until you find another teleporter. On the third area, head to the door you first see in front of you. Then go straight through another door. Facing west, there's are two doors ahead of you. Head to the door on the left side. From there, go straight until you find another teleporter.

So, far you are doing it right if your map is looked like uncharted territory. Okay, on the fourth area, there are two different doors. One of which leads to Abaddon. However, you don't have the right tools to avert his appearance. So, we are heading a different route. Facing north from the entrance head to the right and face south. Then take one step forward and face east. Facing east, go forward and head to the small room. In case for those who are literally lost, you are in the right track if you are facing WEST on the map. You should be in the 5th area.

Facing west, head to the door in front of you and make a small detour on the left side. You'll see Madame. You get the feeling that something is up. Once you finished that small detour, go straight and pass through two doors. After you passed the second door you should be facing east. Then immediately make a right turn and you are teleported to a different area.

Now, you are in a familiar place. That's right, you are in the Valhalla Slums. Head to the same room where you can find Mekata. Once you find him, you'll hear something important. The revelations about you and those around you. Once you hear what Mekata has to say, he'll give you the MAG Presser. Once you leave the Valhalla Slums, you should be back in the 4th area. Facing north face to the right and go forward. Then turn left and go forward once more. You should be facing directly at the door. On the 6th area, face to the left and make a left turn. Then go straight forward until you find the door on the LEFT side. After you passed that door, you should be facing East. Go straight until you hit another teleporter.

On this area, there are a series of one way doors. If you are lost you'll go back to the 4th area. So, to find abaddon without any trouble, follow these steps. Facing east take 4 steps forward. Then shift your camera so your direction is facing north. From there, go straight forward until you find Abaddon. Once you used the key item, you'll reveal his heart.

Maou Abaddon (2651 HP)

-----  
First off, this boss loves to hit hard. His attack hits moderately heavy. He has a lot of defensive moves like Tetraja and Tetrakarn. He beefs up his defense with Raku-Kaja. Abaddon uses Sukunda and Tarunda to cripple your evasion and speed. He also has rest to recover himself. On this battle, use De-kaja to dispel his enhancement. Also, strengthen your attack to maintain a consistent damage. Also, use Zionga or other electric attacks to shock him a bit. Once you beat Abaddon, you are back to the Tripareth area and you can FINALLY explore the Brionac Passage.

-----  
Brionac Passage (WT021)

-----  
Treasures: Garnet                    Magic Incense  
             Amethyst  
             Emerald  
             Luck Incense

Now that Abaddon is gone, you can finally explore the area. Like the Yetziratic Passage, the Brionac passage has branched out paths leading to different places. However, unlike the previous dungeons, this passage has multiple stairs that leads to dead ends. Anyways, facing north, go to the door you see on your right. Then make a left turn at the corner. On the "T" intersection, turn left leading you to the door. Now, you are down at the basement floor. At this point, there are two splitpaths. Not only that there's a fog in the center of the area. You need to decide which path to go to. One leads to your destination and the other is an optional town. I'll split the two paths into two segments.

Leading to Geburrah

-----  
This is the area where you should be heading. Assuming you just got down from the stairs from the previous room, you should be facing west in the thick fog. Face to your right so you are facing north and go forward one step. The face to your right once more and take one step forward. Then, turn to your left so

you are facing North. Facing north, go 4 steps forward. Then face to your left and go forward until you can see your path again. Keep going forward until you clash against the wall. Facing towards the wall, shift your camera to your left and go two steps forward. Then, make a turn on your right. Once you hit a forked path, turn to your left. You should be facing south. From there, you should see the exit on this floor. Facing south, face to your right and go forward but DO NOT enter the door in front of you. Turn to your right and go forward until you see an intersection. At the "T" intersection, turn to the right. From there you should see the exit. You are now in the Geburrah area.

Leading to Temple of Chesed  
-----

In this path, this leads to an optional area. It's not a mandatory path. But going there can give you benefits towards at the end of the game. Assuming that you've arrived from room above you, you should be facing west on the fog. Facing west, turn to left and go forward one step. You should bump onto a wall. Then face to the left once more and move forward until you hit another wall. Facing east, move to your left and go forward 2 steps. Then facing north, turn to your right and move forward until you can see again. Facing East, turn to your right and head to the door you see on the left hand side. If you got it correct, you should be facing east. All the other stairs face in various directions. From there, just keep going forward until you see the exit.

-----  
Temple of Chesed (Optional)  
-----

Treasures: Opal

This is another sidequest. This place caters for those who played the first Shin Megami Tensei. You'll see cameos of characters that appeared in the 1st game. But, you are not the reason why you are here. There's a special person in this area that'll give you a gift that'll aid you to the final boss. To find the special person, this person is at the other end of the area. Facing east, and make a turn to your right. Then, approach to the door in front of you. Go forward until you see the NPC. After what he has to say, immediately make a left turn. After that head through the next door. Facing south, turn to your left and head to the door in front of you. facing east, turn to your left and head to the first door you see. Enter and go straight down until you reach the door you see in front of you. The door leads to Virocana. But, now it's not a good time. Instead, turn to the left. Once you done that head to the very end of the hall and enter the door. There, you'll see Beth. Once you hear what she has to say, she'll use every last of her strength to give you power. Like Hiroko with Nadja, you increased your parameters by 1. By then you are ready to face the boss. However, if you are in the Chaos alignment, you are exempted from fighting Virocana.

Law and Neutral Boss: Majin Virocana (2946 HP)  
-----

OMG, this boss might be out of your league if you are underleveled. Virocana can do some serious damage to all of your allies. He has Megidolaon to severely damage all of your allies. He also has strong physical attack to back up with his strong magic attack. Then he has his healing magic, diarama to heal from damage. If that is not enough, he is immune to all gunshot attacks. Adding injures to insult, he has Divine Retribution to cripple your allies HP into critical condition. If you are not careful, he might do a Megidolaon follow up to kill off your main character and the rest of your allies.

If possible, try to have a demon that learns Mediarahan such as Parvati or Maya. Virocana can devastate your allies using these attacks. Divine Retribut-

-ion can knock of 1/4 HP to any of your allies. Also, if your demons are in the light affinity, you can use Hiranya to recover their HP. Buffering defense is a top priority. Have a monster that uses Raku-Kaja to raise Hiroko and Aleph's defense. Also, if possible, use any of your demon that uses Rakunda to deteriorate Virocana's defense. Then use the usual Taru-Kaja to raise your attack power. Then you should survive the battle. Your reward is that you are allowed to create Virocana on the Demon fusion.

-----  
Geburrah (WT022)  
-----

Treasures: Diamond  
              Ruby

Once you are out of the Brionac Passage, head over to Geburrah. Geburrah is somewhat of a unique area. IMO, this is considered the last area where you can buy stuff before heading out to the last set of areas. This is also the place where this area is swarmed with bosses. So, get ready to have your demons in your party because it's going to be a long task.

Facing east, you can see the door in front of you which leads to the terminal. Turn to your right and head to the door at the very edge of the corridor. You will fight one of the twelve bosses in the area.

Boss: Shinshou Vikarala (1029 HP)  
-----

He's a fairly easy boss. He occasionally casts Zanma and Bufula. He has other physical attacks on his sleeves to attack your allies. Also, he has a high defense so damaging him is not so easy unless you use the taru-kaja buffering method. Since you are near the Kaifukus, you can go all out if you like. But, after Vikarala, you have conserve your energy if you want to get out of the area successfully.

Once you beat Vikarala, you are now at the marketplace of this area. Technically this is the final area where you can stock up with supplies before you can take on the other 11 generals. Once your done with your shopping, head to the next door and you'll fight...

Boss: Shinshou Catsura (869 HP)  
-----

He's much easier than Vikarala. He has a couple of moves than can moderately damage your allies but nothing too threatening. He has Raku-Kaja to raise his defense. From here on, try to conserve your MP unless nessessary. Just use your normal attacks and use Dekaja to dispel his defense barriers. Once you beat Catsura, head to the door in front of you and head down the stairs. Facing east, turn to your right and go forward until you encounter another Shinshou general.

Boss: Shinshou Shindura (603 HP)  
-----

Um, is it just me or is it getting easier? Sindura may be very speedy. But, he can be defeated very easily with just your normal attacks. Sindura isn't life-threatening. He has Zanma and Maha-Zanma to damage your allies. Also, his poison breath won't deem too much of a threat. Other than that, you should survive the battle with ease. Once you beat Sindura, just keep going straight forward and you'll encounter another general.

Boss: Shinshou Makura (670 HP)  
-----

Makura is somewhat more formidable than the previous general for one reason: he has Diarahan. Diarahan is a recovery magic that can fully cure a single ally HP. He has other physical attacks that can moderately damage your allies. So, you need to quickly defeat Makura before he casts Diarahan. Strength buffering trick is a must in this battle. Depending how powerful your current weapon is, use Taru-Kaja at twice. Let Hiroko use her gun and the rest of your demons as support to damage Makura. Once you beat him, Go straight forward and fight another general.

Boss: Shinshou Pajira (654 HP)

-----  
Pajira is a much easier boss than the previous general. He has a couple status effect inducing attacks such as Plinpa and Doluminer. He has other physical attacks here and there. You should defeat Pajira with just your normal attacks. Once you are done beating the crap of the general. Go straight forward until you encounter yet another boss.

Boss: Shinshou Indara (746 HP)

-----  
Indra is somewhat a little harder than the previous generals but still a minimal threat nevertheless. He has this move called Fujin Hammer that does a heavy damage to your allies. Other than that, he has Maha-Zio and Agilao to attack your allies. Like the other generals, use normal attacks to defeat the general. Once you beat Indra, head to the first door you see on YOUR LEFT. Then go forward and proceed to another general.

Boss: Shinshou Sandira (677 HP)

-----  
Sandira is a lot like Makura, except that he is immune to all melee attacks. So, you have to use gun instead. He has Diarahan in his arsenal. He can cast it at any time. He also has Zanma and Maha-Zanma to damage your allies. He also have paralysis bite to damage one of your allies and leave them with bind. Like last time, use your buffering method to quickly defeat Sandira. Once you defeat Sandira, go forward again to fight another one.

Boss: Shinshou Majira (904 HP)

-----  
Getting tired yet? Majira is a little more threatening than all the other generals thus far. He has Raijin attack to do some serious lightning damage to one of your allies. He casts Zionga to cripple your slow moving characters. He also has firebreath to damage your allies. Other than that, you can damage him with your regular attacks. Once you beat majira, you can head down the stairs. As of now, you've defeated 8 Shinshou generals. There are 4 remaining generals left. As you head down the stairs, move straight forward until you encounter another general.

Boss: Shinshou Andira (667 HP)

-----  
Andira's attack pattern resembles Pajira's attack. The only difference is that he has a very high defense. He has status effect inducing attacks such as Paralysis bite, doluminer and happy dance. Other than that you should be able to defeat Andira with using a couple of Taru-Kaja and your normal attack. Again, once you defeat Andira, proceed forward as usual.

Boss: Shinshou Mihira (998 HP)

-----  
Mihira is a complete brute force type. He has high attack power but a weak defense. Most of his moves are physical orientated. Some of his moves would damage majority of your allies and leaves with a frozen status. In this battle, try to use Rakunda to deteriorate his defense and use Taru-Kaja to raise your



strength.

Boss: Shinshou Vajira (1038 HP)

-----  
It seems that one of the generals is catching onto your tactic. He would actually use taru-kaja and Raku-kaja to buff himself up. After that he would use his attacks to damage you severely. But, that's no problem, if you have De-kaja you can dispel his stat bonus and defeat him head on.

Boss: Shinshou Kumbhira (1132 HP)

-----  
At last, the final general; and he's fairly powerful foe. He has a wide arsenal from status effect attacks to physical attacks. He would use Marin-Karin or doluiminer to slow you down a bit. Also, he's fairly strong on the physical department. Use the buffering tactic to defeat Kumbira. Once you have defeated all the generals, you can approach to the next room. I hope by now, you are holding back because the next boss will take advantage of your weariness. So, take necessary set-up and head to the next door. The next boss you'll fight is...

Boss: Majin Atavaka (2756 HP)

-----  
If you aren't prepared, this boss will kick your butt so fast. This boss loves to use instant death magics such as Mudoon and Mahama. You are fairly safe from the hama attacks. Mudo on the other hand, just hope you don't get wiped out from that magic. He also has a couple of fire attacks to damage your allies. Also, never use gun attacks. Atavaka can reflect every last of your bullets. In this battle, I hope one of your allies is a speedy caster and is capable of using tetraja. Tetraja is a defensive barrier that nullifies all instant death attacks in one turn. If not, have one of your allies cast samarecarm to revive any of your allies that has fallen into the instant death magic. As usual, use your buffering tactics to defeat Atavaka. Once you beat him, head forward to the small room in front of you. The two doors on the sides are a one way door back to the corridor before Atavaka. If you entered one of the two doors, you can retrace your steps by going to Atavaka's room. Head to the small room and you'll be in a different area.

Atziluthic Passage

-----  
Treasures: Magic Incense  
          Luck Incense  
          Speed Incense  
          Turquoise

Once again, it's another passage that splits off into two paths. One path leads to a side-quest while the other leads to your next destination.

Leading to Binah (Sidequest)

-----  
Assuming that you got out from Geburah, turn to your left and head to the first door you see. Facing north, head to the first door you see on your left. From there, go straight forward until you see the exit.

Leading to The Tower of Chokmah

-----  
This is the area where you should go to next. Assuming you just got out from Geburrah, turn to your left and approach to the intersection. Facing west at the "T" intersection, turn to your left and go straight down. Go straight forward until you see the stairs in front of you. As you go down the stairs, go straight forward and ignore the first two doors you see on your left. The



Astaroth will split off into two demons. One will split off into Ishtar while the other becomes Astarte. Once you've done that those two will be available in the demon fusion.

-----  
Tower of Chokmah (WT024)  
-----

Treasures: Soul Sphere            React Sheet  
          Core Shield  
          Haze Pot  
          Bell of Scrying

Okay, if you go to your right, it leads to the Kaifukus. But if you are in a good health, turn to your left and head to the door in front of you. If you look ahead to that door, you'll see the terminal stone. You can save, but you cannot teleport anywhere. Also, if you save here, the torest magic will redirect you here. So, think wisely if you plan to save here. Anyways, keep going forward. Notice that if you head to that door, it's blocked by Mara's magic. So, you cannot go there right now. Okay, if you went to the blocked door, turn to your left and go straight forward. Ignore all the doors you see on your side and focus the ones you see in front of you. By then, you should see the stairs.

Facing east on the second floor, this area is full of treasures. However, there are a bunch of damage tiles that can particaly deplete your HP and MP. So, turn to your right and go forward until you see the small room. There, you may grab the core shield. What it does is that you are immune to all damage tiles for a short time. So, grab all the treasures and run up the stairs to the next floor. The third floor is fairly straight forward. Facing west, go two steps forward and turn to your left. Proceed to the door in front of you. After you went through that door, immediately make a right turn and approach to the door you see in front of you. From there, ignore all the doors that leads to a small empty room. Keep going forward until you found the stairs to the 4th floor.

On the fourth floor you really need to be careful. Some of the doors can lead to a pitfall. Anyways, facing west, turn to your left and head to the door right next to you. From here, you need to graze the walls carefully. Turn to your right so that you are facing south. Go two steps forward until you hit the wall. Then turn to your right and go forward 2 steps. Then turn to your right again and go a step forward. Then immediately turn to your left and head to the door on your right. Be careful, once you enter the door, there is a pit in front of you. So, turn to your left and go forward one step and walk where the walls are and head to the door on the left side.

Facing south, graze through the walls again by going two steps forward and make a right turn on that corner. After you make that turn on that corner, you should be facing east looking at the 3 doors at the right side. The first door closest to you leads to the boss. The door on the middle leads to a pitfall. Last but not least, the door furthest to you is a sealed door. If you beat Mara, the seal is gone and the door leads to the bottom floor. A shortcut of going to the bottom of the tower. But, let's head to the door closest to you. You enter the door and you'll see a phallic figure named Mara. He'll tempt you by giving you max out macca or raise you ten levels. If you give in, you'll be paralyzed in the start of the battle. But, that only happens if you are in the Law or Neutral alignment. Chaos alignment on the other hand, Mara will ask you that your intelligence needs to be at a minimal of 15 points in order to proceed to the tower. But, if you insisted, you'll fight Mara.

Boss: Maou Mara (3475 HP)

-----  
Yes, it's what you thought it is. It's a wang. This actually a re-design that is used later on the later installments, opposed to the white phallic shape with a canivorous urethra. Anyways, aside with that tibit, Mara is no laughing matter. He has a very good evasion as well as a high defense. So, sometimes, melee can sometimes miss. Also, Mara is immune to gun attacks. He has a wide range attacks that can damage your allies such as white smoke or other multi hit physical attacks. Since all of Mara's moves are all physical, you can get around it by having a speedy demon casting Tetrakarn. That way, Mara will suffer blows from his own attacks. If that's not possible, just do your usual strength buffering with a little bit of Divine Retribution to kill him. Once you beat Mara, you'll proceed to Kether Castle.

-----  
Kether Castle (WT025)  
-----

Treasures: \*Hirokane Sword (Neutral only)

Entrance to the Castle  
-----

You are now in Lucifer's wonderful abode. This 9 colossal floors with various traps and pitfalls. Let me tell you this, this is the biggest labyrinth in the game. Since there are no treasures, you can go directly to the boss. However, each of the Alignments have different ways to enter the Castle.

\*\*\*\*

Law:

\*\*\*\*

There's no way you cannot get in to the Castle even with Masakado's Katana. It will not resonate. The guards will not let you in no matter how much you try. So, you need to backtrack all the way back to Eden.

In order to enter Eden, you need to go to the Center. There's one more password you need to learn before entering eden. In the bar, the guy will once again tell you the password but gives only 3 digits. If you go to Shinjuku, the guy will tell you the password. However, who would want to go all the way there to get the password? So, I'll tell you in advance. The password is: "3470." Okay, you ask yourself, all the doors with passwords are open where is the last one. It's on the 22nd floor right where you had the epic questionnaire with the wall. Remember the one I ask you mark during the "Back to the Center" segment? That's the one. Input the password and you have access to the other area.

Getting to Eden is very straight forward. Once you got through the cryptic door, head to the door on the left side. Go straight forward and make a left turn at the intersection. From there, go to the door you see in front of you and that should lead to the Gates of Eden. Once you enter Eden, head south. You'll see the cut-scene and you'll have Satan in your party. Head back to Kether castle. Satan will simply destroy the front door.

\*\*\*\*\*

Neutral

\*\*\*\*\*

Before you proceed, you'll see the two demons that look like doorknobs guarding the door. If you are in Neutral, the sword of Masakado will destroy the guards. However, the Masakado's Katana becomes Hirokane sword. You can use this to give

it to the dwarven blacksmith back in Akasaka. People who are in the Law or chaos alignment can never get the Hirokane sword.

\*\*\*\*\*

Chaos

\*\*\*\*\*

If you are Chaos alignment, you are greeted by those two and you can enter the gate. Nothing special.

Inside Kether Castle

-----  
When you step inside, there's a Kaifuku on your right catering those who are in the neutral or chaos alignment. Anyways, assuming you started off from the entrance, head to the first door you see on your left. After what the NPC has to say, go straight forward and go through that door. Facing east, turn to your right and head to the door in front of you. That door leads to the stairs.

If you head to your right and head to the small room on the left, it leads to the Jakyu mansion. Anyways, assuming that you've went down from the stairs, turn to your left and head to that door. Then go straight forward and go through that door. Facing east, go forward and make a left turn. Do not go to the door in front of you. Facing west, go to the door you see on the right side. You should be on the room with four doors. Facing north, go to the first door you see on the left. If you got it right, the direction after you enter the door is still north. Then go straight forward. Facing west, turn to your right and head to the door on your left. Facing west, turn to your left and head to the door on the left side. From there, head straight to the stairs.

Okay, facing east, just go straight forward until you see the stairs that leads up. Facing east on the 3rd floor, turn to your right and go straight forward until you hit the wall. From there, turn to your left and go straight forward. Make a sharp right turn and go forward. From there, head to that door. Facing south, turn to your left and make a left at the split path. After you passed the zig-zag path, you should be facing east right besides the door. Go straight forward until you hit the wall in front of you. Then, make a left turn and go straight forward until you reach a dead end. From there, just go straight forward until you see the stairs that's leading you straight down. You should see the stairs on your left.

On the 4th floor, facing west, turn to your right and go straight forward. You should see the stairs from there. Facing west on the 5th floor, approach forward until you see the stairs going up to the 6th floor. On the 6th floor, facing west go to the door. There's an automated floor that leads to one particular area. Also, one of the rooms leads to a different part of the room on the 3rd floor. Be careful, most of them leads to a full circle around on the 3rd floor. So, the in order to go to the best route without getting lost is heading to the southwest room. I assumed that you just got out from the door you are in.

Facing north on the 6th floor, turn to your left and ride to the automated floor. Once the ride is done, then proceed forward to the next automated floor. From there, ride through that floor and enter the door in front of you. If you got it correct, you should be facing north. There are two path that splits off from this point. One of which leads to Lucifer while the other leads to Beelzebub. Beelezebub is an optional boss. If you beat him, you are rewarded to use fuse Beelezebub on the jakyou manor. If you are in the chaos alignment, you don't get to fight him and everything is given to you in a silver platter. In other words, once you talk to him, he'll just

disappear and give you the green light. Okay, at this point use the 6th floor as the marking point since going to Lucifer and Beelzebub requires using this path.

#### Leading to Beelzebub (Optional)

-----

Facing north, go through that door. Then turn to your left and go through that door in front of you. Facing west, turn to your left and go straight down and make a left turn of the fork and proceed through the door and head to the stairs on the left side. Facing east in the 4th floor, turn to your right and go straight forward until you see the stairs that leads to 5th floor. Facing west on the 5th floor, just go straight forward until you see the stairs that leads to the 6th floor. There, beyond the door lies Beelzebub. Be prepared of what lies ahead.

#### Law and Neutral Boss: Maou Beelzebub (6720 HP)

-----

As expected, this boss is a juggernaut. He is an extremely heavy hitter. If you are underleveled you may be out of your league. Guns are also useless in battle since Beelzebub can reflect gun shots. He breathes fire and casts tentrafoo to bind your magic casters. Let's not forget his signature instant death moves like mudoon. Mudoon gives high odds of instant death to the victim. It's very dangerous to any of your allies. I think this is a good time to spam to any exploitable attacks. Have anyone with Divine Retribution on the frontlines. Also, have your buffer demons in battles also. Since Beelzebub does not De-kaja, you can spam on Taru-kaja to raise your strength. If Hiroko is a speedy caster she can cover everyone by using Tetraja. Also, if anyone has rakunda or sukunda, please use it. He has high defense and evasion. If you know how to use the buffering method, you can survive the battle.

Alright, once you beat Beelzebub, you need to backtrack. So, head down the stairs all the way down to the third floor. Facing west on the 3rd floor, turn to your right and go straight forward. Head to the door on the right side. Facing west, go 10 steps forward and make a right turn. Facing south, head to the door you see on the left. Go through the door. From there, head to the door on the right side. From there, you should head to the stairs that leads to the marking point.

#### Leading to Lucifer

-----

Whatever you do, DO NOT go to the door in front of you. Instead, turn around so you are facing south and proceed to the door. From there, go 2 steps forward and turn to your left. Head to the door on the left side in the far distance. It leads to the stairs on the 4th floor. From here on, everything is self explanatory since the stairs to the next floor are adjacent to each other. By the time you are in the 7th floor, just go forward until you see the stairs on the opposite end. By the time you are in 9th floor, you are being acquainted by Lucifuge. Once you are done talking to him, beyond that door lies Lucifer. If you are in the chaos alignment, he'll be gladly to join up with you. However, you need to go to Eden to see who is the person with the 2nd half of Satan's body. If you are Neutral or Law, you get to face Lucifer, one of the toughest boss in the game.

#### Law and Neutral boss: Maou Lucifer (8553 HP)

-----

Lucifer is a very tough boss to beat. He has an exceptionally high evasion against normal attacks. He can also reflect gun shot attacks. He has a couple of magic attacks but none too major such as Maha-Agion and Bufula. He has Diarama to heal himself. But probably one of the most threatening moves Lucifer has done is Tentrafoo and Holy light. Holy light blinds the foes with a white

light leaving all of your allies charmed. Tentrafoo does the same effect except that it does some damage with the panic effect. This is exceptionally dangerous especially if the main character is pumped with the Taru-kaja bonus.

You need to be cautious of what you are doing in this battle. At anytime, Lucifer can cast Tentrafoo or Holy Light. So, what you do just cast Taru-Kaja about two times. Any time that your main character is charmed have someone use Me-Patra to cure charmed. Also, Divine Retribution is a must on this battle. He has a large amount of HP. It's only necessary to waste 1/4 of Lucifer's HP. I also advise you that a high accuracy melee weapons is a must in this battle due to his evasion. If you can maintain your stance, you can win the battle.

Once you beat Lucifer, Dareth will appear and inform you that Kuzuryu is going out of control and will destroy everything in its path. Head to the underworld to fight Kuzuryu. At this point, there are various events going on with 3 of the alignments.

-----  
Path to the Ending (WT026)  
-----

In this section, all three of the alignments have a different route going to Eden. Look for your segment and see what you have to do. On all of the paths, I suggest stocking on Hiranya before setting off.

\*\*\*\*\*  
\*1) Law\*  
\*\*\*\*\*

\*\*\*\*\*  
Proceeding to the final Area  
-----

All last minute preparation should be done during the Kether Castle segment. Once you beat Lucifer, you are immediately thrown to the final boss. Also, you are exempted from fighting the Shinrei bosses.

\*\*\*\*\*  
\*2) Neutral\*  
\*\*\*\*\*

Find Fury's Robe  
-----

Before all of this, you MUST grab Fury's robe; otherwise you cannot get in to Eden. For those who skimmed, go to Binah and head to the place that looks like a concave shape. Refer to the Binah sidequest for more information.

Fight Kuzuryu  
-----

Go to any underworld towns such as Roppongi or Shinjuku. Head out to those areas and you'll find Steven. He'll immediately transport you where Kuzuryu is. From there, you'll be thrown in battle.

Boss: Jaryuu Kuzuryu (7252 HP)  
-----

Kuzuryu is a much easier boss to fight than Lucifer. However, it takes a long time to kill him. The only thing going for him is his strong physical attacks

such as claw and rampage. He also some elemental attacks like shock and ice breath. So, slow demons might be out of their league if he uses any of the attacks.

In this battle, force attacks do not work against Kuzuryu. In other words you cannot use Divine Retribution against it. You need to battle it the long way. All you can do is to beef up your stat by using Taru-kaja and just chip him to death. Since he is slow, you have the advantage to cast tetrakarn to reflect his attacks. Other than that, it is a long battle.

#### Alternate Strategy

-----  
He's not immune to ice or elec. This means that he can be frozen and/or shocked. So if one had Masakado's Katana for this fight, one can simply Auto-battle him. If not that, then there's still the option of Hiroko using a Majo-sen (drops from Ryu-ou Oto-hime; inflicts Freeze) or a Raijin-ken (drops from Youki Yaksha; inflicts Shock).

(Thanks Saradin for the Strategy)

#### Hirokane becomes Masakado's Katana

-----  
The weapon Masakado's Katana is a Neutral alignment exclusive. As previously stated, you can only get the Hirokane by the cut-scene at the gates of Kether Castle. Once that's finished, you can go to the Blacksmith at Akasaka. He'll be gladly to refurbish the Hirokane for you. This is where it get's irritating. You have to run around for many moon cycles. Don't go for 2 full cycles. Go at least 12 full cycles. You can do this very easily by walking around the world map aimlessly. If you aren't getting it, just be patient and check back once in a while. Once it is done, you can finally equip the weapon. It's exception-ally powerful and it has a very high accuracy with a freeze affinity. You can cripple the bosses very easily with that affinity. They cannot get their turn.

#### Find Satan's second half

-----  
In order to enter Eden, you need to go to the Center. There's one more password you need to learn before entering eden. In the bar, the guy will once again tell you the password but gives only 3 digits. If you go to Shinjuku, the guy will tell you the password. However, who would want to go all the way there to get the password? So, I'll tell you in advance. The password is: "3470." Okay, you ask yourself, all the doors with passwords are open where is the last one. It's on the 22nd floor right where you had the epic questionnaire with the wall. Remember the one I ask you mark during the "Back to the Center" segment? That's the one. Input the password and you have access to the other area.

Getting to Eden is very straight forward. Once you got through the cryptic door, head to the door on the left side. Go straight forward and make a left turn at the intersection. From there, go to the door you see in front of you and that should lead to the Gates of Eden. Remember, I did recall you to grab Fury's robe. The lions there will accept you and it is going to open the gates for you. Once you are in Eden, head south on the world map to meet your target. Once you found out what happen, you'll once again get kicked out of Eden.

#### Proceeding to the final Area

-----  
Steven will inform you that go to any terminal so he'll teleport you to Eden. Once you go through the teleporter, there's no turning back. So make any last preparations. To aid you on your final journey, return fury's robe to the owner. There she'll reward to increased parameters. Once you have done any necessary preparation, head to the terminal and you will proceed to the final



dungeon.

\*\*\*\*\*

\*3) Chaos\*

\*\*\*\*\*

Find Fury's Robe

-----

Before all of this, you MUST grab Fury's robe; otherwise you cannot get in to Eden. For those who skimmed, go to Binah and head to the place that looks like a concave shape. Refer to the Binah sidequest for more information.

Lucifer

-----

Head through Kether Castle as usual and talk to Lucifer. He'll tell you to find Satan's second half in Eden. Trek all the way back to the Center. I recommend saving at the Binah area not the Tower of Chokmah.

Find Satan's second half

-----

In order to enter Eden, you need to go to the Center. There's one more password you need to learn before entering eden. In the bar, the guy will once again tell you the password but gives only 3 digits. If you go to Shinjuku, the guy will tell you the password. However, who would want to go all the way there to get the password? So, I'll tell you in advance. The password is: "3470." Okay, you ask yourself, all the doors with passwords are open where is the last one. It's on the 22nd floor right where you had the epic questionnaire with the wall. Remember the one I ask you mark during the "Back to the Center" segment? That's the one. Input the password and you have access to the other area.

Getting to Eden is very straight forward. Once you got through the cryptic door, head to the door on the left side. Go straight forward and make a left turn at the intersection. From there, go to the door you see in front of you and that should lead to the Gates of Eden. Remember, I did recall you to grab Fury's robe. The lions there will accept you and it is going to open the gates for you. Once you are in Eden, head south on the world map to meet your target. Once you found out what happen, you'll once again get kicked out of Eden.

Proceeding to the final area

-----

Once you seen the cut-scene go all the way back to Kether Castle where Lucifer is. At this point you can make any last minute preparation before heading to the top of Kether Castle. I recommend returning Fury's robe to its owner for additional points for your overall stat. Once you are done go to Lucifer and he'll teleport you to Eden.

-----  
Eden (WT027)

-----

Treasures: None

This is it. The final area. Depending on your alignment, everyone will have a different starting point. Eden is the place of no return. If you make a save in here, you cannot go back to the other areas ever again.

Starting Points

-----

\*\*\*\*\*

\*Law\*

\*\*\*\*\*

You'll be asked whether or not to proceed to the call. If you chose no, you are at the door right behind the final boss. Do any necessary preparations before taking on the final boss. See the Astral void segment for more details.

\*\*\*\*\*

\*Chaos\*

\*\*\*\*\*

You'll start at the front of the gate. Facing north, go forward and make a right at the Mesia. You cannot use that facility anyways. Turn left at the corner and go forward. Then, go straight at the zig-zag lines. Facing north, go forward and turn at the left corner. Then make another left turn at the corner. Facing south, go one step forward and turn to your left. Enter the door and it should lead to the boss.

\*\*\*\*\*

\*Neutral\*

\*\*\*\*\*

You'll start out at the terminal. Facing west, turn to your right and turn to the corner and immediately make a left turn. Facing north, turn to the left at the fork. Keep going forward across the zig-zag lines. At the end of the zig-zag lines, turn to your right and it leads to the boss.

Neutral and Chaos Boss: Shinrei Sabaoth (3975 HP)

-----

This is the 1st of the three Shinrei bosses you'll encounter. Sabaoth is not that hard. He occasionally heals himself with Diarama. He also has Maha-Zanma. Probably the only threatening thing about him is his high evasion and his Divine Retribution. It's only a threat if you are in the chaos alignment. Just use your typical buffering tactics and you should survive the battle without any scratches.

After Sabaoth, the path with Chaos and Neutral will merge. Facing south, head to the door you see on your left and enter the stairs. On this floor, the traps are very unique, the corners are a roundabout itself. You'll automatically turn back from where you last step. Follow these steps if you don't want to get lost. Facing south, go two steps forward. Then turn to your left and go two steps forward again. Then head to the door on your left and go two steps forward. Then enter the door on your left. Facing west, turn to your right and go forward five steps. Facing north, turn to your left and go four steps forward. Turn to your left and go two steps forward. Then turn to your right to exit the door. From there, turn to your left and go three steps forward. Turn to your left and go two steps forward and make a right hand turn. Facing south, head to your left and it should lead to the next boss.

Neutral and Chaos Boss: Shinrei Shaddai (4459 HP)

-----

This boss depends a lot on status attacks. He has hell's eyes and paralysis bite to do damage with paralysis. He has shock to stun your allies. So, slow allies may forfeit their turn if they get hit with shock. The most threatening attack in this bout is probably Mudo. If he managed to cast mudo on two of your human characters it's game over. Again, it's not hard. Just use your taru-kaja method and beat the crap out of him. Use tetraja to ward off his mudo magic.

Once you beat Shaddai, go straight forward and up the stairs. On this floor, the small rooms are filled with teleporters. Alright, head to the door in front of you. Then go forward again to get teleported in a different area. The next

part is crucial. Facing south, turn to your right and go forward. Do not go to the door on the right side. Instead, go through the end of the zig zag path and enter the door at the far end. Facing north, approach to the door in front of you. From there, take another step forward and you'll be teleported in another area. By then, there should be only one door besides the teleporter you are on. Facing north go straight forward and you'll fight another Shinrei boss.

Neutral and Chaos Boss: Shinrei Elohim (7592 HP)

-----  
Elohim has a high defense and evasion. If you have a weapon that has a low accuracy, then it's more likely to miss. That also goes for demons who are below level 60. Elohim has patora that petrifies your allies. Demons get withdrawn if they had the stone status. He also has a couple of multi fire attacks such as Fire Breath and Maha-Agion. He has De-kaja to take away any of your enhancement bonus. The most threatening part of the entire battle is that he takes a good chunk of your allies HP in battle. Since he has a high HP, it's a must that Divine Retribution must be used. Then use the buffering method while you are at it. You should beat the battle from there. Once you beat Elohim, go up stairs and go forward. As you get to the end of the road, a voice will be calling you. Enter the door and another major boss will appear.

Neutral and Chaos Boss: Shinrei Satan (12500 HP)

-----  
This is one of the most exceptionally dangerous boss in the game. He pretty much covered all the bases. He has an exceptional strength, Defense and evasion. His physical attack usually average in the mid 90s to the low 120s. He has a very strong defense that goes well with his high HP. If you have any weak weapon, Satan can evade it very easily. There's also a good chance that any of your demon allies cannot target Satan very well. He also has Megidolaon that can do a severe damage to all of your allies. If that's not enough, his status effect attack and his instant death magic is the most threatening of all. He casts poison breath to inflict poison on all of your allies. His mudo and finger of death is very annoying. Finger of death is a guaranteed death to anyone who is targeted. No one is safe with that move. If any of your human characters die at least once, it's game over.

His evasion is very noticeable on this battle. If for some reason, you have any weak weapon equipped and cannot get a clear shot, have anyone with Suku-kaja to compensate for low accuracy. A speedy caster with Tetraja is must on this battle. Satan casts death magic often. It's best to shield yourself in every turn. If not, just cast Samarecarm for anyone that dies. If you are in the chaos alignment, you can use Lucifer's Sabatoma to switch monsters while Aleph attacks. You probably know by now, cast Divine Retribution and do buffering to maximize damage. Once you beat Satan, you are suddenly sent to the astral void.

Astral Void

-----  
Okay, this is where all the 3 paths merge together. For any damage your allies made during the previous bout, please recover now. Make any necessary preparations before going against the final boss. Once you are done, keep going forward for the final battle. The final boss will reveal in front of you. The last boss is....

Final Boss: Shinrei YHVH (17080 HP)

-----  
This is his true form. The one you fought earlier in the center is the false one. As expected from the final boss, he is going to pull all stops on you. His strength, defense, evasion, and magic power is extraordinary. He pulls off

both types of Megido on you. All of which does an exceptional damage. He is immune to gunshots; particularly the rapid fire kind. Then he has Dekunda or Rica-ja for the Aeon Genesis patch. He'll dispel any negative growth that is inflicted upon him such as Dekunda or Tarunda. But that only happens when his battle stance is lowered. Last but not least, he has God's voice. It's not the one that gives you random status effect. It's the one with a guaranteed instant death. It's really hard to avoid this one because he often cast it first before anyone else does the tetraja barrier.

There's seriously no room for error on this one. Just use any exploitable method on hand like the divine retribution and the buffering trick. If you still carry a low accuracy weapon, use Suku-kaja to compensate that. You got to have your main healer and your back up on standby. Since he has loads of HP an army of Divine Retributioners will do. Anubis works the best despite of his very low MP. Use any healing supplements like soma or Hiranya to recover your allies. If you have Satan or Lucifer, you can use Sabatoma while Aleph can continue to attack. Just keep beating him up with your best attack as well as perserverance and you'll beat him. Once you beat YHVH, you can sit back and enjoy your ending. You deserve it.

= D

\*\*\*\*\*

\*\*\*\*\*

-----  
POSTGAME: Kongokai (WT028)  
-----

\*\*\*\*\*

\*\*\*\*\*

Requirements

-----  
Pre-Requisite: Beat the Game once  
                  Release all of the Amatsukamis from the Sealed Cave (OPTIONAL)  
                  Have a save point before entering Eden

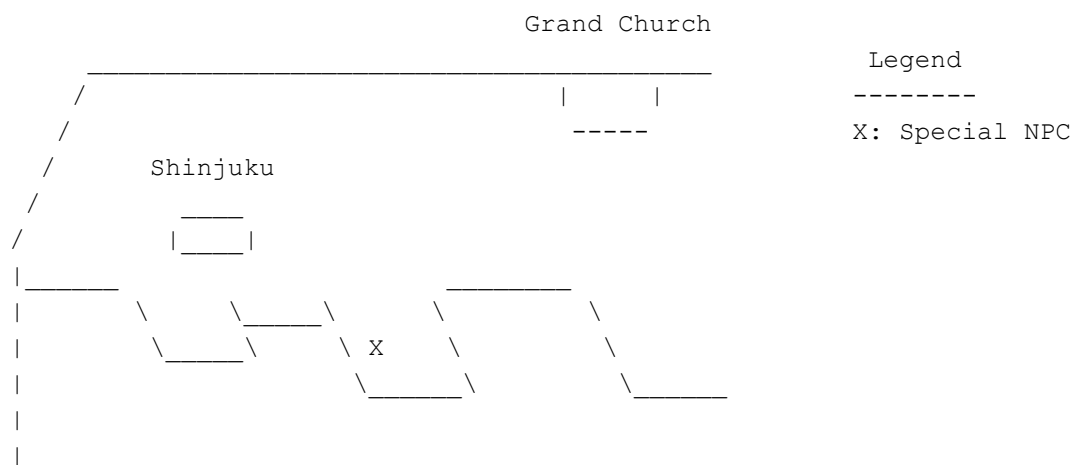
So, after beating the almighty god, YHVH, you think the game ends here and move on to another game that is in your backlog? Well, if you are sane and still want to play Shin Megami Tensei II to its fullest, I suggest checking out the hidden dungeon. Kongokai or Kongo-Shinkai in the Original dialogue, it's a place where all the Buddhist deities hang out. This is the place where you can get the most powerful equipment for the respective alignments. WTF?! Powerful equipments?! Are you effing serious?!!!!! This would've been my edge against YHVH back in Eden. I know, Atlus wants you to suffer some more before you even get your hands on those badass weapons.

So, you've probably read the pre-requisites above. I'll go more in-depth on the requirements. First, your save file MUST be saved before entering Eden or Kether Castle if you are in the LAW alignment. The reason why this is first is because once you save on the the point of No Return, you cannot go back there. No, save-states don't count. It must be saved from one of the two slots. If that's not possible for you, you may have to start over from scratch. Also, you can try to separate your Eden File onto another slot.

Second, you must beat the game once. Yes, you have to roll through the ending and credits screen. You have see the flying goddess flying around. From there, you are in the main menu screen and you can load your file from there. Don't worry, the game will recognize that you've beaten the game. More on that later on in this segment.

The last one is optional but strongly recommended. You have to release the Amatsukamis from the sealed cave. Although it doesn't have an impact to what type of dungeons you go to. But this will actually influence what enemies to fight on Kongokai itself. If you don't release them, you'll end up fighting any enemies you find on the world map; depending on your level. If you do release them, you'll have the chance to fight them. All the Amatsukamis all have a rare item drops. For example, Susano-O drops the Hinokagutsuchi or Ameterasu drops the the Megidoflail. Do keep in mind that they are rare drops. Anyways, not only they supplement a modest amount of EXP, they also carry rare weapons.

Okay, I've read your requirements. Can you tell me the location of the hidden dungeon? Sure, the location is on the world map in the Shinjuku area. There's an NPC lying around at the cliff side east of Shinjuku. You can tell that you have raised the Kongokai flag if he offered you to go to the dungeon. If not he'll tell you about the 3 men in Tokyo and nothing else. He should be easy to find since he's the only NPC on that area. For those who can't find the special NPC, check out the map below. Once you found the NPC, you are now in Kongokai.



-----  
Inside Kongokai (K0001)  
-----

Treasures: Bronze Box x6

Yep, this sky colored office building is Kongkokai. There, you'll meet Hiruko again along with Izanami and Ameterasu. Actually, if you met Amerterasu in a particular room, you can actually fuse her. Strange, but since you beat the game, it's not necessary. Anyways, I'll give the lowdown in this area. When you enter the area, you are faced with three doors in front of you. On your left is the Kaifuku, the right is the save point and the one at the center is the guy who'll get you out in the dungeon. Also, there's a jakyou manor for your convience. You'll fight various enemies. If you didn't release the Amatsukamis at the sealed cave, you'll fight generic enemies instead. If you have not done so, do it now.

There are two things you have to be concerned about: your alignment and your stats. Obviously, if you want to get the most powerful equipment, you need to be in a particular alignment. Each of the alignments will have unique equipments that's exclusive to one another. Unfortunately, that's one part you have to worry about. The second one is stats. To ensure that a low level person with low stats will never get the most powerful weapons early on the game, the programmers made sure that the entrance will require a certain number for a particular stat. If you don't understand what I'm saying, you need a certain number in your stat in order to pass the door. If you happen to play Shin Megami Tensei: Nocturne or the Maniax version in Japan, there's a door on the Fifth

Kalpa that asks you to have a demon whose monster is higher than a particular number on a certain stat. If you understand what I meant, then you know what I'm talking about. The only difference is that Aleph's stats is the one that will be tested and he doesn't get killed off if he doesn't meet the requirement.

For the most part, you need a minimum of 25 to 30 BASE points of any of the stats. It cannot be any equipment that enhances your stat nor the drinks from the bar. It only accepts the ones that are on the red bar. Level-up your character or use the Incenses will do. Also, did I mention that Hiroko's stats will have NO influence whatsoever. Okay, it seems like a lot of work, is it worth the trouble? Yes, especially the Majin spawning point. Your chances of encountering the hidden Majin demons drastically increase. More on that later on. In this segment, I'm going to split this segment into 4 parts using the alignments and make the Majin spawning section separate. Also, a little reminder that I always start my directions from the starting point.

\*\*\*\*\*

\*Law\*

\*\*\*\*\*

Facing North, turn around and you should see a single door in front of you. Go through and make a left turn and go straight. If you did it correctly, the gate will look at your stats. You should get through regardless. Facing south, go straight forward until you hit a fork. At the fork, turn to your left. Go straight and head to the door on your right and that's where your assigned door is for the LAW people.

IMO, this is the toughest of the three. Basically, the requirements ask you to have your base MAG stat at the minimum of 25 points. This is the toughest because you are asked to distribute your stat that opposes your nature. You know by now that Aleph does not have magic at all. You'll be forced to distribute your allocated points to the ones that you are going to use the least in order to enter the Tokyo Tower. Once you do that, you are now going to enter a dungeon exclusively to law; which is called the Tokyo Tower.

\*\*\*\*\*

\*Neutral\*

\*\*\*\*\*

Facing North, turn around and you should see a single door in front of you. Go through and make a left turn and go straight. If you did it correctly, the gate will look at your stats. You should get through regardless. Facing south, go straight forward until you hit a fork. At the fork, turn to your left. Ignoring the door that leads to the LAW dungeon, keep going forward and head to the door on the right side. Facing east, keep going forward and ignore the door that has luck stat. Instead turn to your left keep going forward until you see the door on the right side at the end of the zig-zag path.

In this gate, you are required to have a base INT stat at 25 points minimum. You probably might struggle on this one since INT isn't used that much. You might resort to level grinding or even use incense to enter the door. Once you have 25 INT, you are allowed to go to the Imperial Castle Koukyo.

\*\*\*\*\*

\*Chaos\*

\*\*\*\*\*

Facing North, turn around and you should see a single door in front of you. Go through and make a right turn and go straight. If you did it correctly, the gate will look at your stats. You should get through regardless. Facing south, go straight forward until you hit a fork. At the fork, turn to your right. Go straight and head to the door on your right and that's where your assigned

door is for the Chaos people.

In this gate, you are required to have a base STA stat at 25 points minimum. This isn't so bad since you probably allocate your points to the STA stat. If not, level grind or use incense. Once you are in, you are now in Ichigaya.

\*\*\*\*\*

\*Majin Spawning Point\*

\*\*\*\*\*

Okay, you probably slave yourself away to encounter a hidden Majin demon such as Alice, Hell Biker or The Matador on the dense fog hoping you have an encounter. If you do, you didn't get the rare drop and spend hours to encounter them. If you hope that there's a better way, your prayer has been answered. In Kongokai, there's a room specifically for the hidden majin. Each time you enter the room, you'll encounter a different hidden Majin each time. Thus, your encounter with them drastically increases. But, your chances of dropping the staffs is still 1/256. Still, it sure beats running the fog aimlessly and encountering weak-ass enemies.

Facing North, turn around and you should see a single door in front of you. Go through and make a left turn and go straight. If you did it correctly, the gate will look at your stats. You should get through regardless. Facing south, go straight forward until you hit a fork. At the fork, turn to your left. Ignoring the door that leads to the LAW dungeon, keep going forward and head to the door on the right side. Facing east, keep going forward and you'll see the door ahead of you. In this gate, you are required to have a minimal base LUK stat 25 points. From there, you can move forward and you can encounter the hidden majins. Hope you can get the rare drop from the Majins.

UPDATE:

At the Majin spawn point, you need to exit Kongokai via En no Ozuno or Toraport if your last save was from somewhere outside of Kongokai in order for the Majins to respawn. The Majin encounter rate, if you successfully leave and re-enter Kongokai, is very high. If you re-entered and no Majin appears, then exit again and one will most likely appear.

(Thanks Roto\_Arel for the statement)

-----  
Tokyo Tower (K0002)  
-----

Treasures: Jesus Helm (Law Only)  
          Jesus Armor (Law Only)  
          Jesus Gloves (Law Only)  
          Jesus Legs (Law Only)

WTF, am I still at the same dungeon? No, due to the graphics limitation all the rooms will look the same. Technically you are at a different dungeon. Also, the naming is the right place to differentiate from the Kongokai dungeon. Anyways, you should be warped from Kongokai. Facing east, there's an elevator in front of you, this will lead you to the exit. Instead, make a left and head to the door that leads to the 45th floor. Be sure to get the nifty Jesus sets on those two floors. As you move forward, you'll notice that there's a door that's similar to the ones you encounter earlier. This room leads to another dungeon called the "Metropolis Government Building" However, the stat requires the base stat of 30 points for SPD in order to get in.

-----

Imperial Castle Koukyo (K0003)

-----  
Treasures: Masakado Helm (Neutral Only)  
          Masakado Armor (Neutral Only)  
          Masakado Gloves (Neutral Only)  
          Masakado Legs (Neutral Only)

The minute you get in, turn around and get the treasure behind you. In this area, the corridors are filled with fog. Facing south, turn to your right and take two steps forward. Turn to your right again and take 6 steps forward. Turn to your left and you should see the light. You can still explore the dark corridor and get the Masakado armor sets. Anyways, facing north head to the door on your left. You can make a right turn and it leads to the exit. On the other hand, if you make a left turn, you can go forward until you go to another gate that leads to the "Metropolis Government Building." The base stat required to go to the dungeon is 30 LUK points in order to get in.

-----  
Ichigaya (K0004)

-----  
Treasures: Tenma Helm (Chaos Only)  
          Tenma Armor (Chaos Only)  
          Tenma Greaves (Chaos Only)  
          Tenma Gauntlet (Chaos Only)

This one is rather straight forward. All the Tenma equipment set is all clumped up in one area. Find each of the equipment on the various rooms. Once you done that, you can either take the elevator to get out of the dungeon or take the stairs that leads to the "Metropolis Government Building." In this gate, this requires you to get a base stat a minimum of 30 STR points. Once you've done that, you'll head out in the final segment of the post game dungeon.

-----  
Metropolis Government Building (K0005)

-----  
Treasures: Blaster Gun (Neutral Only) Skull Bullets  
          Renki-No-Ken x2 Randall Custom (Chaos Only)  
          Corrosion Shells Kurikara's Sword (Chaos Only)  
          Hoten Kageki (Neutral Only) Peacemaker (Chaos Only)  
          Megidoflail (Law Only)  
          Bodoribin (Law Only)

This is where all three alignments intertwine. Once you get out of the teleporter, there are two elevators: one on your right and the other on your left. The one on the right leads to the treasury that contains some of law exclusive equipment while the other contains chaos exclusive equipment. The one in-between is the door that leads to a neutral exclusive called the blaster gun. Depending on your alignment, choose the elevator that corresponds to your alignment. Neutral on the other hand can explore the two separate elevators. But be warned, neutral alignment people can never get the weapons on the 18th floor on both sides since the weapons are exclusive to a particular alignment. If you are chaos and you managed to beat the Kether Castle segment, you can go back to the Gov't building and encounter high level demons such as Lakshimi or Garuda. They drop incenses and increase your EXP exponentially. Unfortunately, this only caters for the Chaos people. Neutral and law have to look somewhere else to level grind.

This concludes the tour at the post game dungeons. Unfortunately, there's no superbosses to fight. But that's okay, you can get all sorts of powerful weapons in the post-game dungeons so you can kick YHVH's ass much quicker.



Thanks to the person whom shall be anonymous, for giving me instructions of how to enter the post game dungeon.

^ ^  
\_

=====  
XII. Frequently Asked Questions (MT012)  
=====

Technical Questions  
-----

Q: I've installed the patch and now my game keeps crashing. What do I do?  
(SNES Version Only)

A: There's two ways of approaching this problem: One get a pre-patched ROM or two get an SNEStool. You need to remove the header of the ROM before patching. BTW, be sure to have a CLEAN ROM before you remove the header.

Q: Where can I find the Pre-Patched ROM?

A: I'm sorry, but you need to find that one out yourself. Telling of where to get the ROMs is illegal. Sorry if that disappoints you...

General Questions  
-----

Q: WTF?! Why can't I summon that demon? I want to use that demon in battle =(

A: Chances are, you might lean too much on one alignment. Leaning to one alignment can shut you off from using demons from the opposing side. If you plan to use both Law and chaos demons, you need to be in the neutral alignment.

Q: How do I maintain or get to neutral alignment?

A: There are several ways to get to neutral alignment.

- If you are law right now, Donate 1000 Macca to Gaia.
- If you are Chaos right now, Donate money at the Great Church. (Warning there is a limit of how many times you do this)
- Kill off only LAW demons or Chaos Demons. (Refer to your Demon Analyze for more info)
- Go only on the Garage or the neutral Kaifuku. Going to Gaia or Mesia can shift your alignment a bit.
- Make the ideal choices on the decision making segments. (Refer to the decisive moments in the Walkthrough)

Q: I can't take it anymore, I need a revive magic fast. When is the earliest time to have a demon learn a revive magic?

A: The costly revive ritual is taking a toll, huh? Well, the earliest time to have someone with a revive magic is probably Reichou Phoenix. He's in level 22 and he's capable of learning Recarm. Just have Aello, Celano and Okypete as your 3 way fusion. (This is the earliest demon I can think up. Unless someone else can think up a better combination, please feel free to e-mail me.)

Q: Damn it, why is it that Divine Retribution is not working for me?

A: There are restrictions for that move. The alignment on certain monsters also play a role. Metatron's version of Divine Retribution would not be effective against the Shinrei bosses. Shiva's version of Divine Retribution would not work against a Maou bosses. For some reason Dominion's version of DR would not work on certain bosses. The only one that works effectively throughout is Anubis. He may have the least amount of MP. But, he's the most effective on the damage itself. If this move is not working out for you, use conventional moves. It's time consuming but at least you are damaging your foes.

Q: What about the hidden Majin demons? Can I recruit them?

A: Nope, they cannot be fused nor recruitable. Sorry, Alice won't be in your hands until the later installments. >\_>

Q: I'm so sick and tired of attempting to encounter the hidden majins on the dense fog. Is there a better way?

Yes, once you beat the game and head to Kongokai, you can go to the majin spawning point. Read the "Majin Spawning Point" for more info...

#### Character Stat Building Questions

-----  
Q: Aleph doesn't learn Magic at all. Should I count MAG one out?

A: Unless you plan to go to Kongokai and head to the Tokyo Tower, I don't see why not. Also, the dance contest at the disco requires you have 10 MAG points. When you do plan to raise MAG stat, I encourage you to use the incense on Aleph rather than using your hard earned points when you level up.

#### Spoiler Questions

-----  
There are lots of end-game Spoilers. So, proceed with caution.

-

-

\* SPOILERS AHEAD\*

-

-

Q: Speaking of decision making, what are the major ones I have to look out for?

A: The Death of Beth.  
Arcadia via Tirpareth Area (Sidequest)  
The Center's questionnaire  
The revival of Set

The rest are very minor. You can screw up with the minor ones and still recover when you do the major ones.

Q: So, talking to the big faced guy at the center, what are the possible outcomes? (Warning: I did some of the answers, but I did not go through every possible outcomes)

A: There are 3 questions in all each with a yes or a no. Choose the various

combinations.

- Y, Y, Y = Chaos
- Y, N, Y = Chaos
- Y, Y, N = Law
- N, Y, N = Neutral
- N, N, N = Law

Q: I followed the answers that contains the neutral outcome. Why am I not getting neutral as my desired outcome?

A: Chances are, you lean too much on one side of the alignment. It's possible that the neutral outcome might turn into law or chaos depending of where you are at on the alignment.

Q: Did I screwed up of getting the ending I want?

A: No, there's still one more left. Out of all the questions, that one is the most important one of all.

Q: What does the Revival of Set has to do with the ending I want?

A: Okay, even though I did put spoilers on the title, I'll keep it brief as possible. As Set is about to be resurrected and you hear what Lucifer has to say; you are given a choice to who align yourself with. If you chose Zain to work with him, you offically hit LAW. If you chose to align yourself with Lucifer, you officially in the Chaos alignment. If you do not want to align with neither of the two, then you hit neutral alignment. The choices at that point is set in stone. (No pun intended)

Q: Oh snap, after I chose who to align myself with, why can't I have anything on the opposing side?

A: If you want to use the most powerful equipment on the opposing alignment, you aren't allowed to use it. Everything that is alignment influenced, you'll have no access to their stuff with some exception with the neutral alignment. Also, the order of what boss to fight near the end is also affected to what you have chosen. Chose wisely or better yet, get the weapon you wanted and equip it before you teleport to Eden.

Q: I regret of my final decision, can't I use fury's robe to bypass the alignment restriction?

A: Sorry, Fury's robe only works if you are in Neutral or chaos. It's only there to open the gates of Eden.

Q: What's with the frequent Earthquakes I've seen throughout the game?

A: That's actually Kuzuryu that's causing the quake. Lucifer is building up energy to destroy everyone in the Millenium, the underworld and the Abyss.

Q: I found the guy that leads to Kongokai. Why is he not offering me to go to Kongokai?

A: You didn't beat the game or didn't went through the credits or even you unwawaringly went to your save state. Beat the game and go through the credits.

Q: Is it possible that I can go to all three alignment gates at Kongokai?

A: Yes, you can but you are going to need loads of patience. In Kongokai, there's a lot of restrictions before heading to alignment gate. For instance, you need a minimal of 25 of any of your base stat. If you do any of that before the diverging point, you are going to accumulate very little EXP and you've probably shift alignment at that point. It's possible but not strongly recommended since it's very tedious.

\*\*\*\*\*  
\*Update\*  
\*\*\*\*\*

Q: ARGH!!! My weapons are so worthless against Satan and YHVH. I can't stop missing and I can't go to Kongokai yet. What are some of the weapons that I can use to go up against those two?

A: On top of my head there's a couple of melee weapons that work against those two. Without resorting to Sword Fusioning, you can get Masakado's Katana via blacksmithing the Hirokane sword. However, that's only good if you are going for the Neutral ending. Law and Chaos alignment on the other hand may have to resort to Sword Fusioning. It's possible to get the Hinokagutsuchi without going to Kongokai. Here's one of the many combinations of getting Hinokagutsuchi.

Hinokagutsuchi  
-----

Ingredients  
-----

2 Renki-no-ken (Can be found by fighting Turdak or Principality)  
2 Fuujin-ken (Can be found by fighting Hanuman)  
Reichou Sparna  
Reichou Yatagarasu  
Megami Arianrhod  
Kunitsukami Ooyamatsumi  
Jiboshin Kikuri-hime  
Amatsukami Hinokagutsuchi

Preparation  
-----

\*\*\*\*\*  
\*Melee Weapon\*  
\*\*\*\*\*

Ame-no-nuboko = Seki-no-Kanesada x Hannya-Nagamitsu x Jiboshin Kikuri-hime

Seki-no-Kanesada = Renki-no-ken x Fuujin-ken x Megami Arianrhod

Hannya-Nagamitsu = Bizen-Osafune x Kunitsukami Ooyamatsumi

Kogitsune-maru = Renki-no-ken x Reichou Sparna

Bizen-Osafune = Fuujin-ken x Reichou Yatagarasu

\*\*\*\*\*  
\*Fusioning Process (Neutral only)\*  
\*\*\*\*\*

Reichou Sparna = Youchou Benu x Kijo Hag  
(then Renki-no-ken x Sparna = Kogitsune-maru)

Reichou Yatagarasu = Youchou Neamhan x Kijo Hag

(then Fuujin-ken x Yatagarasu = Bizen-Osafune)

Megami Arianrhod = Reichou Yatagarasu x Kijo Hag  
(then Renki-no-ken x Fuujin-ken x Arianrhod = Seki-no-Kanesada)

Kunitsukami Ooyamatsumi = Jiboshin Tawaret x Youki Ihika  
Jiboshin Tawaret = Seijuu Apis x Kijo Hag  
Seijuu Apis = Ryu-oh Nozuchi x Majuu Cait Sith  
(then Bizen-Osafune x Ooyamatsumi = Hannya-Nagamitsu)

Jiboshin Kikuri-hime = Seijuu Byakko x Kijo Arachne  
Seijuu Byakko = Ryu-oh Mizuchi x Majuu Kerberos  
(then Seki-no-Kanesada x Hannya-Nagamitsu x Kikuri-hime) =  
Ame-no-Nuboko

Amatsukami Hinokagutsuchi = Megami Freya x Youma Ganesha  
Megami Freya = Reichou Suzaku x Kijo Arachne  
Reichou Suzaku = Ryu-oh Mizuchi x Youma Tengu

Last but not least; Kogitsune-maru x Ame-no-Nuboko x Hinokagutsuchi to make  
Hinokagutsuchi

These are one of the many combinations that is found in sword fusioning.  
If you really need an in-depth analysis on Sword Fusioning, look over there  
for more information. Sorry for the pun, dude. Seriously, Look\_Over\_there  
has a lot of information about sword fusioning. Check it out.

(Thanks Saradin for the Hinokagutsuchi info and Look\_Over\_There for  
your FAQ which help me understand the sword fusioning system)

-

\*\*\*\*\*END SPOILERS\*\*\*\*\*

-

-

=====  
XIII. Store Inventory List (MT013)  
=====

-----  
Healing Facilities  
-----

NOTE: The Alignment Kaifukus have the same items available as the ones in the  
surface world.

Mesia	Garage
-----	-----
Segaki Rice.....360	Hiko-Barrier.....130
Soul Incense.....9000	Hamaya.....300
Angel Hair.....1200	Amida Bead.....540 (Neutral/Chaos only)
Rosary.....1500	Nyorai Straw.....1200 (Neutral/Chaos only)

Gaia  
----

Kodokuzara.....160  
Ashura Hand.....1200  
Yoma Sphere.....2800  
Amulet.....500

-----  
Manor of Luck Casino  
-----

They require Coins rather than Macca.

Valhalla Casino  
-----

Cat O' 9 Tails.....5000  
Miracle Glock.....2000  
Vaccum Axe.....500  
React Sheet.....200  
Metal Card.....10

Roppongi Casino  
-----

Jipanium Helm.....20000  
Hoten Kageki.....5000  
Delt Colt.....1000  
Colt of Blessings.....500  
Bronze Box.....200  
Metal Card.....10

-----  
Valhalla  
-----

Weapon:

Att. Knuckles.....250  
Spike Rod.....300  
Queenbute.....350  
Battle Hammer.....400  
Beretta 92.....600  
Desert Eagle.....1200  
Bullets.....50  
Shotgun Shot.....1000

Armor:

Fritzhelm.....280  
Nape Guard.....320  
Highleg Armor.....800  
Kaiser Armor.....1200  
Rivet Knuckle.....500  
Jamming Armor.....1200  
Leggerslam.....500  
Titanium Boots.....1200

-----  
Factory  
-----

Weapons:

Gonzo Pistol.....4800  
Dominador.....6000  
Gyro Jet.....9800

Junks:

Ointment.....40  
Dis-Poison.....50  
Muscle Drink.....400  
Kintan.....5000

M16 Rifle.....12000  
Shotgun Shot.....1000  
Rondi-Shot.....1500  
Nerve Bullet.....1800  
Cursed Bullet.....2400

Armor:

Metal Turban.....600  
Iron Bunny.....1000  
Iron Helm.....1400  
Tang Lion.....2400  
Rivet Knuckle.....500  
Jamming Armor.....1200  
Arm Bridge.....1800

-----  
Holytown  
-----

Weapons:

Beretta 92.....600  
Desert Eagle.....1200  
Gonzo Pistol.....4800  
Dominator.....6000  
Bullets.....50  
Poisoned Bullets.....500  
Shotgun Shot.....1000  
Rondi-Shot.....1500

Armors:

Nape Guards.....320  
Metal Turban.....600  
Armor of the Sun.....2700  
Jamming Armor.....1200  
Arm Bridge.....1800  
Leggerslam.....500  
Dancer Helm.....2500

-----  
Shinjuku  
-----

Armor:

Dolphin Helm.....2500  
Iron Face.....4500  
Rear Unit.....4200  
Tetrajammer.....7200  
Whirlwind.....2700  
Tachiwari.....3800  
Crescent Mail.....4200  
Bell Toll.....7500

-----  
Akasaka  
-----

Weapons:

Beretta 92.....600

Junks:

Ointment.....40  
Dis-Poison.....50  
Muscle Drink.....400  
Kintan.....5000

Drugs:

Ointment.....40  
De-Stone.....100  
Dis-Paralysis.....50  
Dis Poison.....40  
Hyper Drop.....950  
Muscle Drink.....400  
Kintan.....5000

Desert Eagle.....1200  
Gonzo Pistol.....4800  
Dominator.....6000  
Gyro Jet.....9800  
M16 Rifle.....12000  
M249 Mimal.....28000  
SPAS12.....32000  
Bullets.....50  
Poisoned Bullets.....500  
Shotgun Shot.....1000  
Nerve Bullet.....1800  
Cursed Bullet.....2400  
Cop Killer.....2800  
Plutonium.....4500

Armors:

Dolphin Helm.....2500  
Iron Face.....4500  
Dragon Helm.....6000 (Law only)  
Daybreak Helm.....6800  
Skull Keik.....5800  
Tetrajammer.....7200  
Dragon Mail.....12000 (Law Only)  
Daybreak Armor.....18000  
Rikiou Gauntlet.....4100  
Revenge Gauntlet.....5000  
Draupinir.....6400 (Law only)  
Daybreak Gauntlet.....8400  
Climbing Shoes.....6200  
Bell Toll Greaves.....7500  
Dragon Boots.....10000 (Law only)  
Crimson Greaves.....12000

-----  
Roppongi  
-----

Weapons:

SPAS12.....32000  
Kirai-Ho.....38000  
Barrett M9.....50000 (Neutral Only)  
Golden Gun.....62000  
Cursed Bullet.....2400  
Cop Killer.....2800  
Blessed Bullets.....3200  
Antimagic Bullets.....4000

Armors:

Dragon Helm.....6000 (Law only)  
Phosphores.....7200 (Chaos Only)  
Dragon Mail.....12000 (Law Only)  
Fireball Armor.....23000 (Chaos Only)  
Draupinir.....6400 (Law only)  
Inferno Gauntlet.....9300 (Chaos Only)  
Dragon Boots.....10000 (Law only)  
Blazing Greaves.....15000 (Chaos Only)

-----



Triphareth

-----

Weapons:

Golden Gun.....62000  
M134 Vulcan.....75000 (Chaos Only)  
Gigasmasher.....84000  
Kunitomo's Gun.....95000  
Plutonium.....4500  
Carbo-Line.....5200 (Chaos Only)  
Corona Shot.....6000  
Bullets of Light.....11000 (Law only)

Armors:

Panzer Helm.....10000  
Jagd Helm.....18000  
Panzer Suit.....30000  
Jagd Armor.....36000  
Panzer Fist.....10000  
Jagd Glove.....14000  
Panzer Leg.....17000  
Jagd Leg.....21000

-----

Yesod

-----

Weapons:

Barrett M9.....50000 (Neutral Only)  
Golden Gun.....62000  
Kirai-Ho.....38000  
Blessed Bullets.....3200  
Antimagic Bullets.....4000  
Plutonium.....4500  
Carbo-Line.....5200 (Chaos Only)

Armors:

Daybreak Helm.....6800  
Phosphores.....7200 (Chaos Only)  
Daybreak Armor.....18000  
Fireball Armor.....23000 (Chaos Only)  
Daybreak Gloves.....8100  
Inferno Gauntlet.....9300 (Chaos Only)  
Crimson Greaves.....12000  
Blazing Greaves.....15000 (Chaos Only)

-----

Netzach

-----

Weapons:

Barrett M9.....50000 (Neutral Only)  
Golden Gun.....62000  
M134 Vulcan.....75000 (Chaos Only)  
Gigasmasher.....84000  
Antimagic Bullets.....4000  
Plutonium.....4500  
Carbo-Line.....5200 (Chaos Only)

Junk:

Maha-Zio Stone.....180  
Maha-Bufu Stone.....170  
Maha-Agi Stone.....150  
Spiral Bomb.....300  
De-Stone.....100  
Dis-Paralysis.....50  
Dis Poison.....40  
Hyper Drop.....950  
Ointment.....40  
Muscle Drink.....400  
Hiranya.....600  
Balloon Shield.....600

Junk:

Maha-Zio Stone.....180  
Maha-Bufu Stone.....170  
Maha-Agi Stone.....150  
Spiral Bomb.....300

Junk:

De-Stone.....100  
Dis-Paralysis.....50  
Dis Poison.....40  
Hiranya.....600

Corona Shot.....6000

Armors:

Panzer Helm.....10000  
Panzer Suit.....30000  
Panzer Fist.....10000  
Panzer Leg.....17000

-----  
Temple of Chesed  
-----

Junk:

Maha-Zio Stone.....180  
Maha-Bufu Stone.....170  
Maha-Agi Stone.....150  
Spiral Bomb.....300

-----  
Geburrah  
-----

Weapons:

M134 Vulcan.....75000 (Chaos Only)  
Gigasmasher.....84000  
Kunitomo's Gun.....95000  
Railgun.....120000  
Carbo-Line.....5200 (Chaos Only)  
Corona Shot.....6000  
Bullets of Light.....11000 (Law only)  
Bullets of Darkness...13200 (Chaos only)

Junk:

Maha-Zio Stone.....180  
Maha-Bufu Stone.....170  
Maha-Agi Stone.....150  
Spiral Bomb.....300  
De-Stone.....100  
Dis-Paralysis.....50  
Dis Poison.....40  
Hyper Drop.....950

Armors:

Panzer Helm.....10000  
Panzer Suit.....30000  
Panzer Fist.....10000  
Panzer Leg.....17000  
Jagd Helm.....18000  
Jagd Armor.....36000  
Jagd Glove.....14000  
Jagd Leg.....21000  
Strum Helm.....24000  
Strum Suit.....42000  
Strum Glove.....20000  
Strum Leg.....28000

=====  
XIV. Demon Compendium (MT014)  
=====

Lev: # Name  
HP: MP: CP:  
Str: Int: Mag: Stm: Spd: Luk:  
Att: Hit: Def: Eva: M. Pow: M. Eff:

-----  
Magic:  
Extra:

NOTE: In this section, this shows all the demons with their default abilities.  
Last but not least, the order of the demons in each category goes from the  
strongest to the weakest.

-----  
Light (DC001)  
-----

\*\*\*\*\*

-----  
Light/Law  
-----

\*\*\*\*\*

-----  
Daitenshi  
-----

Lev: 99 Name: Satan  
HP: 999 MP: 659 CP: 208  
Str: 30 Int: 22 Mag: 24 Stm: 24 Spd: 28 Luk: 20  
Att: 258 Hit: 188 Def: 246 Eva: 186 M. Pow: 29 M. Eff: 28

-----  
Magic: Megidolaon  
Mudoon  
Sabatoma  
Extra: Akasha  
Deathbound

Lev: 68 Name: Metatron  
HP: 959 MP: 454 CP: 140  
Str: 23 Int: 18 Mag: 22 Stm: 12 Spd: 16 Luk: 10  
Att: 180 Hit: 124 Def: 156 Eva: 123 M. Pow: 26 M. Eff: 23

-----  
Magic: Megidolaon  
Mahanma  
Extra: Deathbound  
Wingbeat  
Divine Retribution

Lev: 64 Name: Kamiel  
HP: 900 MP: 211 CP: 134  
Str: 25 Int: 10 Mag: 10 Stm: 20 Spd: 18 Luk: 10  
Att: 174 Hit: 120 Def: 168 Eva: 117 M. Pow: 12 M. Eff: 12

-----  
Magic: Estoma  
Diarahan  
Extra: Deathbound  
Akasha  
Hell Stomp

Lev: 59 Name: Sariel  
HP: 810 MP: 271 CP: 130  
Str: 18 Int: 12 Mag: 15 Stm: 14 Spd: 15 Luk: 12  
Att: 152 Hit: 110 Def: 146 Eva: 109 M. Pow: 18 M. Eff: 15

-----  
Magic: Mudoon  
Hama  
Mahanma  
Necroma

Extra: Deathtouch

Lev: 52 Name: Kusiel  
HP: 588 MP: 277 CP: 119  
Str: 18 Int: 12 Mag: 18 Stm: 8 Spd: 15 Luk: 7  
Att: 124 Hit: 86 Def: 118 Eva: 85 M. Pow: 16 M. Eff: 15

---

Magic: Agilao  
Bufula  
Zanma  
Zionga  
Extra: Tobi Ge-  
Fool's Voice

Lev: 47 Name: Ophanim  
HP: 593 MP: 210 CP: 109  
Str: 15 Int: 12 Mag: 13 Stm: 12 Spd: 10 Luk: 9  
Att: 124 Hit: 86 Def: 118 Eva: 85 M. Pow: 16 M. Eff: 15

---

Magic: Agilao  
Bufula  
Zanma  
Zionga

Lev: 40 Name: Raguel  
HP: 450 MP: 169 CP: 74  
Str: 8 Int: 12 Mag: 13 Stm: 9 Spd: 10 Luk: 8  
Att: 90 Hit: 69 Def: 92 Eva: 70 M. Pow: 16 M. Eff: 15

---

Magic: Agilao  
Plinpa  
Dekaja  
Recarm  
Extra: Divine Retribution

Lev: 37 Name: Haniel  
HP: 346 MP: 174 CP: 90  
Str: 8 Int: 12 Mag: 13 Stm: 9 Spd: 10 Luk: 8  
Att: 90 Hit: 69 Def: 92 Eva: 70 M. Pow: 16 M. Eff: 15

---

Magic: Marin-Karin  
Maha-Zanma  
Pen-Patora  
Extra: Hell's Eye

Lev: 32 Name: Zafkiel  
HP: 286 MP: 162 CP: 81  
Str: 4 Int: 12 Mag: 14 Stm: 10 Spd: 8 Luk: 7  
Att: 72 Hit: 58 Def: 84 Eva: 60 M. Pow: 17 M. Eff: 15

---

Magic: Marin-Karin  
Maha-Zanma  
Pen-Patora  
Extra: Hell's Eye

Lev: 28 Name: Ramiel  
HP: 298 MP: 107 CP: 73  
Str: 13 Int: 7 Mag: 9 Stm: 7 Spd: 8 Luk: 6  
Att: 82 Hit: 54 Def: 70 Eva: 53 M. Pow: 10 M. Eff: 9

---

Magic: Agilao  
Hama  
Mahanma  
Pen-Patora

Extra: Wingbeat

\*\*\*\*\*

Amatsukami

\*\*\*\*\*

Lev: 59 Name: Ameterasu  
HP: 841 MP: 328 CP: 123  
Str: 18 Int: 12 Mag: 18 Stm: 15 Spd: 13 Luk: 10  
Att: 150 Hit: 107 Def: 148 Eva: 106 M. Pow: 21 M. Eff: 16

-----  
Magic: Maha-Agion  
Megidolaon  
Samarecarm  
Mahanma  
Mediarama  
Extra: Fool's Voice

Lev: 54 Name: Tsukiyomi  
HP: 465 MP: 343 CP: 112  
Str: 10 Int: 14 Mag: 21 Stm: 11 Spd: 13 Luk: 10  
Att: 122 Hit: 98 Def: 130 Eva: 100 M. Pow: 24 M. Eff: 19

-----  
Magic: Maha-Zanma  
Makajama  
Sabatoma  
Mudoon  
Extra: Fool's Voice

Lev: 48 Name: Take-Mikazuchi  
HP: 720 MP: 167 CP: 105  
Str: 20 Int: 7 Mag: 11 Stm: 13 Spd: 12 Luk: 7  
Att: 126 Hit: 90 Def: 122 Eva: 87 M. Pow: 12 M. Eff: 9

-----  
Magic: Zionga  
Maha-Zio  
Maha-Zionga  
Dekaja  
Toraport

Lev: 44 Name: Hinokagutsuchi  
HP: 554 MP: 185 CP: 99  
Str: 15 Int: 9 Mag: 13 Stm: 12 Spd: 11 Luk: 8  
Att: 118 Hit: 82 Def: 112 Eva: 81 M. Pow: 15 M. Eff: 12

-----  
Magic: Agilao  
Maha-Agion  
Extra: Flamewall  
Explode

Lev: 38 Name: Omoikane  
HP: 169 MP: 123 CP: 88  
Str: 4 Int: 15 Mag: 14 Stm: 5 Spd: 13 Luk: 9  
Att: 84 Hit: 73 Def: 86 Eva: 76 M. Pow: 17 M. Eff: 18

-----  
Magic: Maha-Zanma  
Makajama

Tetrakarn  
Tetraja

Lev: 33 Name: Tajikarao  
HP: 416 MP: 67 CP: 79  
Str: 15 Int: 5 Mag: 6 Stm: 12 Spd: 9 Luk: 8  
Att: 96 Hit: 63 Def: 90 Eva: 61 M. Pow: 7 M. Eff: 6

---

Extra: Backfist  
Mawash  
Raitei  
Tobi Ge-

Lev: 29 Name: Ame-No-Torifune  
HP: 209 MP: 90 CP: 72  
Str: 10 Int: 8 Mag: 9 Stm: 6 Spd: 11 Luk: 7  
Att: 78 Hit: 58 Def: 70 Eva: 57 M. Pow: 11 M. Eff: 10

---

Magic: Maha-Zanma  
Trafuri  
Toraport  
Traesto  
Extra: Throw

\*\*\*\*\*  
Reichou  
\*\*\*\*\*

Lev: 49 Name: Garuda  
HP: 550 MP: 162 CP: 98  
Str: 13 Int: 9 Mag: 11 Stm: 13 Spd: 18 Luk: 9  
Att: 124 Hit: 96 Def: 124 Eva: 95 M. Pow: 13 M. Eff: 11

---

Magic: Dekaja  
Maha-Zanma  
Extra: Wingbeat  
Scratch  
Bind Voice

Lev: 41 Name: Suzaku  
HP: 340 MP: 137 CP: 86  
Str: 10 Int: 9 Mag: 9 Stm: 9 Spd: 15 Luk: 9  
Att: 102 Hit: 80 Def: 100 Eva: 80 M. Pow: 13 M. Eff: 11

---

Extra: Panic Voice  
Wingbeat  
Firebreath  
Mawash-

Lev: 31 Name: Yagatarasu  
HP: 230 MP: 106 CP: 70  
Str: 10 Int: 9 Mag: 11 Stm: 7 Spd: 12 Luk: 5  
Att: 82 Hit: 61 Def: 76 Eva: 61 M. Pow: 13 M. Eff: 11

---

Magic: Agilao  
Maha-Agion  
Extra: Scratch  
Wingbeat

Lev: 22 Name: Phoenix  
HP: 112 MP: 69 CP: 55

Str: 5 Int: 7 Mag: 10 Stm: 5 Spd: 12 Luk: 5  
Att: 54 Hit: 47 Def: 54 Eva: 48 M. Pow: 11 M. Eff: 9

-----  
Magic: Mahanma  
Dekaja  
Recarm  
Extra: Firebreath

Lev: 15 Name: Sparna  
HP: 70 MP: 34 CP: 44  
Str: 4 Int: 4 Mag: 6 Stm: 4 Spd: 12 Luk: 6  
Att: 38 Hit: 36 Def: 38 Eva: 36 M. Pow: 7 M. Eff: 5

-----  
Magic: Diarama  
Pen-Patora  
Posumudi  
Paraladi

\*\*\*\*\*

-----  
Light/Neutral  
-----

\*\*\*\*\*

\*\*\*\*\*

Majin

\*\*\*\*\*

Lev: 67 Name: Ardha  
HP: 999 MP: 393 CP: 121  
Str: 28 Int: 17 Mag: 20 Stm: 15 Spd: 20 Luk: 20  
Att: 186 Hit: 129 Def: 160 Eva: 126 M. Pow: 23 M. Eff: 20

-----  
Magic: Maha-Agion  
Mudoon  
Megidolaon  
Extra: Sexy Dance  
Rampage

Lev: 64 Name: Virocana  
HP: 791 MP: 450 CP: 144  
Str: 19 Int: 20 Mag: 25 Stm: 13 Spd: 17 Luk: 10  
Att: 162 Hit: 113 Def: 152 Eva: 114 M. Pow: 28 M. Eff: 25

-----  
Magic: Maha-Agion  
Dekaja  
Megidolaon  
Samarecarm  
Extra: Fujin Ge-

Lev: 61 Name: Kalki  
HP: 873 MP: 330 CP: 140  
Str: 19 Int: 14 Mag: 18 Stm: 14 Spd: 15 Luk: 8  
Att: 160 Hit: 112 Def: 150 Eva: 111 M. Pow: 21 M. Eff: 18

-----  
Magic: Maha-Agion  
Mudoon  
Megidolaon  
Extra: Poison Breath

Lev: 58 Name: Baal  
HP: 910 MP: 274 CP: 136  
Str: 19 Int: 11 Mag: 16 Stm: 16 Spd: 13 Luk: 10  
Att: 154 Hit: 107 Def: 148 Eva: 105 M. Pow: 18 M. Eff: 15

---

Magic: Maha-Zionga  
Tentrafoo  
Tetra  
Recarmadora  
Mediarahan

Lev: 55 Name: Atavaka  
HP: 741 MP: 333 CP: 130  
Str: 19 Int: 15 Mag: 20 Stm: 12 Spd: 10 Luk: 5  
Att: 148 Hit: 98 Def: 134 Eva: 97 M. Pow: 23 M. Eff: 20

---

Magic: Maha-Agion  
Sibabu  
Mudo  
Mahanma

Extra: Midare-

Lev: 48 Name: Odin  
HP: 579 MP: 206 CP: 116  
Str: 18 Int: 13 Mag: 13 Stm: 10 Spd: 10 Luk: 8  
Att: 132 Hit: 88 Def: 116 Eva: 87 M. Pow: 16 M. Eff: 16

---

Magic: Maha-Bufula  
Tentrafoo  
Makarakarn  
Mudoon

Lev: 40 Name: Astarte  
HP: 540 MP: 79 CP: 100  
Str: 17 Int: 6 Mag: 6 Stm: 13 Spd: 11 Luk: 9  
Att: 114 Hit: 77 Def: 106 Eva: 74 M. Pow: 7 M. Eff: 7

---

Magic: Recarmadora  
Extra: Throw  
Mawash-  
Heatwave

Lev: 37 Name: Horus  
HP: 352 MP: 138 CP: 94  
Str: 10 Int: 10 Mag: 12 Stm: 10 Spd: 10 Luk: 8  
Att: 94 Hit: 69 Def: 94 Eva: 69 M. Pow: 14 M. Eff: 13

---

Magic: Mahanma  
Makarakarn  
Mediarama  
Recarm

Lev: 34 Name: Thor  
HP: 401 MP: 79 CP: 88  
Str: 15 Int: 7 Mag: 7 Stm: 11 Spd: 9 Luk: 7  
Att: 98 Hit: 65 Def: 90 Eva: 63 M. Pow: 8 M. Eff: 8

---

Magic: Zionga  
Maha-Zionga  
Extra: Panic Voice



Throw

Lev: 27 Name: Indra  
HP: 253 MP: 39 CP: 74  
Str: 14 Int: 5 Mag: 4 Stm: 7 Spd: 12 Luk: 7  
Att: 82 Hit: 57 Def: 68 Eva: 55 M. Pow: 5 M. Eff: 6

---

Magic: Zionga  
Maha-Zionga  
Recarm  
Paraladi  
Dekaja  
Extra: Panic Voice

\*\*\*\*\*

Megami  
\*\*\*\*\*

Lev: 52 Name: Lakshmi  
HP: 443 MP: 288 CP: 84  
Str: 11 Int: 11 Mag: 14 Stm: 10 Spd: 12 Luk: 30  
Att: 124 Hit: 98 Def: 124 Eva: 98 M. Pow: 16 M. Eff: 14

---

Magic: Raku-Kaja  
Mediarahan  
Petoradi  
Samarecarm  
Extra: Sexy Dance

Lev: 45 Name: Parvati  
HP: 394 MP: 322 CP: 79  
Str: 9 Int: 12 Mag: 18 Stm: 10 Spd: 10 Luk: 9  
Att: 108 Hit: 81 Def: 110 Eva: 82 M. Pow: 21 M. Eff: 16

---

Magic: Maha-Bufula  
Taru-Kaja  
Diarahan  
Mediarahan  
Extra: Song of Happiness

Lev: 39 Name: Freyja  
HP: 302 MP: 246 CP: 71  
Str: 9 Int: 9 Mag: 16 Stm: 8 Spd: 7 Luk: 12  
Att: 96 Hit: 70 Def: 94 Eva: 70 M. Pow: 18 M. Eff: 13

---

Magic: Doluminer  
Marin Karin  
Sabatoma  
Taru Kaja  
Necroma

Lev: 35 Name: Sarasvati  
HP: 228 MP: 219 CP: 66  
Str: 5 Int: 12 Mag: 14 Stm: 8 Spd: 10 Luk: 8  
Att: 80 Hit: 65 Def: 86 Eva: 67 M. Pow: 17 M. Eff: 15

---

Magic: Maka-Kaja  
Makarakarn  
Tetrakarn  
Pen-Patora  
Mediarama

Lev: 27 Name: Arianhod  
HP: 204 MP: 121 CP: 55  
Str: 11 Int: 7 Mag: 9 Stm: 6 Spd: 10 Luk: 6  
Att: 76 Hit: 54 Def: 66 Eva: 53 M. Pow: 10 M. Eff: 9

---

Magic: Hama  
Mediarama  
Paraladi  
Extra: Heat Wave

Lev: 21 Name: Ame-No-Uzume  
HP: 118 MP: 112 CP: 47  
Str: 6 Int: 9 Mag: 10 Stm: 5 Spd: 6 Luk: 7  
Att: 54 Hit: 40 Def: 52 Eva: 41 M. Pow: 12 M. Eff: 11

---

Magic: Media  
Mediarama  
Extra: Sexy Dance  
Song of Happiness  
Raitei-

\*\*\*\*\*

Seijuu  
\*\*\*\*\*

Lev: 42 Name: Byakko  
HP: 527 MP: 89 CP: 83  
Str: 7 Int: 7 Mag: 11 Stm: 11 Spd: 11 Luk: 10  
Att: 114 Hit: 83 Def: 106 Eva: 81 M. Pow: 8 M. Eff: 8

---

Magic: Estoma  
Extra: Bind Voice  
Ice Breath  
Bite

Lev: 32 Name: Pa Bil Sag  
HP: 419 MP: 94 CP: 68  
Str: 14 Int: 9 Mag: 10 Stm: 12 Spd: 6 Luk: 4  
Att: 92 Hit: 58 Def: 88 Eva: 57 M. Pow: 12 M. Eff: 11

---

Magic: Tetrakarn  
Petoradi  
Recarm  
Extra: Paralysis Needle

Lev: 28 Name: Bastet  
HP: 215 MP: 78 CP: 62  
Str: 8 Int: 7 Mag: 10 Stm: 6 Spd: 12 Luk: 7  
Att: 72 Hit: 57 Def: 68 Eva: 57 M. Pow: 11 M. Eff: 9

---

Magic: Marin Karin  
Paraladi  
Extra: Claw  
Vaccum

Lev: 20 Name: Apis  
HP: 195 MP: 48 CP: 50  
Str: 9 Int: 4 Mag: 8 Stm: 8 Spd: 3 Luk: 10  
Att: 58 Hit: 37 Def: 56 Eva: 36 M. Pow: 9 M. Eff: 6

---

Magic: Media  
Extra: Throw  
Kick  
Sacrifice  
Explode

Lev: 16 Name: Unicorn  
HP: 125 MP: 39 CP: 44  
Str: 7 Int: 6 Mag: 7 Stm: 5 Spd: 5 Luk: 8  
Att: 46 Hit: 32 Def: 42 Eva: 32 M. Pow: 8 M. Eff: 7

---

Magic: Hama  
Estoma  
Extra: Throw  
Kick  
Lullaby

Lev: 12 Name: Heqeto  
HP: 100 MP: 35 CP: 38  
Str: 6 Int: 5 Mag: 9 Stm: 5 Spd: 4 Luk: 5  
Att: 36 Hit: 24 Def: 34 Eva: 24 M. Pow: 10 M. Eff: 7

---

Magic: Media  
Posumudi  
Toraest  
Toraport  
Extra: Happy Dance

\*\*\*\*\*  
Shinjuu  
\*\*\*\*\*

Lev: 51 Name: Barong  
HP: 673 MP: 184 CP: 112  
Str: 20 Int: 10 Mag: 14 Stm: 9 Spd: 15 Luk: 8  
Att: 142 Hit: 98 Def: 120 Eva: 95 M. Pow: 16 M. Eff: 13

---

Magic: Pen-Patora  
Extra: Bind Voice  
Fire Breath  
Claw  
Bite

Lev: 45 Name: Genbu  
HP: 770 MP: 132 CP: 101  
Str: 19 Int: 10 Mag: 10 Stm: 16 Spd: 6 Luk: 7  
Att: 128 Hit: 79 Def: 122 Eva: 77 M. Pow: 12 M. Eff: 12

---

Magic: Sibabu  
Hama  
Mahanma  
Extra: Ice Breath

Lev: 41 Name: Anubis  
HP: 468 MP: 135 CP: 94  
Str: 13 Int: 10 Mag: 12 Stm: 10 Spd: 10 Luk: 8  
Att: 108 Hit: 76 Def: 102 Eva: 75 M. Pow: 14 M. Eff: 13

---

Magic: Mudo  
Mahanma  
Samarecarm

Extra: Divine Retribution

Lev: 35 Name: Narasimha

HP: 463 MP: 67 CP: 83

Str: 16 Int: 6 Mag: 6 Stm: 11 Spd: 12 Luk: 6

Att: 102 Hit: 96 Def: 92 Eva: 67 M. Pow: 7 M. Eff: 7

---

Magic: Raku-Kaja

Extra: Panic Voice

Claw

Bite

Lev: 29 Name: Sphinx

HP: 256 MP: 39 CP: 72

Str: 10 Int: 10a Mag: 10 Stm: 7 Spd: 9 Luk: 5

Att: 78 Hit: 55 Def: 72 Eva: 55 M. Pow: 12 M. Eff: 12

---

Magic: Sibabu

Petoradi

Recarm

Extra: Claw

Bite

Lev: 17 Name: Nandi

HP: 253 MP: 39 CP: 74

Str: 14 Int: 5 Mag: 4 Stm: 7 Spd: 12 Luk: 7

Att: 82 Hit: 57 Def: 68 Eva: 55 M. Pow: 5 M. Eff: 6

---

Magic: Diarahan

Recarmadora

Extra: Kick

Throw

Sacrifice

\*\*\*\*\*

Seirei

\*\*\*\*\*

Lev: 32 Name: Salamander

HP: 282 MP: 85 CP: 53

Str: 6 Int: 11 Mag: 10 Stm: 5 Spd: 12 Luk: 6

Att: 88 Hit: 63 Def: 84 Eva: 62 M. Pow: 11 M. Eff: 10

---

Magic: Agilao

Maha-Agion

Paraladi

Estoma

Lev: 30 Name: Undine

HP: 206 MP: 113 CP: 51

Str: 6 Int: 8 Mag: 15 Stm: 9 Spd: 8 Luk: 8

Att: 72 Hit: 56 Def: 78 Eva: 57 M. Pow: 17 M. Eff: 11

---

Magic: Zionga

Marin-Karin

Diarama

Mediarama

Lev: 28 Name: Sylph

HP: 146 MP: 88 CP: 49

Str: 6 Int: 11 Mag: 10 Stm: 5 Spd: 12 Luk: 6  
Att: 68 Hit: 57 Def: 66 Eva: 58 M. Pow: 12 M. Eff: 13

-----  
Magic: Zan  
Zanma  
Maha-Zanma  
Hapilma  
Toraport

Lev: 26 Name: Gnome  
HP: 212 MP: 73 CP: 46  
Str: 10 Int: 9 Mag: 9 Stm: 9 Spd: 4 Luk: 5  
Att: 72 Hit: 46 Def: 70 Eva: 46 M. Pow: 11 M. Eff: 11

-----  
Magic: Maha-Zanma  
Hama  
Pen-Patora  
Tetraja

Lev: 12 Name: Flaemis/Flamies  
HP: 59 MP: 26 CP: 28  
Str: 7 Int: 6 Mag: 8 Stm: 6 Spd: 7 Luk: 6  
Att: 38 Hit: 28 Def: 36 Eva: 28 M. Pow: 9 M. Eff: 8

-----  
Magic: Agi  
Maha-Agi  
Agilao  
Extra: Firewall

Lev: 11 Name: Aquans  
HP: 59 MP: 26 CP: 28  
Str: 5 Int: 6 Mag: 10 Stm: 5 Spd: 6 Luk: 5  
Att: 32 Hit: 24 Def: 32 Eva: 24 M. Pow: 11 M. Eff: 8

-----  
Magic: Maha-Zio  
Dia  
Media  
Posumudi  
Extra: Waterwall

Lev: 10 Name: Aeros  
HP: 44 MP: 20 CP: 27  
Str: 4 Int: 8 Mag: 7 Stm: 3 Spd: 8 Luk: 4  
Att: 28 Hit: 25 Def: 26 Eva: 26 M. Pow: 9 M. Eff: 9

-----  
Magic: Zan  
Maha-Zan  
Zanma  
Patora  
Paraladi

Lev: 9 Name: Erthys/Earthies  
HP: 71 MP: 18 CP: 26  
Str: 8 Int: 4 Mag: 4 Stm: 8 Spd: 3 Luk: 4  
Att: 34 Hit: 19 Def: 34 Eva: 18 M. Pow: 5 M. Eff: 5

-----  
Magic: Taru-Kaja  
Raku-Kaja  
Suku-Kaja

Diarama

Extra: Punch

\*\*\*\*\*

-----  
Light/Chaos  
-----

\*\*\*\*\*

\*\*\*\*\*

Hakaishin

\*\*\*\*\*

Lev: 72 Name: Shiva

HP: 920 MP: 332 CP: 155

Str: 23 Int: 15 Mag: 20 Stm: 14 Spd: 19 Luk: 20

Att: 180 Hit: 131 Def: 170 Eva: 130 M. Pow: 23 M. Eff: 20

-----  
Magic: Maha-Bufula

Maha-Zionga

Megidolaon

Extra: Divine Retribution

Lev: 61 Name: Susano-O

HP: 988 MP: 290 CP: 155

Str: 22 Int: 13 Mag: 18 Stm: 16 Spd: 16 Luk: 5

Att: 166 Hit: 110 Def: 154 Eva: 108 M. Pow: 21 M. Eff: 17

-----  
Magic: Maha-Zionga

Maha-Zanma

Extra: Bind Voice

Blast Call

Lev: 48 Name: Wu Kong

HP: 687 MP: 186 CP: 131

Str: 14 Int: 10 Mag: 13 Stm: 14 Spd: 15 Luk: 6

Att: 124 Hit: 92 Def: 124 Eva: 91 M. Pow: 15 M. Eff: 13

-----  
Magic: Zanma

Maha-Zan

Extra: Fire Breath

Tobi Ge

Lev: 39 Name: Chernobog

HP: 465 MP: 128 CP: 111

Str: 19 Int: 8 Mag: 10 Stm: 7 Spd: 10 Luk: 7

Att: 116 Hit: 74 Def: 92 Eva: 71 M. Pow: 12 M. Eff: 10

-----  
Magic: Tentrafoo

Mudoon

Extra: Deathbound

Poison Breath

Lev: 30 Name: Ares

HP: 474 MP: 73 CP: 91

Str: 14 Int: 6 Mag: 5 Stm: 16 Spd: 7 Luk: 4

Att: 88 Hit: 56 Def: 92 Eva: 54 M. Pow: 6 M. Eff: 7

-----  
Magic: Taru-Kaja

Suku-Kaja

Extra: Bind Voice

Heatwave

\*\*\*\*\*

Jiboshin

\*\*\*\*\*

Lev: 65 Name: Kali  
HP: 967 MP: 319 CP: 153  
Str: 26 Int: 12 Mag: 18 Stm: 11 Spd: 19 Luk: 11  
Att: 182 Hit: 124 Def: 150 Eva: 120 M. Pow: 20 M. Eff: 16

-----  
Magic: Mudoon  
Extra: Sexy Dance  
Bind Voice  
Poison Mist  
Rampage

Lev: 56 Name: Ishtar  
HP: 682 MP: 398 CP: 143  
Str: 9 Int: 13 Mag: 25 Stm: 14 Spd: 14 Luk: 7  
Att: 130 Hit: 102 Def: 140 Eva: 103 M. Pow: 28 M. Eff: 19

-----  
Magic: Maha-Zio  
Maha-Zanma  
Mediarahan  
Samarecarm  
Marin Karin  
Dekaja

Lev: 47 Name: Durga  
HP: 600 MP: 206 CP: 124  
Str: 17 Int: 8 Mag: 15 Stm: 10 Spd: 12 Luk: 8  
Att: 128 Hit: 88 Def: 114 Eva: 86 M. Pow: 17 M. Eff: 11

-----  
Magic: Mudoon  
Dekaja  
Extra: Blast Call  
Soundwave

Lev: 38 Name: Kikuri-Hime  
HP: 285 MP: 190 CP: 105  
Str: 7 Int: 13 Mag: 15 Stm: 7 Spd: 8 Luk: 10  
Att: 90 Hit: 69 Def: 90 Eva: 70 M. Pow: 18 M. Eff: 16

-----  
Magic: Bufula  
Marin Karin  
Mediarama  
Samarecarm

Lev: 33 Name: Hariti  
HP: 339 MP: 119 CP: 94  
Str: 11 Int: 8 Mag: 11 Stm: 9 Spd: 9 Luk: 8  
Att: 88 Hit: 62 Def: 84 Eva: 62 M. Pow: 13 M. Eff: 10

-----  
Magic: Diarahan  
Extra: Sexy Dance  
Lullaby  
Deathtouch

Lev: 26 Name: Tawaret

HP: 236 MP: 99 CP: 80  
Str: 12 Int: 9 Mag: 11 Stm: 6 Spd: 3 Luk: 7  
Att: 76 Hit: 46 Def: 64 Eva: 46 M. Pow: 13 M. Eff: 11

-----  
Magic: Tetra  
Raku-Kaja  
Mediarama  
Extra: Constrict

\*\*\*\*\*

Kunitsukami

\*\*\*\*\*

Lev: 57 Name: Arahabaki  
HP: 989 MP: 251 CP: 128  
Str: 18 Int: 11 Mag: 17 Stm: 20 Spd: 10 Luk: 8  
Att: 150 Hit: 101 Def: 154 Eva: 99 M. Pow: 19 M. Eff: 15

-----  
Magic: Maha-Zionga  
Mahanma  
Samarecarm  
Tetrakarn  
Extra: Fujin Ge

Lev: 53 Name: Take-Minakata  
HP: 888 MP: 163 CP: 121  
Str: 21 Int: 10 Mag: 10 Stm: 15 Spd: 14 Luk: 8  
Att: 148 Hit: 100 Def: 36 Eva: 97 M. Pow: 12 M. Eff: 12

-----  
Magic: Agilao  
Bifula  
Sibabu  
Extra: Blast Call

Lev: 50 Name: O-onamuchi  
HP: 695 MP: 200 CP: 115  
Str: 16 Int: 14 Mag: 13 Stm: 13 Spd: 10 Luk: 9  
Att: 132 Hit: 91 Def: 126 Eva: 90 M. Pow: 16 M. Eff: 17

-----  
Magic: Zionga  
Diarahan  
Mediarama  
Samarecarm  
Dekunda  
Tetraja

Lev: 46 Name: Kotoshironushi  
HP: 616 MP: 177 CP: 107  
Str: 16 Int: 10 Mag: 14 Stm: 12 Spd: 10 Luk: 7  
Att: 124 Hit: 116 Def: 116 Eva: 83 M. Pow: 16 M. Eff: 13

-----  
Magic: Maka-Kaja  
Makajama  
Mudo  
Sibabu  
Sabatoma

Lev: 43 Name: Saturahiko  
HP: 574 MP: 132 CP: 102  
Str: 14 Int: 9 Mag: 10 Stm: 13 Spd: 10 Luk: 9  
Att: 114 Hit: 79 Def: 112 Eva: 78 M. Pow: 12 M. Eff: 11



-----  
Magic: Maha-Agion  
Hama  
Diarahan  
Extra: Vaccum  
Raitei-

Lev: 35 Name: Hitokotonushi  
HP: 393 MP: 143 CP: 87  
Str: 9 Int: 13 Mag: 13 Stm: 12 Spd: 5 Luk: 5  
Att: 88 Hit: 60 Def: 94 Eva: 61 M. Pow: 16 M. Eff: 16  
-----

Magic: Bufula  
Zanma  
Mudo  
Dekunda  
Tetraja  
Extra: Vaccum

Lev: 30 Name: Sukunahikona  
HP: 141 MP: 109 CP: 77  
Str: 3 Int: 13 Mag: 10 Stm: 4 Spd: 15 Luk: 9  
Att: 66 Hit: 63 Def: 68 Eva: 68 M. Pow: 13 M. Eff: 15  
-----

Magic: Mahanma  
Recarm  
Pen-Patora  
Toraport  
Extra: Bind Voice

Lev: 27 Name: O-oyatsumi  
HP: 309 MP: 86 CP: 71  
Str: 12 Int: 7 Mag: 10 Stm: 10 Spd: 5 Luk: 5  
Att: 78 Hit: 49 Def: 74 Eva: 48 M. Pow: 11 M. Eff: 9  
-----

Magic: Tetraja  
Makarakarn  
Extra: Backfist  
Mawash-

\*\*\*\*\*

Ryuujin

\*\*\*\*\*

Lev: 59 Name: Ananta  
HP: 937 MP: 237 CP: 132  
Str: 21 Int: 15 Mag: 15 Stm: 18 Spd: 10 Luk: 9  
Att: 148 Hit: 104 Def: 154 Eva: 104 M. Pow: 18 M. Eff: 18  
-----

Extra: Nagi-Bite  
Waterwall  
Bite  
Paralysis Bite  
Sacrifice

Lev: 54 Name: Rahabh  
HP: 999 MP: 185 CP: 128  
Str: 18 Int: 10 Mag: 13 Stm: 20 Spd: 10 Luk: 9  
Att: 144 Hit: 97 Def: 148 Eva: 95 M. Pow: 15 M. Eff: 13  
-----

Magic: Dekaja  
Extra: Nagi-Bite  
Throw  
Bite

Lev: 50 Name: Itzam Na  
HP: 651 MP: 208 CP: 120  
Str: 15 Int: 12 Mag: 16 Stm: 12 Spd: 10 Luk: 10  
Att: 130 Hit: 91 Def: 124 Eva: 90 M. Pow: 19 M. Eff: 16

---

Magic: Maha-Agion  
Estoma  
Extra: Firebreath  
Firewall

Lev: 43 Name: Seiryu  
HP: 576 MP: 111 CP: 106  
Str: 16 Int: 8 Mag: 9 Stm: 12 Spd: 11 Luk: 9  
Att: 118 Hit: 81 Def: 110 Eva: 79 M. Pow: 11 M. Eff: 10

---

Magic: Maha-Zionga  
Extra: Firebreath  
Bite  
Nagi-Bite

Lev: 39 Name: Quetzalcoatl  
HP: 522 MP: 94 CP: 98  
Str: 16 Int: 8 Mag: 8 Stm: 12 Spd: 9 Luk: 8  
Att: 110 Hit: 73 Def: 102 Eva: 71 M. Pow: 10 M. Eff: 10

---

Magic: Paraladi  
Toraest  
Extra: Shock  
Bite  
Nagi-Bite

Lev: 36 Name: Pek Young  
HP: 464 MP: 85 CP: 92  
Str: 18 Int: 7 Mag: 8 Stm: 10 Spd: 7 Luk: 8  
Att: 107 Hit: 67 Def: 92 Eva: 64 M. Pow: 9 M. Eff: 9

---

Magic: Petoradi  
Extra: Firebreath  
Bite  
Nagi-Bite

Lev: 34 Name: Maya  
HP: 405 MP: 90 CP: 88  
Str: 34 Int: 6 Mag: 10 Stm: 12 Spd: 6 Luk: 10  
Att: 92 Hit: 62 Def: 92 Eva: 61 M. Pow: 11 M. Eff: 8

---

Magic: Diarahan  
Mediarahan  
Posumudi  
Paraladi  
Petoradi  
Samarecarm

---

Neutral (DC002)

\*\*\*\*\*

Neutral/Law

\*\*\*\*\*

\*\*\*\*\*

Tenshi:

\*\*\*\*\*

Lev: 52 Name: Dominion  
HP: 588 MP: 211 CP: 83  
Str: 16 Int: 12 Mag: 14 Stm: 13 Spd: 10 Luk: 8  
Att: 136 Hit: 94 Def: 130 Eva: 93 M. Pow: 17 M. Eff: 15

-----  
Magic: Megidolaon  
Mudoon  
Mahanma  
Extra: Divine Retribution

Lev: 44 Name: Virtue  
HP: 462 MP: 159 CP: 70  
Str: 15 Int: 15 Mag: 10 Stm: 12 Spd: 7 Luk: 6  
Att: 118 Hit: 78 Def: 112 Eva: 78 M. Pow: 13 M. Eff: 17

-----  
Magic: Agilao  
Mahanma  
Diarahan  
Recarmadora  
Extra: Akasha

Lev: 36 Name: Power  
HP: 356 MP: 120 CP: 58  
Str: 13 Int: 8 Mag: 12 Stm: 12 Spd: 5 Luk: 7  
Att: 98 Hit: 64 Def: 96 Eva: 62 M. Pow: 14 M. Eff: 11

-----  
Magic: Mahanma  
Extra: Hell Fang  
Wingbeat  
Divine Retribution

Lev: 32 Name: Principality  
HP: 234 MP: 89 CP: 51  
Str: 11 Int: 8 Mag: 9 Stm: 8 Spd: 8 Luk: 8  
Att: 86 Hit: 60 Def: 80 Eva: 60 M. Pow: 11 M. Eff: 10

-----  
Magic: Maha-Zio  
Zionga  
Mediarama  
Hanma  
Extra: Hell Fang

Lev: 28 Name: Archangel  
HP: 224 MP: 55 CP: 45  
Str: 10 Int: 6 Mag: 6 Stm: 10 Spd: 8 Luk: 8  
Att: 76 Hit: 54 Def: 76 Eva: 53 M. Pow: 7 M. Eff: 7

-----  
Magic: Maha-Agi  
Hanma

Raku Kaja

Media

Extra: Heat Wave

Lev: 21 Name: Angel

HP: 109 MP: 43 CP: 34

Str: 9 Int: 6 Mag: 6 Stm: 5 Spd: 6 Luk: 8

Att: 60 Hit: 41 Def: 52 Eva: 40 M. Pow: 7 M. Eff: 7

---

Skills: Zan

Pen-Patra

Media

Hama

\*\*\*\*\*

Youchou

\*\*\*\*\*

Lev: 38 Name: Morrigan

HP: 298 MP: 112 CP: 53

Str: 12 Int: 8 Mag: 8 Stm: 9 Spd: 13 Luk: 8

Att: 100 Hit: 75 Def: 94 Eva: 74 M. Pow: 10 M. Eff: 10

---

Extra: Hell's Stomp

Bind Voice

Deathbound

Hell Fang

Lev: 35 Name: Macha

HP: 240 MP: 89 CP: 49

Str: 10 Int: 6 Mag: 7 Stm: 8 Spd: 15 Luk: 8

Att: 90 Hit: 71 Def: 86 Eva: 70 M. Pow: 8 M. Eff: 7

---

Extra: Heat Wave

Claw

Poison Claw

Wingbeat

Lev: 31 Name: Neamhan

HP: 192 MP: 104 CP: 43

Str: 9 Int: 9 Mag: 9 Stm: 7 Spd: 11 Luk: 5

Att: 80 Hit: 60 Def: 76 Eva: 60 M. Pow: 11 M. Eff: 11

---

Magic: Marin Karin

Zanma

Bufula

Extra: Lullaby

Lev: 25 Name: Aello

HP: 114 MP: 81 CP: 35

Str: 6 Int: 5 Mag: 10 Stm: 5 Spd: 13 Luk: 5

Att: 62 Hit: 52 Def: 60 Eva: 52 M. Pow: 11 M. Eff: 7

---

Magic: Maha-Bufu

Tarukaja

Extra: Claw

Wingbeat

Lev: 21 Name: Kelano

HP: 86 MP: 78 CP: 29  
Str: 4 Int: 7 Mag: 11 Stm: 5 Spd: 10 Luk: 4  
Att: 50 Hit: 43 Def: 52 Eva: 43 M. Pow: 12 M. Eff: 9

-----  
Magic: Zio  
Mudo  
Rakunda  
Extra: Scratch

Lev: 16 Name: Okapete  
HP: 31 MP: 27 CP: 13  
Str: 3 Int: 3 Mag: 6 Stm: 2 Spd: 9 Luk: 4  
Att: 40 Hit: 38 Def: 40 Eva: 38 M. Pow: 7 M. Eff: 5

-----  
Magic: Tarunda  
Extra: Song of Happiness  
Lullaby  
Claw  
Wingbeat

Lev: 9 Name: Benu  
HP: 62 MP: 39 CP: 22  
Str: 4 Int: 4 Mag: 6 Stm: 4 Spd: 12 Luk: 5  
Att: 24 Hit: 23 Def: 22 Eva: 23 M. Pow: 6 M. Eff: 4

-----  
Magic: Maha-Zan  
Hapilma  
Sukunda  
Dia  
Patra

\*\*\*\*\*  
Messian  
\*\*\*\*\*

Lev: 51 Name: Adept  
HP: 413 MP: 245 CP: 0  
Str: 11 Int: 17 Mag: 15 Stm: 11 Spd: 9 Luk: 7  
Att: 124 Hit: 89 Def: 124 Eva: 91 M. Pow: 19 M. Eff: 20

-----  
Magic: Sibabu  
Megido  
Tetrakarn  
Mahanma  
Mudo

Lev: 40 Name: Terminator  
HP: 438 MP: 65 CP: 0  
Str: 18 Int: 7 Mag: 4 Stm: 13 Spd: 10 Luk: 6  
Att: 116 Hit: 76 Def: 106 Eva: 73 M. Pow: 5 M. Eff: 8

-----  
Magic: Autofire  
Shrapne  
Poison Breath  
Shock  
Explode

Lev: 34 Name: Gyrator  
HP: 160 MP: 134 CP: 0  
Str: 7 Int: 14 Mag: 12 Stm: 6 Spd: 7 Luk: 6  
Att: 82 Hit: 61 Def: 80 Eva: 63 M. Pow: 15 M. Eff: 17

-----  
Magic: Zanma  
Maha-Zanma  
Extra: Shock  
Soundwave

Lev: 26 Name: Temple Knight  
HP: 133 MP: 52 CP: 0  
Str: 13 Int: 8 Mag: 5 Stm: 7 Spd: 6 Luk: 6  
Att: 78 Hit: 49 Def: 66 Eva: 48 M. Pow: 7 M. Eff: 9  
-----

Magic: Makajama  
Zan  
Extra: Aim  
Mawashi

Lev: 21 Name: Executioner  
HP: 124 MP: 32 CP: 0  
Str: 8 Int: 7 Mag: 3 Stm: 8 Spd: 8 Luk: 5  
Att: 58 Hit: 42 Def: 58 Eva: 42 M. Pow: 4 M. Eff: 7  
-----

Magic: Makajama  
Extra: Kaiten-  
Rampage  
Raiten-

Lev: 15 Name: Neophyte  
HP: 44 MP: 40 CP: 0  
Str: 4 Int: 7 Mag: 8 Stm: 4 Spd: 5 Luk: 5  
Att: 38 Hit: 29 Def: 38 Eva: 30 M. Pow: 9 M. Eff: 9  
-----

Magic: Makajama  
Agi  
Zio  
Bufu

Lev: 9 Name: Butcher  
HP: 42 MP: 14 CP: 0  
Str: 7 Int: 4 Mag: 3 Stm: 6 Spd: 3 Luk: 4  
Att: 32 Hit: 18 Def: 30 Eva: 18 M. Pow: 4 M. Eff: 4  
-----

Extra: Hell Stab  
Kaiten-

\*\*\*\*\*

-----  
Neutral/Neutral  
-----

\*\*\*\*\*

\*\*\*\*\*  
Ryuuou  
\*\*\*\*\*

Lev: 53 Name: Yamata-No-Orochi  
HP: 762 MP: 222 CP: 93  
Str: 13 Int: 10 Mag: 14 Stm: 17 Spd: 10 Luk: 8  
Att: 132 Hit: 94 Def: 140 Eva: 93 M. Pow: 16 M. Eff: 13  
-----

Extra: Poison Breath  
Constrict

Nagi-Bite

Lev: 48 Name: Vritra  
HP: 607 MP: 185 CP: 84  
Str: 18 Int: 11 Mag: 12 Stm: 11 Spd: 10 Luk: 6  
Att: 132 Hit: 88 Def: 118 Eva: 86 M. Pow: 14 M. Eff: 14

---

Magic: Zionga  
Maha-Zionga  
Parala-di  
Extra: Sibabu

Lev: 42 Name: Naga Raja  
HP: 531 MP: 120 CP: 74  
Str: 18 Int: 8 Mag: 9 Stm: 11 Spd: 7 Luk: 8  
Att: 120 Hit: 76 Def: 106 Eva: 74 M. Pow: 11 M. Eff: 10

---

Magic: Rakukaja  
Zio  
Extra: Waterwall  
Backhand

Lev: 36 Name: Oto-Hime  
HP: 334 MP: 135 CP: 63  
Str: 10 Int: 10 Mag: 12 Stm: 10 Spd: 8 Luk: 7  
Att: 92 Hit: 66 Def: 92 Eva: 66 M. Pow: 14 M. Eff: 13

---

Magic: Maha-Zio  
Recarm  
Extra: Waterwall  
Sexy Dance

Lev: 33 Name: Mizuchi  
HP: 394 MP: 91 CP: 58  
Str: 16 Int: 7 Mag: 9 Stm: 11 Spd: 5 Luk: 4  
Att: 98 Hit: 59 Def: 88 Eva: 56 M. Pow: 10 M. Eff: 9

---

Extra: Waterwall  
Constrict  
Bash  
Crush

Lev: 28 Name: Naga  
HP: 266 MP: 68 CP: 49  
Str: 14 Int: 6 Mag: 8 Stm: 8 Spd: 5 Luk: 5  
Att: 84 Hit: 51 Def: 72 Eva: 49 M. Pow: 9 M. Eff: 8

---

Magic: Raku Kaja  
Zio  
Extra: Waterwall  
Backhand

Lev: 19 Name: Nozuchi  
HP: 165 MP: 29 CP: 33  
Str: 10 Int: 4 Mag: 5 Stm: 9 Spd: 5 Luk: 5  
Att: 58 Hit: 36 Def: 56 Eva: 35 M. Pow: 6 M. Eff: 5

---

Magic: Raku Kaja  
Extra: Constrict  
Bash

Crush

\*\*\*\*

Yoma

\*\*\*\*

Lev: 46 Name: Hanuman  
HP: 359 MP: 193 CP: 64  
Str: 16 Int: 14 Mag: 10 Stm: 6 Spd: 11 Luk: 7  
Att: 124 Hit: 85 Def: 104 Eva: 85 M. Pow: 13 M. Eff: 16

-----  
Magic: Zanma  
Maha-Zanma  
Toraport  
Extra: Hell Stab  
Tora-Ge

Lev: 43 Name: Ganesha  
HP: 558 MP: 191 CP: 60  
Str: 15 Int: 12 Mag: 12 Stm: 3 Spd: 7 Luk: 12  
Att: 116 Hit: 77 Def: 92 Eva: 77 M. Pow: 15 M. Eff: 15

-----  
Magic: Marin Karin  
Zanma  
Mudo  
Diarahan  
Extra: Constrict

Lev: 37 Name: Jinn  
HP: 292 MP: 138 CP: 52  
Str: 13 Int: 8 Mag: 11 Stm: 8 Spd: 10 Luk: 6  
Att: 100 Hit: 69 Def: 90 Eva: 68 M. Pow: 13 M. Eff: 10

-----  
Magic: Maha-Zan  
Maha-Zanma  
Maha-Agi  
Toraest  
Extra: Vaccum

Lev: 31 Name: Tengu  
HP: 186 MP: 113 CP: 43  
Str: 10 Int: 9 Mag: 10 Stm: 6 Spd: 10 Luk: 5  
Att: 82 Hit: 59 Def: 74 Eva: 59 M. Pow: 12 M. Eff: 11

-----  
Magic: Maha-Zan  
Maha-Zanma  
Toraport  
Extra: Vaccum  
Tora-Ge

Lev: 27 Name: Haokah  
HP: 149 MP: 94 CP: 34  
Str: 10 Int: 8 Mag: 10 Stm: 5 Spd: 8 Luk: 5  
Att: 74 Hit: 51 Def: 64 Eva: 51 M. Pow: 12 M. Eff: 10

-----  
Magic: Zionga  
Maha-Zio  
Maha-Zionga  
Extra: Happy Dance



Lev: 20 Name: Mercurious  
HP: 60 MP: 40 CP: 20  
Str: 6 Int: 7 Mag: 7 Stm: 5 Spd: 6 Luk: 2  
Att: 132 Hit: 88 Def: 118 Eva: 86 M. Pow: 14 M. Eff: 14

---

Magic: Zan  
Makajama  
Maha-Zionga  
Extra: Soundwave

\*\*\*\*\*

Majuu

\*\*\*\*\*

Lev: 43 Name: Keroberos/Cerberus  
HP: 477 MP: 90 CP: 65  
Str: 18 Int: 8 Mag: 7 Stm: 9 Spd: 11 Luk: 9  
Att: 122 Hit: 81 Def: 104 Eva: 79 M. Pow: 9 M. Eff: 9

---

Magic: Samarecarm  
Extra: Fire Breath  
Bite  
Bind Voice

Lev: 39 Name: Dawon  
HP: 419 MP: 79 CP: 59  
Str: 8 Int: 7 Mag: 10 Stm: 9 Spd: 10 Luk: 5  
Att: 76 Hit: 58 Def: 78 Eva: 58 M. Pow: 11 M. Eff: 9

---

Magic: Hanma  
Extra: Claw  
Bite

Lev: 30 Name: Serquet  
HP: 232 MP: 78 CP: 45  
Str: 8 Int: 7 Mag: 10 Stm: 9 Spd: 10 Luk: 5  
Att: 76 Hit: 58 Def: 78 Eva: 58 M. Pow: 11 M. Eff: 9

---

Magic: Maha-Zanma  
Tarunda  
Sekunda  
Extra: Bind Voice  
Bite

Lev: 26 Name: Orthrus  
HP: 198 MP: 42 CP: 39  
Str: 11 Int: 4 Mag: 6 Stm: 7 Spd: 9 Luk: 7  
Att: 74 Hit: 52 Def: 66 Eva: 50 M. Pow: 7 M. Eff: 5

---

Extra: Panic Voice  
Claw  
Bite  
Howling Voice

Lev: 20 Name: Nekomata  
HP: 83 MP: 46 CP: 30  
Str: 4 Int: 7 Mag: 8 Stm: 5 Spd: 9 Luk: 6  
Att: 48 Hit: 41 Def: 50 Eva: 42 M. Pow: 9 M. Eff: 9

---

Magic: Maha-Zan  
Marin Karin

Extra: Claw  
Tora-Ge

Lev: 14 Name: Cu Sith  
HP: 72 MP: 23 CP: 21  
Str: 7 Int: 4 Mag: 5 Stm: 5 Spd: 7 Luk: 5  
Att: 42 Hit: 31 Def: 38 Eva: 30 M. Pow: 6 M. Eff: 5

---

Magic: Doluminer  
Toraest  
Extra: Bite  
Happy Dance

Lev: 12 Name: Cait Sith  
HP: 47 MP: 26 CP: 18  
Str: 5 Int: 5 Mag: 7 Stm: 4 Spd: 6 Luk: 3  
Att: 34 Hit: 26 Def: 32 Eva: 26 M. Pow: 8 M. Eff: 5

---

Magic: Marin Karin  
Taru Kaja  
Media  
Extra: Claw

\*\*\*\*

Yama

\*\*\*\*

Lev: 47 Name: Nyx  
HP: 277 MP: 245 CP: 41  
Str: 11 Int: 12 Mag: 16 Stm: 5 Spd: 11 Luk: 11  
Att: 116 Hit: 86 Def: 104 Eva: 86 M. Pow: 19 M. Eff: 16

---

Magic: Doluminer  
Tentrafoo  
Marin-Karin  
Samarecarm  
Extra: Dark Breath

Lev: 35 Name: Vampire  
HP: 294 MP: 149 CP: 46  
Str: 14 Int: 8 Mag: 13 Stm: 8 Spd: 8 Luk: 2  
Att: 98 Hit: 64 Def: 86 Eva: 62 M. Pow: 15 M. Eff: 11

---

Magic: Doluminer  
Tetrakarn  
Extra: Charm-Blood  
Blood-Drain  
Death Touch

Lev: 23 Name: Lilim  
HP: 113 MP: 91 CP: 30  
Str: 6 Int: 5 Mag: 12 Stm: 5 Spd: 9 Luk: 4  
Att: 58 Hit: 45 Def: 56 Eva: 45 M. Pow: 13 M. Eff: 8

---

Magic: Bufula  
Extra: Lullaby  
Blood-Drain  
Death Touch

Lev: 15 Name: Nightmare  
HP: 60 MP: 63 CP: 20

Str: 3 Int: 7 Mag: 10 Stm: 4 Spd: 6 Luk: 4  
Att: 36 Hit: 29 Def: 38 Eva: 30 M. Pow: 11 M. Eff: 9

-----  
Magic: Zan  
Zanma  
Doluminer  
Sibabu

Lev: 12 Name: Empousa  
HP: 61 MP: 50 CP: 16  
Str: 4 Int: 6 Mag: 9 Stm: 5 Spd: 5 Luk: 2  
Att: 32 Hit: 24 Def: 34 Eva: 25 M. Pow: 10 M. Eff: 8

-----  
Magic: Zio  
Rakukaja  
Toraest  
Extra: Claw  
Soundwave

Lev: 8 Name: Alp  
HP: 38 MP: 28 CP: 10  
Str: 2 Int: 6 Mag: 7 Stm: 4 Spd: 5 Luk: 4  
Att: 20 Hit: 18 Def: 24 Eva: 19 M. Pow: 8 M. Eff: 7

-----  
Magic: Doluminer  
Plinpa  
Sibabu  
Patra  
Hapilma

\*\*\*\*\*

Chirei

\*\*\*\*\*

Lev: 44 Name: Titan  
HP: 618 MP: 91 CP: 66  
Str: 19 Int: 8 Mag: 9 Stm: 12 Spd: 7 Luk: 7  
Att: 126 Hit: 79 Def: 112 Eva: 76 M. Pow: 11 M. Eff: 10

-----  
Extra: Rampage  
Constrict  
Crush

Lev: 34 Name: Ubelluris  
HP: 494 MP: 46 CP: 51  
Str: 17 Int: 6 Mag: 5 Stm: 14 Spd: 6 Luk: 5  
Att: 102 Hit: 62 Def: 96 Eva: 59 M. Pow: 6 M. Eff: 7

-----  
Extra: Rampage  
Constrict  
Crush

Lev: 27 Name: Tsuchigumo  
HP: 236 MP: 48 CP: 41  
Str: 12 Int: 7 Mag: 7 Stm: 9 Spd: 6 Luk: 4  
Att: 78 Hit: 50 Def: 72 Eva: 48 M. Pow: 8 M. Eff: 8

-----  
Magic: Hanma  
Sibabu  
Estoma  
Extra: Poison

Mawash-

Lev: 18 Name: Dwerger  
HP: 130 MP: 29 CP: 27  
Str: 9 Int: 6 Mag: 6 Stm: 8 Spd: 4 Luk: 4  
Att: 54 Hshit: 34 Def: 52 Eva: 33 M. Pow: 7 M. Eff: 7

-----  
Magic: Zan  
Hanma  
Tetra  
Raku-Kaja  
Extra: Hell Fang

Lev: 11 Name: Sudama  
HP: 65 MP: 17 CP: 17  
Str: 5 Int: 3 Mag: 6 Stm: 8 Spd: 5 Luk: 3  
Att: 32 Hit: 23 Def: 38 Eva: 22 M. Pow: 6 M. Eff: 4

-----  
Magic: Maha-Zan  
Makajama  
De-kaja  
Raku-Kaja  
Posumudi

Lev: 6 Name: Knocker  
HP: 29 MP: 9 CP: 6  
Str: 4 Int: 3 Mag: 4 Stm: 3 Spd: 3 Luk: 6  
Att: 20 Hit: 14 Def: 18 Eva: 14 M. Pow: 4 M. Eff: 4

-----  
Magic: Zan  
Taru-Kaja  
Dia  
Posumudi  
Extra: Happy Dance

\*\*\*\*\*

Yousei

\*\*\*\*\*

Lev: 48 Name: Titania  
HP: 420 MP: 264 CP: 65  
Str: 14 Int: 11 Mag: 17 Stm: 9 Spd: 10 Luk: 6  
Att: 124 Hit: 87 Def: 114 Eva: 86 M. Pow: 19 M. Eff: 15

-----  
Magic: Maha-Bufula  
Extra: Hell's Way  
Sexy Dance  
Lullaby

Lev: 45 Name: Oberon  
HP: 358 MP: 243 CP: 61  
Str: 13 Int: 14 Mag: 15 Stm: 8 Spd: 9 Luk: 5  
Att: 116 Hit: 80 Def: 106 Eva: 80 M. Pow: 18 M. Eff: 17

-----  
Magic: Maha-Zionga  
Hapilma  
Marin Karin  
Makarakarn

Lev: 40 Name: Cu Chulainn  
HP: 454 MP: 131 CP: 54

Str: 16 Int: 7 Mag: 10 Stm: 13 Spd: 9 Luk: 6  
Att: 112 Hit: 74 Def: 106 Eva: 72 M. Pow: 11 M. Eff: 9

-----  
Magic: Mahanma  
Makajama  
Taru-Kaja  
Extra: Deathbound

Lev: 30 Name: Nadja  
HP: 227 MP: 120 CP: 41  
Str: 10 Int: 10 Mag: 11 Stm: 9 Spd: 6 Luk: 4  
Att: 80 Hit: 54 Def: 78 Eva: 54 M. Pow: 13 M. Eff: 12

-----  
Magic: Zionga  
Marin Karin  
Mediarama  
Posumudi  
Paraladi  
Recarm

Lev: 25 Name: Banshee  
HP: 156 MP: 104 CP: 34  
Str: 7 Int: 9 Mag: 12 Stm: 8 Spd: 5 Luk: 3  
Att: 64 Hit: 44 Def: 66 Eva: 45 M. Pow: 14 M. Eff: 12

-----  
Magic: Maha-Bufu  
Doluminer  
Mudo  
Extra: Shockwave

Lev: 18 Name: Dark Elf  
HP: 81 MP: 57 CP: 24  
Str: 8 Int: 8 Mag: 8 Stm: 4 Spd: 6 Luk: 4  
Att: 52 Hit: 36 Def: 44 Eva: 36 M. Pow: 10 M. Eff: 10

-----  
Magic: Zio  
Maha-Zio  
Hapilma  
Doluminer

Lev: 13 Name: Jack O' Lantern  
HP: 48 MP: 28 CP: 15  
Str: 4 Int: 6 Mag: 5 Stm: 4 Spd: 7 Luk: 5  
Att: 34 Hit: 28 Def: 34 Eva: 28 M. Pow: 6 M. Eff: 7

-----  
Magic: Agi  
Agilao  
Maha-Agi  
Taru-Kaja

Lev: 12 Name: Jack Frost  
HP: 29 MP: 9 CP: 6  
Str: 5 Int: 4 Mag: 6 Stm: 4 Spd: 5 Luk: 5  
Att: 34 Hit: 25 Def: 32 Eva: 25 M. Pow: 7 M. Eff: 5

-----  
Magic: Bufu  
Maha-Bufu  
Bufula  
Raku-Kaja

Lev: 7 Name: High Pixie  
HP: 20 MP: 18 CP: 7  
Str: 1 Int: 4 Mag: 6 Stm: 2 Spd: 6 Luk: 7  
Att: 16 Hit: 18 Def: 18 Eva: 18 M. Pow: 7 M. Eff: 5  
-----

Magic: Zio  
Zionga  
Hapilma  
Dia  
Patra

\*\*\*\*\*  
Demonoid  
\*\*\*\*\*

Lev: 16 Name: Frankie  
HP: 88 MP: 17 CP: 18  
Str: 10 Int: 5 Mag: 5 Stm: 6 Spd: 3 Luk: 6  
Att: 52 Hit: 31 Def: 44 Eva: 29 M. Pow: 6 M. Eff: 6  
-----

Extra: Rampage  
Crush

Lev: 11 Name: Demi-Nandi  
HP: 22 MP: 12 CP: 12  
Str: 4 Int: 4 Mag: 4 Stm: 2 Spd: 4 Luk: 11  
Att: 30 Hit: 23 Def: 26 Eva: 23 M. Pow: 5 M. Eff: 5  
-----

Extra: Bash  
Rampage  
Crush

Lev: 7 Name: Herakles  
HP: 20 MP: 9 CP: 8  
Str: 5 Int: 4 Mag: 4 Stm: 2 Spd: 4 Luk: 5  
Att: 24 Hit: 16 Def: 18 Eva: 16 M. Pow: 5 M. Eff: 5  
-----

Magic: Zan  
Extra: Punch  
Kick

Lev: 6 Name: Slave  
HP: 23 MP: 0 CP: 7  
Str: 4 Int: 3 Mag: 3 Stm: 6 Spd: 3 Luk: 5  
Att: 20 Hit: 14 Def: 24 Eva: 14 M. Pow: 3 M. Eff: 3  
-----

Extra: Punch  
Kick

Lev: 3 Name: Oracles  
HP: 8 MP: 7 CP: 1  
Str: 1 Int: 4 Mag: 4 Stm: 2 Spd: 2 Luk: 5  
Att: 8 Hit: 7 Def: 10 Eva: 8 M. Pow: 5 M. Eff: 5  
-----

Magic: Zio  
Tarunda  
Rakunda

Lev: 2 Name: Spartan  
HP: 10 MP: 0 CP: 2

Str: 3 Int: 2 Mag: 3 Stm: 3 Spd: 1 Luk: 6  
Att: 10 Hit: 6 Def: 10 Eva: 6 M. Pow: 3 M. Eff: 2

-----  
Extra: Punch

\*\*\*\*\*

-----  
Neutral/Chaos  
-----

\*\*\*\*\*

\*\*\*\*\*

Datenshi

\*\*\*\*\*

Lev: 57 Name: Agares

HP: 741 MP: 195 CP: 83

Str: 19 Int: 11 Mag: 14 Stm: 15 Spd: 10 Luk: 7

Att: 152 Hit: 101 Def: 144 Eva: 99 M. Pow: 16 M. Eff: 14

-----  
Magic: Maha-Agion

Maha-Zanma

Tetrakarn

Extra: Deathbound

Lev: 49 Name: Gaap

HP: 535 MP: 181 CP: 75

Str: 15 Int: 10 Mag: 15 Stm: 12 Spd: 11 Luk: 7

Att: 128 Hit: 89 Def: 122 Eva: 88 M. Pow: 17 M. Eff: 13

-----  
Magic: Maha-Zanma

Paraladi

Marin Karin

Extra: Fire Breath

Lev: 41 Name: Berith

HP: 473 MP: 101 CP: 63

Str: 17 Int: 8 Mag: 9 Stm: 12 Spd: 8 Luk: 6

Att: 116 Hit: 74 Def: 106 Eva: 72 M. Pow: 11 M. Eff: 10

-----  
Magic: Agilao

Plinpa

Poison Breath

Deathbound

Lev: 37 Name: Baphomet

HP: 298 MP: 145 CP: 57

Str: 9 Int: 12 Mag: 15 Stm: 10 Spd: 5 Luk: 4

Att: 92 Hit: 63 Def: 94 Eva: 64 M. Pow: 18 M. Eff: 15

-----  
Magic: Hapilma

Marin Karin

Mediarama

Sabatama

Extra: Deathtouch

Suck

Lev: 29 Name: Eligor

HP: 259 MP: 57 CP: 45

Str: 12 Int: 6 Mag: 7 Stm: 10 Spd: 8 Luk: 5

Att: 82 Hit: 55 Def: 78 Eva: 53 M. Pow: 8 M. Eff: 7

-----  
Magic: Agilao  
Maha-Agi  
Extra: Panic Voice  
Hell Stab  
Heat Wave

Lev: 24 Name: Betelguese  
HP: 137 MP: 48 CP: 37  
Str: 10 Int: 8 Mag: 6 Stm: 5 Spd: 9 Luk: 4  
Att: 68 Hit: 48 Def: 58 Eva: 48 M. Pow: 8 M. Eff: 9  
-----

Magic: Agilao  
Maha-Agi  
Happy Dance  
Happy Song  
Poison Breath

Lev: 15 Name: Gagison  
HP: 62 MP: 35 CP: 23  
Str: 5 Int: 6 Mag: 8 Stm: 5 Spd: 5 Luk: 4  
Att: 40 Hit: 29 Def: 40 Eva: 29 M. Pow: 9 M. Eff: 8  
-----

Magic: Zio  
Maha-Zio  
Plinpa  
Extra: Claw

Lev: 10 Name: Ukobach  
HP: 30 MP: 22 CP: 15  
Str: 4 Int: 5 Mag: 7 Stm: 3 Spd: 4 Luk: 5  
Att: 28 Hit: 21 Def: 26 Eva: 21 M. Pow: 8 M. Eff: 6  
-----

Magic: Agi  
Maha-agi  
Rika-Jama  
Extra: Shockwave

\*\*\*\*  
Yoki  
\*\*\*\*

Lev: 46 Name: Yaksa  
HP: 611 MP: 125 CP: 74  
Str: 21 Int: 6 Mag: 10 Stm: 12 Spd: 10 Luk: 6  
Att: 134 Hit: 85 Def: 116 Eva: 82 M. Pow: 11 M. Eff: 8  
-----

Magic: Maha-Agion  
Zionga  
Diarama  
Paraladi  
Extra: Blast Call

Lev: 40 Name: Shuten-Douji  
HP: 484 MP: 105 CP: 64  
Str: 19 Int: 7 Mag: 9 Stm: 11 Spd: 8 Luk: 6  
Att: 118 Hit: 74 Def: 102 Eva: 71 M. Pow: 10 M. Eff: 9  
-----

Extra: Rampage  
Kaiten-  
Iron Punch



Raitei-  
Sexy Dance

Lev: 33 Name: Yakshini  
HP: 328 MP: 78 CP: 53  
Str: 14 Int: 6 Mag: 8 Stm: 10 Spd: 9 Luk: 5  
Att: 94 Hit: 62 Def: 86 Eva: 60 M. Pow: 9 M. Eff: 8

---

Magic: Diarama  
Posumudi  
Extra: Mawash-  
Kaiten-  
Sexy Dance

Lev: 28 Name: Turdak  
HP: 263 MP: 55 CP: 45  
Str: 14 Int: 6 Mag: 6 Stm: 9 Spd: 6 Luk: 5  
Att: 84 Hit: 52 Def: 75 Eva: 50 M. Pow: 7 M. Eff: 7

---

Magic: De-Kaja  
Diarama  
Petra-di  
Recarm  
Mahanma  
Extra: Buddha

Lev: 19 Name: Hannya  
HP: 135 MP: 30 CP: 30  
Str: 12 Int: 5 Mag: 4 Stm: 16 Spd: 8 Luk: 3  
Att: 62 Hit: 39 Def: 50 Eva: 38 M. Pow: 5 M. Eff: 6

---

Magic: Zanma  
Extra: Raitei-  
Kick  
Vaccum  
Soundwave

Lev: 13 Name: Azumi  
HP: 69 MP: 25 CP: 21  
Str: 8 Int: 5 Mag: 5 Stm: 5 Spd: 4 Luk: 5  
Att: 42 Hit: 26 Def: 36 Eva: 25 M. Pow: 6 M. Eff: 6

---

Magic: Zio  
Media  
Water-Wall  
Extra: Punch

Lev: 7 Name: Ihika  
HP: 33 MP: 13 CP: 75  
Str: 8 Int: 3 Mag: 4 Stm: 4 Spd: 4 Luk: 3  
Att: 30 Hit: 16 Def: 22 Eva: 15 M. Pow: 4 M. Eff: 4

---

Magic: Zio  
Dia  
Paraladi  
Extra: Punch  
Nagi-ba

\*\*\*\*

Kijo

\*\*\*\*

Lev: 55 Name: Rangda

HP: 612 MP: 253 CP: 94

Str: 16 Int: 11 Mag: 17 Stm: 11 Spd: 14 Luk: 7

Att: 142 Hit: 101 Def: 132 Eva: 100 M. Pow: 19 M. Eff: 15

-----  
Magic: Sibabu

Marin Karin

Extra: Happy Dance

Poison Breath

Bite

Lev: 50 Name: Volvo

HP: 486 MP: 225 CP: 85

Str: 15 Int: 12 Mag: 16 Stm: 9 Spd: 8 Luk: 8

Att: 130 Hit: 88 Def: 118 Eva: 88 M. Pow: 19 M. Eff: 16

-----  
Magic: Maha-Bufula

Doluminer

Marin Karin

Mudo

Makarakarn

Lev: 45 Name: Gorgon

HP: 423 MP: 163 CP: 77

Str: 14 Int: 11 Mag: 12 Stm: 9 Spd: 12 Luk: 5

Att: 118 Hit: 83 Def: 108 Eva: 83 M. Pow: 14 M. Eff: 14

-----  
Magic: Petora

Extra: Lullaby

Soundwave

Poison Claw

Stun Claw

Lev: 38 Name: Cailleach Bheare

HP: 320 MP: 161 CP: 65

Str: 9 Int: 11 Mag: 15 Stm: 10 Spd: 7 Luk: 5

Att: 94 Hit: 67 Def: 68 Eva: 68 M. Pow: 17 M. Eff: 14

-----  
Magic: Bufula

Maha-Bufula

Plinpa

Mudo

Extra: Lullaby

Lev: 29 Name: Arachne

HP: 144 MP: 78 CP: 49

Str: 7 Int: 9 Mag: 8 Stm: 5 Spd: 14 Luk: 4

Att: 72 Hit: 59 Def: 68 Eva: 60 M. Pow: 10 M. Eff: 11

-----  
Magic: Doluminer

Marin-Karin

Raku-Kaja

Extra: Poison Sting

Constrict

Lev: 24 Name: Lamia

HP: 163 MP: 58 CP: 41

Str: 11 Int: 6 Mag: 8 Stm: 6 Spd: 8 Luk: 4  
Att: 70 Hit: 47 Def: 60 Eva: 46 M. Pow: 9 M. Eff: 8

-----  
Magic: Zionga  
Raku-Kaja  
Extra: Lullaby  
Blood-Drain

Lev: 14 Name: Hag  
HP: 67 MP: 49 CP: 24  
Str: 8 Int: 5 Mag: 8 Stm: 4 Spd: 5 Luk: 3  
Att: 44 Hit: 28 Def: 36 Eva: 28 M. Pow: 9 M. Eff: 7

-----  
Magic: Bufu  
Bufula  
Mudo  
Rikajama  
Media

\*\*\*\*\*

Gaian

\*\*\*\*\*

Lev: 39 Name: Kamen-Hijiri  
HP: 193 MP: 76 CP: 0  
Str: 10 Int: 14 Mag: 13 Stm: 8 Spd: 9 Luk: 4  
Att: 98 Hit: 70 Def: 94 Eva: 71 M. Pow: 16 M. Eff: 17

-----  
Magic: Maha-Zan  
Hapilma  
Makarakarn  
Tetrakarn

Lev: 30 Name: Ashura  
HP: 209 MP: 77 CP: 0  
Str: 12 Int: 8 Mag: 8 Stm: 7 Spd: 8 Luk: 6  
Att: 84 Hit: 57 Def: 74 Eva: 56 M. Pow: 10 M. Eff: 10

-----  
Extra: Throw  
Aim  
Raiten-

Lev: 22 Name: On-Myoji  
HP: 111 MP: 57 CP: 0  
Str: 7 Int: 8 Mag: 9 Stm: 6 Spd: 5 Luk: 5  
Att: 58 Hit: 41 Def: 56 Eva: 41 M. Pow: 11 M. Eff: 10

-----  
Magic: Agilao  
Maha-Zio  
Mudo  
Mahanma  
Extra: Raitei-

Lev: 15 Name: Jiraiya  
HP: 78 MP: 26 CP: 0  
Str: 7 Int: 6 Mag: 4 Stm: 6 Spd: 8 Luk: 3  
Att: 44 Hit: 32 Def: 42 Eva: 32 M. Pow: 5 M. Eff: 7

-----  
Extra: Kaiten-  
Tobi-Ge

Buddha  
Raitei-  
Daruma-

Lev: 8 Name: Kugutsushi  
HP: 22 MP: 19 CP: 0  
Str: 2 Int: 6 Mag: 6 Stm: 4 Spd: 4 Luk: 4  
Att: 20 Hit: 17 Def: 24 Eva: 18 M. Pow: 7 M. Eff: 7

-----  
Magic: Zio  
Hapilma  
Marin Karin  
Raku-Kaja  
Posumudi  
Paraladi

-----  
Dark (DC003)  
-----

\*\*\*\*\*

-----  
Dark/Law  
-----

\*\*\*\*\*

-----  
Jashin  
-----

Lev: 67 Name: Cthulhu  
HP: 998 MP: 202 CP: 133  
Str: 22 Int: 14 Mag: 14 Stm: 15 Spd: 11 Luk: 5  
Att: 178 Hit: 117 Def: 164 Eva: 115 M. Pow: 17 M. Eff: 17

-----  
Magic: Marin Karin  
Extra: Constrict  
Scanning  
Rampage  
Suck

Lev: 59 Name: Pazuzu  
HP: 800 MP: 134 CP: 134  
Str: 34 Int: 12 Mag: 21 Stm: 14 Spd: 14 Luk: 10  
Att: 162 Hit: 112 Def: 140 Eva: 108 M. Pow: 12 M. Eff: 11

-----  
Magic: Maha-Zanma  
Dekaja  
Extra: Paralysis Claw  
Wing Beat  
Kaiten-

Lev: 53 Name: Nyarlthotep  
HP: 750 MP: 161 CP: 113  
Str: 19 Int: 12 Mag: 13 Stm: 13 Spd: 12 Luk: 4  
Att: 144 Hit: 96 Def: 132 Eva: 95 M. Pow: 16 M. Eff: 15

-----  
Magic: Zanma  
Maha-Zanma  
Tetrakarn  
Recarm

Extra: Paralysis Claw  
Suck

Lev: 41 Name: Tezcatlipoca  
HP: 692 MP: 123 CP: 98  
Str: 19 Int: 8 Mag: 12 Stm: 14 Spd: 9 Luk: 5  
Att: 132 Hit: 85 Def: 122 Eva: 82 M. Pow: 14 M. Eff: 11

-----

Magic: Mudo  
Mudoon  
Extra: Constrict  
Iron Punch

Lev: 41 Name: Naragiri  
HP: 518 MP: 93 CP: 83  
Str: 18 Int: 7 Mag: 10 Stm: 11 Spd: 9 Luk: 4  
Att: 118 Hit: 75 Def: 104 Eva: 72 M. Pow: 11 M. Eff: 9

-----

Magic: Maha-Agion  
Rakunda  
Extra: Panic Voice  
Poison Breath  
Suck

-----  
Kyouchou  
-----

Lev: 48 Name: Hresvelgr  
HP: 443 MP: 174 CP: 86  
Str: 15 Int: 10 Mag: 11 Stm: 10 Spd: 15 Luk: 5  
Att: 126 Hit: 92 Def: 116 Eva: 90 M. Pow: 13 M. Eff: 12

-----

Magic: Recarm  
Extra: Ice Breath  
Soundwave  
Claw  
Wingbeat

Lev: 38 Name: Anzu  
HP: 253 MP: 114 CP: 67  
Str: 11 Int: 6 Mag: 10 Stm: 7 Spd: 14 Luk: 5  
Att: 98 Hit: 75 Def: 90 Eva: 73 M. Pow: 11 M. Eff: 8

-----

Extra: Bind Voice  
Rampage  
Wingbeat

Lev: 26 Name: Gurr  
HP: 135 MP: 71 CP: 44  
Str: 7 Int: 5 Mag: 9 Stm: 6 Spd: 11 Luk: 4  
Att: 66 Hit: 52 Def: 64 Eva: 52 M. Pow: 10 M. Eff: 7

-----

Magic: Dia  
Panic Voice  
Extra: Poison Breath  
Claw  
Poison Claw  
Wingbeat

Lev: 17 Name: Furiae

HP: 60 MP: 44 CP: 27  
Str: 5 Int: 5 Mag: 8 Stm: 4 Spd: 7 Luk: 4  
Att: 44 Hit: 34 Def: 42 Eva: 34 M. Pow: 9 M. Eff: 7

-----  
Magic: Plinpa  
Mudo  
Extra: Claw  
Wingbeat

Lev: 4 Name: Chon-Chon  
HP: 3 MP: 8 CP: 3  
Str: 1 Int: 4 Mag: 5 Stm: 1 Spd: 5 Luk: 3  
Att: 10 Hit: 12 Def: 10 Eva: 12 M. Pow: 6 M. Eff: 5

-----  
Magic: Maka-Kaja  
Pen-Patra  
Extra: Claw

-----  
Machine  
-----

Lev: 37 Name: Medusa  
HP: 470 MP: 27 CP: 0  
Str: 14 Int: 8 Mag: 2 Stm: 17 Spd: 10 Luk: 3  
Att: 102 Hit: 69 Def: 108 Eva: 67 M. Pow: 4 M. Eff: 8

-----  
Extra: Aim  
Kick

Lev: 30 Name: Lavi  
HP: 291 MP: 34 CP: 0  
Str: 9 Int: 9 Mag: 5 Stm: 14 Spd: 7 Luk: 3  
Att: 78 Hit: 55 Def: 88 Eva: 55 M. Pow: 7 M. Eff: 10

-----  
Magic: Zionga  
Tentrafoo  
Marin Karin  
Makajama  
Hama  
Extra: Autofire

Lev: 26 Name: Golem  
HP: 291 MP: 8 CP: 0  
Str: 14 Int: 3 Mag: 1 Stm: 14 Spd: 7 Luk: 3  
Att: 80 Hit: 50 Def: 80 Eva: 47 M. Pow: 1 M. Eff: 3

-----  
Extra: Shock  
Throw  
Explode  
Autofire

Lev: 21 Name: Junk  
HP: 195 MP: 18 CP: 30  
Str: 11 Int: 2 Mag: 6 Stm: 12 Spd: 3 Luk: 2  
Att: 64 Hit: 37 Def: 66 Eva: 35 M. Pow: 6 M. Eff: 3

-----  
Extra: Poison Breath  
Constrict  
Aim

Lev: 8 Name: Iron Maiden  
HP: 364 MP: 7 CP: 15  
Str: 5 Int: 1 Mag: 7 Stm: 6 Spd: 2 Luk: 2  
Att: 26 Hit: 15 Def: 28 Eva: 14 M. Pow: 7 M. Eff: 2

-----  
Extra: Bite  
Paralysis Bite

Lev: 5 Name: Crazy Dummy  
HP: 13 MP: 5 CP: 11  
Str: 2 Int: 2 Mag: 7 Stm: 4 Spd: 1 Luk: 2  
Att: 14 Hit: 9 Def: 18 Eva: 9 M. Pow: 7 M. Eff: 3

-----  
Extra: Punch

-----  
Vaccine  
-----

Lev: 15 Name: Police  
HP: 68 MP: 12 CP: 0  
Str: 9 Int: 6 Mag: 2 Stm: 4 Spd: 5 Luk: 4  
Att: 48 Hit: 30 Def: 38 Eva: 29 M. Pow: 3 M. Eff: 6

-----  
Magic: Mahama  
Extra: Aim

Lev: 10 Name: Jaws  
HP: 44 MP: 7 CP: 0  
Str: 7 Int: 2 Mag: 2 Stm: 5 Spd: 5 Luk: 4  
Att: 34 Hit: 22 Def: 30 Eva: 21 M. Pow: 2 M. Eff: 2

-----  
Extra: Bind Voice  
Bite  
Paralysis Bite  
Throw

\*\*\*\*\*

-----  
Dark/Neutral  
-----

\*\*\*\*\*

-----  
Jaki  
-----

Lev: 59 Name: Hecatonchires  
HP: 950 MP: 56 CP: 120  
Str: 33 Int: 5 Mag: 5 Stm: 20 Spd: 10 Luk: 5  
Att: 184 Hit: 107 Def: 128 Eva: 100 M. Pow: 6 M. Eff: 6

-----  
Extra: Hell-Stomp  
Throw  
Rampage  
Iron Punch  
Punch

Lev: 54 Name: Girimehkala  
HP: 736 MP: 87 CP: 87  
Str: 27 Int: 8 Mag: 9 Stm: 10 Spd: 10 Luk: 7  
Att: 162 Hit: 99 Def: 128 Eva: 94 M. Pow: 11 M. Eff: 10

-----  
Magic: Paraladi  
Panic Voice  
Extra: Poison Breath  
Kaiten-

Lev: 48 Name: Ekimmu  
HP: 559 MP: 89 CP: 96  
Str: 19 Int: 8 Mag: 11 Stm: 11 Spd: 12 Luk: 4  
Att: 134 Hit: 89 Def: 118 Eva: 87 M. Pow: 13 M. Eff: 10  
-----

Magic: Zanma  
Maha-Zanma  
Sibabu  
Extra: Poison Breath

Lev: 40 Name: Cyclops  
HP: 520 MP: 58 CP: 78  
Str: 20 Int: 7 Mag: 8 Stm: 13 Spd: 5 Luk: 3  
Att: 120 Hit: 70 Def: 106 Eva: 67 M. Pow: 9 M. Eff: 9  
-----

Magic: Maha-Zionga  
Extra: Punch  
Kick  
Rampage

Lev: 30 Name: Rakshasa  
HP: 281 MP: 48 CP: 56  
Str: 5 Int: 6 Mag: 7 Stm: 4 Spd: 3 Luk: 2  
Att: 32 Hit: 20 Def: 30 Eva: 21 M. Pow: 8 M. Eff: 7  
-----

Extra: Panic Voice  
Fire Breath  
Daruma-  
Kaiten-

Lev: 22 Name: Ogre  
HP: 167 MP: 24 CP: 38  
Str: 11 Int: 4 Mag: 6 Stm: 8 Spd: 4 Luk: 4  
Att: 66 Hit: 40 Def: 60 Eva: 39 M. Pow: 7 M. Eff: 5  
-----

Extra: Bind Voice  
Punch  
Kick

Lev: 11 Name: Wendigo  
HP: 40 MP: 16 CP: 14  
Str: 5 Int: 6 Mag: 7 Stm: 4 Spd: 3 Luk: 2  
Att: 32 Hit: 20 Def: 30 Eva: 21 M. Pow: 8 M. Eff: 7  
-----

Magic: Bufu  
Maha-Bufu  
Pen-Patra  
Extra: Fog Breath

Lev: 6 Name: Gremlin  
HP: 10 MP: 7 CP: 5



Str: 2 Int: 3 Mag: 4 Stm: 2 Spd: 6 Luk: 5  
Att: 16 Hit: 16 Def: 16 Eva: 17 M. Pow: 2 M. Eff: 2

-----  
Magic: Zio  
Maka-Kaja  
Extra: Claw

-----  
Youjuu

-----  
Lev: 60 Name: Behemoth  
HP: 999 MP: 88 CP: 110  
Str: 30 Int: 8 Mag: 10 Stm: 16 Spd: 5 Luk: 5  
Att: 180 Hit: 107 Def: 152 Eva: 102 M. Pow: 12 M. Eff: 10

-----  
Magic: Mediarahan  
Extra: Happy Dance  
Constrict  
Bind Voice

Lev: 50 Name: Manticore  
HP: 739 MP: 64 CP: 90  
Str: 24 Int: 8 Mag: 8 Stm: 12 Spd: 12 Luk: 4  
Att: 148 Hit: 94 Def: 124 Eva: 90 M. Pow: 10 M. Eff: 10

-----  
Magic: Makajama  
Diarahan  
Extra: Needles  
Petra Breath  
Bind Voice

Lev: 45 Name: Scylla  
HP: 706 MP: 38 CP: 60  
Str: 20 Int: 5 Mag: 5 Stm: 16 Spd: 12 Luk: 3  
Att: 130 Hit: 84 Def: 122 Eva: 81 M. Pow: 6 M. Eff: 6

-----  
Extra: Dark Breath  
Waterwall  
Constrict

Lev: 31 Name: Black Widow  
HP: 247 MP: 32 CP: 52  
Str: 17 Int: 6 Mag: 6 Stm: 4 Spd: 11 Luk: 3  
Att: 96 Hit: 62 Def: 70 Eva: 59 M. Pow: 7 M. Eff: 7

-----  
Magic: Zanma  
Raku-Kaja  
Diarama  
Posumudi  
Extra: Paralysis Needle  
Constrict

Lev: 29 Name: Gyukki  
HP: 305 MP: 18 CP: 30  
Str: 13 Int: 6 Mag: 7 Stm: 11 Spd: 6 Luk: 2  
Att: 84 Hit: 52 Def: 80 Eva: 51 M. Pow: 8 M. Eff: 7

-----  
Magic: Maka-kaja  
Extra: Throw  
Rampage

Kick

Lev: 20 Name: Nue  
HP: 141 MP: 18 CP: 30  
Str: 11 Int: 4 Mag: 5 Stm: 6 Spd: 7 Luk: 3  
Att: 62 Hit: 40 Def: 52 Eva: 38 M. Pow: 6 M. Eff: 5

-----  
Magic: Media  
Extra: Bind Voice  
Paralysis Bite  
Claw  
Tobi-ge

Lev: 15 Name: Bicorn  
HP: 67 MP: 18 CP: 20  
Str: 5 Int: 5 Mag: 7 Stm: 5 Spd: 6 Luk: 2  
Att: 40 Hit: 29 Def: 40 Eva: 29 M. Pow: 8 M. Eff: 6

-----  
Magic: Raku-Kaja  
Maka-Kaja  
Pen-Patra  
Petoradi  
Extra: Hell Stomp  
Throw

Lev: 10 Name: Garm  
HP: 34 MP: 11 CP: 10  
Str: 5 Int: 4 Mag: 5 Stm: 3 Spd: 5 Luk: 3  
Att: 30 Hit: 22 Def: 26 Eva: 26 M. Pow: 6 M. Eff: 5

-----  
Magic: Taru-Kaja  
Extra: Bite  
Venom Bite  
Howl

-----  
Youju

-----  
Lev: 38 Name: Yggdrassil  
HP: 496 MP: 143 CP: 58  
Str: 10 Int: 10 Mag: 18 Stm: 7 Spd: 6 Luk: 2  
Att: 96 Hit: 66 Def: 90 Eva: 66 M. Pow: 20 M. Eff: 14

-----  
Magic: Makajama  
Mediarama  
Extra: Waterwall  
Absorb

Lev: 29 Name: Arulune  
HP: 176 MP: 96 CP: 42  
Str: 5 Int: 10 Mag: 15 Stm: 3 Spd: 7 Luk: 4  
Att: 68 Hit: 52 Def: 64 Eva: 53 M. Pow: 17 M. Eff: 15

-----  
Magic: Doluminer  
Plinpa  
Hapilma  
Marin Karin

Lev: 18 Name: Mandrake  
HP: 114 MP: 52 CP: 22

Str: 2 Int: 8 Mag: 13 Stm: 5 Spd: 3 Luk: 2  
Att: 40 Hit: 31 Def: 46 Eva: 32 M. Pow: 15 M. Eff: 11

-----  
Magic: Tarunda  
Patora  
Posumudi  
Paraladi  
Extra: Soundwave

Lev: 7 Name: Audrey  
HP: 29 MP: 12 CP: 3  
Str: 2 Int: 4 Mag: 4 Stm: 3 Spd: 3 Luk: 6  
Att: 18 Hit: 15 Def: 20 Eva: 15 M. Pow: 5 M. Eff: 5

-----  
Magic: Sukunda  
Posumudi  
Suku-kaja  
Maka-Kaja  
Extra: Rampage

-----  
Shiki  
-----

Lev: 23 Name: Corpse  
HP: 258 MP: 26 CP: 78  
Str: 8 Int: 7 Mag: 9 Stm: 9 Spd: 4 Luk: 2  
Att: 62 Hit: 40 Def: 64 Eva: 40 M. Pow: 10 M. Eff: 9

-----  
Extra: Darkbreath  
Deathtouch  
Paralysis Bite

Lev: 19 Name: Zombie Priest  
HP: 107 MP: 27 CP: 15  
Str: 3 Int: 7 Mag: 12 Stm: 5 Spd: 5 Luk: 3  
Att: 44 Hit: 34 Def: 48 Eva: 35 M. Pow: 13 M. Eff: 10

-----  
Magic: Zio  
Maha-Zio  
Sibabu  
Mudo  
Media

Lev: 15 Name: Workaholic  
HP: 82 MP: 13 CP: 12  
Str: 6 Int: 5 Mag: 3 Stm: 6 Spd: 5 Luk: 5  
Att: 42 Hit: 29 Def: 42 Eva: 29 M. Pow: 4 M. Eff: 5

-----  
Magic: Sukunda  
Extra: Punch  
Kick

Lev: 12 Name: Bodyconian  
HP: 71 MP: 15 CP: 10  
Str: 5 Int: 5 Mag: 6 Stm: 4 Spd: 3 Luk: 4  
Att: 34 Hit: 23 Def: 32 Eva: 23 M. Pow: 7 M. Eff: 6

-----  
Extra: Sexy Dance  
Deathtouch  
Paralysis Bite

Poison Claw

Lev: 5 Name: Zombie  
HP: 17 MP: 9 CP: 4  
Str: 2 Int: 5 Mag: 4 Stm: 3 Spd: 2 Luk: 2  
Att: 14 Hit: 10 Def: 16 Eva: 10 M. Pow: 5 M. Eff: 6

-----  
Extra: Bite  
Poison Claw

Lev: 1 Name: Zombie Dog  
HP: 6 MP: 6 CP: 1  
Str: 3 Int: 2 Mag: 2 Stm: 2 Spd: 3 Luk: 2  
Att: 8 Hit: 5 Def: 6 Eva: 5 M. Pow: 2 M. Eff: 2

-----  
Extra: Venom Bite

\*\*\*\*\*

-----  
Dark/Chaos  
-----

\*\*\*\*\*

-----  
Maou  
-----

Lev: 99 Name: Lucifer  
HP: 999 MP: 689 CP: 284  
Str: 32 Int: 19 Mag: 22 Stm: 17 Spd: 20 Luk: 9  
Att: 262 Hit: 178 Def: 232 Eva: 175 M. Pow: 26 M. Eff: 14

-----  
Magic: Maha-Agion  
Maha-Bufula  
Bufula  
Sabatoma  
Estoma

Extra: Holy light

Lev: 65 Name: Beelzebub  
HP: 824 MP: 332 CP: 173  
Str: 18 Int: 12 Mag: 17 Stm: 18 Spd: 12 Luk: 8  
Att: 166 Hit: 115 Def: 166 Eva: 114 M. Pow: 20 M. Eff: 16

-----  
Magic: Maha-Agion  
Tentrafoo  
Mudoon  
Extra: Poison Breath

Lev: 62 Name: Mara  
HP: 797 MP: 283 CP: 165  
Str: 17 Int: 11 Mag: 15 Stm: 19 Spd: 11 Luk: 6  
Att: 158 Hit: 109 Def: 162 Eva: 108 M. Pow: 17 M. Eff: 14

-----  
Magic: Maha-Zanma  
Sibabu  
Extra: Temptation  
Throw  
Naga-Bite

Lev: 55 Name: Baal  
HP: 140 MP: 283 CP: 140  
Str: 13 Int: 15 Mag: 17 Stm: 11 Spd: 11 Luk: 6  
Att: 130 Hit: 93 Def: 126 Eva: 94 M. Pow: 20 M. Eff: 19

---

Magic: Zionga  
Maha-Zionga  
Diarama  
Extra: Curse Baal  
Firebreath

Lev: 52 Name: Astaroth  
HP: 140 MP: 283 CP: 140  
Str: 13 Int: 15 Mag: 17 Stm: 11 Spd: 11 Luk: 6  
Att: 130 Hit: 93 Def: 126 Eva: 94 M. Pow: 20 M. Eff: 19

---

Magic: Bufula  
Maha-Bufula  
Marin Karin  
Extra: Poison Mist  
Naga-Bite  
Deathbound

Lev: 49 Name: Loki  
HP: 710 MP: 181 CP: 133  
Str: 20 Int: 9 Mag: 12 Stm: 13 Spd: 10 Luk: 5  
Att: 138 Hit: 89 Def: 124 Eva: 86 M. Pow: 14 M. Eff: 12

---

Magic: Bufula  
Maha-Bufula  
Plinpa  
Marin Karin  
Extra: Akasha-

Lev: 42 Name: Hecate  
HP: 326 MP: 225 CP: 115  
Str: 9 Int: 14 Mag: 17 Stm: 8 Spd: 9 Luk: 5  
Att: 102 Hit: 75 Def: 100 Eva: 76 M. Pow: 20 M. Eff: 18

---

Magic: Marin Karin  
samarecarm  
Mudoon  
Makarakarn  
Necroma

-----  
Jaryuu  
-----

Lev: 51 Name: Tiamat  
HP: 757 MP: 114 CP: 132  
Str: 26 Int: 9 Mag: 10 Stm: 10 Spd: 9 Luk: 7  
Att: 154 Hit: 93 Def: 122 Eva: 89 M. Pow: 12 M. Eff: 11

---

Magic: Zionga  
Mediarahan  
Extra: Sexy Dance  
Poison Breath  
Waterwall  
Mawashi

Lev: 46 Name: Kingu  
HP: 685 MP: 93 CP: 120  
Str: 25 Int: 8 Mag: 9 Stm: 11 Spd: 7 Luk: 6  
Att: 142 Hit: 83 Def: 114 Eva: 79 M. Pow: 11 M. Eff: 10

-----  
Extra: Panic Voice  
Fire Breath  
Divine Retribution  
Throw  
Rampage

Lev: 43 Name: Nidhogg  
HP: 583 MP: 74 CP: 113  
Str: 22 Int: 6 Mag: 8 Stm: 10 Spd: 8 Luk: 7  
Att: 130 Hit: 79 Def: 106 Eva: 75 M. Pow: 9 M. Eff: 8

-----  
Extra: Throw  
Poison Breath  
Poison Bite  
Naga-Bite

Lev: 16 Name: Tarasque  
HP: 487 MP: 48 CP: 94  
Str: 15 Int: 5 Mag: 6 Stm: 15 Spd: 5 Luk: 6  
Att: 100 Hit: 62 Def: 100 Eva: 59 M. Pow: 7 M. Eff: 6

-----  
Extra: Panic Voice  
Poison Breath  
Poison Bite  
Venom Claw

Lev: 28 Name: Wyvern  
HP: 221 MP: 32 CP: 77  
Str: 11 Int: 4 Mag: 5 Stm: 7 Spd: 12 Luk: 5  
Att: 78 Hit: 58 Def: 70 Eva: 56 M. Pow: 6 M. Eff: 5

-----  
Extra: Fire Breath  
Bite  
Tobi Ge-

Lev: 16 Name: Worm  
HP: 102 MP: 16 CP: 53  
Str: 10 Int: 3 Mag: 4 Stm: 5 Spd: 4 Luk: 5  
Att: 52 Hit: 31 Def: 42 Eva: 30 M. Pow: 4 M. Eff: 4

-----  
Magic: Rakunda  
Raku-Kaja  
Extra: Throw

-----  
Yuuki  
-----

Lev: 44 Name: Vetala  
HP: 299 MP: 147 CP: 108  
Str: 11 Int: 11 Mag: 15 Stm: 7 Spd: 11 Luk: 5  
Att: 110 Hit: 81 Def: 102 Eva: 81 M. Pow: 17 M. Eff: 14

-----  
Magic: Plinpa  
Extra: Deathtouch

Devil Smile

Lev: 32 Name: Yaka  
HP: 134 MP: 77 CP: 75  
Str: 9 Int: 5 Mag: 12 Stm: 3 Spd: 13 Luk: 5  
Att: 82 Hit: 64 Def: 70 Eva: 63 M. Pow: 13 M. Eff: 8

-----  
Magic: Tarunda  
Rakunda  
Sukunda  
Extra: Deathtouch  
Bite  
Poison Bite

Lev: 25 Name: Man eater  
HP: 150 MP: 43 CP: 55  
Str: 10 Int: 8 Mag: 6 Stm: 6 Spd: 6 Luk: 5  
Att: 70 Hit: 46 Def: 62 Eva: 46 M. Pow: 8 M. Eff: 9

-----  
Extra: Deathtouch  
Sexy Dance  
Paralysis Bite  
Venom Claw

Lev: 16 Name: Ghoullette  
HP: 66 MP: 25 CP: 3  
Str: 7 Int: 5 Mag: 6 Stm: 4 Spd: 7 Luk: 2  
Att: 46 Hit: 33 Def: 40 Eva: 32 M. Pow: 7 M. Eff: 6

-----  
Magic: Diarama  
Extra: Deathtouch  
Bite  
Paralysis Claw

Lev: 14 Name: Ghoul  
HP: 53 MP: 21 CP: 21  
Str: 6 Int: 4 Mag: 6 Stm: 4 Spd: 6 Luk: 3  
Att: 40 Hit: 29 Def: 36 Eva: 36 M. Pow: 7 M. Eff: 5

-----  
Magic: Diarama  
Extra: Deathtouch  
Bite  
Claw

Lev: 3 Name: Gaki  
HP: 6 MP: 6 CP: 1  
Str: 2 Int: 3 Mag: 4 Stm: 3 Spd: 4 Luk: 2  
Att: 10 Hit: 9 Def: 12 Eva: 30 M. Pow: 4 M. Eff: 4

-----  
Extra: Deathtouch  
Bite  
Claw

-----  
Akuryou  
-----

Lev: 38 Name: Legion  
HP: 306 MP: 74 CP: 57  
Str: 12 Int: 9 Mag: 11 Stm: 10 Spd: 8 Luk: 3  
Att: 100 Hit: 68 Def: 96 Eva: 68 M. Pow: 13 M. Eff: 11

-----  
Magic: Tentrafoo  
Extra: Deathtouch

Lev: 29 Name: Inferno  
HP: 170 MP: 53 CP: 44  
Str: 9 Int: 9 Mag: 10 Stm: 7 Spd: 7 Luk: 2  
Att: 76 Hit: 52 Def: 72 Eva: 52 M. Pow: 12 M. Eff: 11  
-----

Magic: Agilao  
Paraladi  
Extra: Firewall  
Fire Breath

Lev: 15 Name: Depth  
HP: 85 MP: 17 CP: 24  
Str: 6 Int: 5 Mag: 5 Stm: 8 Spd: 5 Luk: 2  
Att: 42 Hit: 29 Def: 46 Eva: 28 M. Pow: 6 M. Eff: 6  
-----

Magic: Sukunda  
Extra: Waterwall  
Deathtouch

Lev: 2 Name: Poltergeist  
HP: 6 MP: 6 CP: 3  
Str: 1 Int: 3 Mag: 4 Stm: 1 Spd: 4 Luk: 3  
Att: 6 Hit: 8 Def: 6 Eva: 8 M. Pow: 4 M. Eff: 4  
-----

Magic: Sukunda  
Suku-Kaja  
Patora  
Extra: Soundwave

-----  
Gedou  
-----

Lev: 49 Name: Old One  
HP: 945 MP: 85 CP: 176  
Str: 17 Int: 10 Mag: 9 Stm: 17 Spd: 10 Luk: 4  
Att: 132 Hit: 88 Def: 132 Eva: 86 M. Pow: 11 M. Eff: 12  
-----

Magic: Zanma  
Extra: Paralysis Bite  
Backhand

Lev: 39 Name: Doppelganger  
HP: 361 MP: 94 CP: 136  
Str: 8 Int: 13 Mag: 13 Stm: 8 Spd: 7 Luk: 5  
Att: 94 Hit: 68 Def: 94 Eva: 69 M. Pow: 16 M. Eff: 16  
-----

Extra: Poison Breath  
Deathtouch  
Raitei-  
Suck

Lev: 28 Name: Black Ooze  
HP: 330 MP: 25 CP: 92  
Str: 12 Int: 3 Mag: 5 Stm: 9 Spd: 8 Luk: 6  
Att: 80 Hit: 54 Def: 74 Eva: 52 M. Pow: 5 M. Eff: 4  
-----



Extra: Poison Breath  
Deathtouch  
Rest

Lev: 17 Name: Chris The Car  
HP: 186 MP: 14 CP: 48  
Str: 11 Int: 3 Mag: 4 Stm: 8 Spd: 4 Luk: 2  
Att: 56 Hit: 32 Def: 50 Eva: 30 M. Pow: 4 M. Eff: 4

---

Extra: Poison Breath  
Throw  
Constrict

Lev: 6 Name: Jack the Ripper  
HP: 34 MP: 7 CP: 16  
Str: 6 Int: 3 Mag: 2 Stm: 3 Spd: 8 Luk: 2  
Att: 30 Hit: 23 Def: 24 Eva: 22 M. Pow: 2 M. Eff: 3

---

Magic: Sibabu  
Sukunda  
Suku-Kaja  
Trafuri

Lev: 6 Name: Slime  
HP: 30 MP: 11 CP: 4  
Str: 3 Int: 4 Mag: 6 Stm: 3 Spd: 2 Luk: 2  
Att: 18 Hit: 12 Def: 18 Eva: 12 M. Pow: 7 M. Eff: 5

---

Extra: Suck  
Rest

-----  
Virus  
-----

Lev: 129 Name: Andromeda  
HP: 129 MP: 27 CP: 0  
Str: 9 Int: 9 Mag: 3 Stm: 7 Spd: 6 Luk: 2  
Att: 58 Hit: 38 Def: 54 Eva: 38 M. Pow: 5 M. Eff: 9

---

Extra: Dengeki  
Needles  
Throw

Lev: 8 Name: Spider  
HP: 30 MP: 8 CP: 0  
Str: 2 Int: 4 Mag: 1 Stm: 6 Spd: 8 Luk: 2  
Att: 20 Hit: 21 Def: 28 Eva: 21 M. Pow: 2 M. Eff: 4

---

Extra: Paralysis Needle  
Kick

Lev: 3 Name: Mobius  
HP: 11 MP: 5 CP: 0  
Str: 2 Int: 2 Mag: 1 Stm: 3 Spd: 3 Luk: 6  
Att: 10 Hit: 9 Def: 12 Eva: 9 M. Pow: 1 M. Eff: 2

---

Extra: Bite

=====  
XV. Magic and Technique list (MT015)

\*\*\*\*\*

Magic (MAG01)

\*\*\*\*\*

### Offensive Magic

-----  
Agi 3 MP: Light fire damage to a single foe  
Agilao 7 MP: Medium fire damage to a single foe  
Maha-Agi 5 MP: Light fire damage to a group of foes  
Maha-Agion 9 MP: Medium fire damage to a group of foes

\*Note: Bufu has a slight chance to inflict freeze status\*

Bufu 3 MP: Light ice damage to a single foe.  
Bufula 8 MP: Medium ice damage to a single foe.  
Maha-Bufu 6 MP: Light ice damage to a group of foes.  
Maha-Bufula 8 MP: Medium ice damage to a group of foes.

Zan 2 MP: Light force damage to a single foe  
Zanma 5 MP: Medium force damage to a single foe  
Maha-Zan 4 MP: Light force damage to a group of foes  
Maha-Zanma 7 MP: Medium force damage to a group of foes

\*Note: Zio has a slight chance to inflict shock status\*

Zio 4 MP: Light electrical damage to a single foe.  
Zionga 9 MP: Medium electrical damage to a single foe.  
Maha-Zio 7 MP: Light electrical damage to a group of foes.  
Maha-Zionga 12 MP: Medium electrical damage to a group of foes.

Hanma 5 MP: A holy elemental. Slight chance to inflict instant death.  
Mahanma 10 MP: A holy elemental. Slight chance to inflict instant death to all foes.

Mudo 3 MP: A Dark elemental. Slight chance to inflict instant death.  
Mudoon 9 MP: A Dark elemental. High chance to inflict instant death.

Megido 15 MP: Medium Almighty damage to all enemies  
Megidolaon 30 MP: Heavy Almighty damage to all enemies

Tentrafoo 14 MP: Small nerve damage to all foes. Fair chance to panic status

### Recovery Magic

-----  
Dia 2 MP: Recovers a small amount of HP to a single ally  
Diarama 4 MP: Recovers a large amount of HP to a single ally  
Diarahan 8 MP: Recovers the maximum amount of HP to a single ally

Media 2 MP: Recovers a small amount of HP to all allies  
Mediarama 10 MP: Recovers a large amount of HP to all allies  
Mediarahan 14 MP: Recovers the maximum amount of HP to all allies

Recarm 12 MP: Revives 1/4 amount of HP to an incapacitated ally  
Samarecarm 24 MP: Revives a full amount of HP to an incapacitated ally  
Recarmadora 8 MP: Sacrifices an ally's life to recover all HP to others  
Necroma 20 MP: Revives an ally as the undead. Returns to dead state after battle.

Patora 2 MP: Removes all abnormal status to a single ally  
Pen-Patora 4 MP: Removes all abnormal status to all allies

Posumudi 4 MP: Removes poison status to a single ally  
Paraladi 6 MP: Removes paralysis status to a single ally  
Petoradi 12 MP: Removes stone status to a single ally

#### Support Magic

-----

Taru-Kaja 4 MP: Strength increase to all allies  
Raku-Kaja 4 MP: Defense increase to all allies  
Maka-Kaja 4 MP: Magic increase to all allies  
Suku-Kaja 2 MP: Hit increase to all allies

Tetraja 5 MP: Protective barrier to prevent all instant death attacks to all allies for one turn.

Tetrakarn 6 MP: Protective shield to prevent all Physical attacks to all allies for one turn.

Makarakarn 6 MP: Protective shield to prevent all Magical attacks to all allies for one turn.

#### Status Effect Magic

-----

Doluminer 3 MP: Inflicts sleep status to all foes  
Sibabu 3 MP: Inflicts bind status to all foes  
Plinpa 2 MP: Inflicts panic status to all foes  
Hapilma 2 MP: Inflicts happy status to all foes  
Marin-Karin 6 MP: Inflicts charm status to all foes  
Makajama 4 MP: Inflicts close status to all foes

Tarunda 4 MP: Deteriorates attack power to all foes  
Rakunda 4 MP: Deteriorates defense power to all foes  
Sukunda 2 MP: Deteriorates hit power to all foes

De-Kaja 10 MP: Dispels all enhancement bonus to all foes  
Dekunda 5 MP: Dispels all deterioration bonus to all allies  
Tetra 8 MP: Cannot use extra attacks to all foes

#### Field Magic

-----

Mapper 2 MP: Reveals a mini-map on the bottom of the screen]  
Toraest 6 MP: Escape to the entrance of the dungeon  
Toraport: 6 MP: Warps to the last save point  
Trafuri: 2 MP: Guaranteed escape from all normal battles  
Estoma 6 MP: All weak enemies below the protagonist's level cannot be encountered  
Sabatoma 8 MP: Demons can summon another demon without the aid of the protagonist

\*\*\*\*\*

Extra (EX001)

\*\*\*\*\*

Bite A light physical attack to a single foe  
Venom Bite A light physical attack to a single foe. Inflicts poison  
Paralysis Bite A light physical attack to a single foe. Inflicts bind  
Nagi-Bite A medium physical attack to a single foe

Constrict A light physical attack to a single foe. Inflicts bind  
Hell-Stomp A light physical attack to a single foe. Inflicts close  
Rampage Does various damage depending on HP

Throw	A light physical attack to a single foe
Crush	A light physical attack to a single foe
Claw	A light physical attack to a single foe
Venom Claw	A light physical attack to a single foe. Inflicts poison
Paralysis Claw	A light physical attack to a single foe. Inflicts bind
Fujin Ge	An enemy assault. Inflicts freeze.
Midare	An enemy assault. Inflicts shock.
Punch	A light strike attack to a single foe
backfist	A medium strike attack to a single foe
Iron Punch	A consecutive strike attack to a single foe
Akasha	A consecutive strike attack to multiple foes
Raitei	A heavy strike attack to a single foe
Kick	A light foot attack to a single foe
Mawash	A medium foot attack to a single foe
Tobi Ge-	A consecutive foot attack to multiple foes
Raiten	A heavy foot attack to a single foe
Needle	A light pierce attack to a single foe
Paralysis Needle	A light pierce attack to a single foe. Inflicts bind
Wingbeat	A light physical attack to multiple foes
Daruma	A consecutive sword attack to multiple foes
Blast Call	A consecutive Sword attack to multiple foes
Kaiten	A consecutive Sword attack to multiple foes
Heatwave	A consecutive Sword attack to multiple foes
Deathbound	A consecutive sword attack to multiple foes
Hell Fang	A consecutive sword attack to multiple foes
Aim	A light gun attack to a single foes
Autofire	A consecutive gun attack to multiple foes
Shrapne	A consecutive gun attack to multiple foes
Sacrifice	Uses self to do heavy damage to foes
Explode	Uses self to do heavy damage to foes
Suck	Does a light damage to enemy while receiving half of the given damage
Vaccum	Does damage to foes
Elemental attacks	
-----	
Fire Breath 8 MP:	Light fire damage to a group of foes
Ice Breath 8 MP:	Light ice damage to a group of foes
Shock 6 MP:	Light electrical damage to a group of foes
Divine	
Retribution 80 MP:	A Force elemental damage that takes out 1/4 of the foe's HP while taking out 1/8 of the ally's HP
Hell's Eye 8 MP:	Instant death to a single foe
Curse Baal 8 MP:	Turns a single foe into a fly
Song of	
Happiness 4 MP:	Inflicts happy to multiple foes
Lullaby 6 MP:	Inflicts sleep to multiple foes

Panic Voice 2 MP: Inflicts panic to multiple foes  
Bind Voice 8 MP: Inflicts bind to multiple foes  
Soundwave 5 MP: Inflicts panic to multiple foes

Sexy Dance 6 MP: Inflicts charm to multiple foes  
Happy Dance 4 MP: Inflicts happy to multiple foes

#### Poison

Breath 7 MP: Inflicts poison to multiple foes  
Dark Breath 6 MP: Increase Defense

Holy Light 6 MP: Inflicts charm to multiple foes

Deathtouch 4 MP: Absorbs the enemy's HP

Firewall 4 MP: Nullifies all fire attacks for one turn  
Waterwall 4 MP: Nullifies all ice attacks for one turn

=====  
XVI. Misc and Secrets (MT016)  
=====

#### Minigames

-----

Like every RPG in the market today, you are bound to see a mini-game or two. Shin Megami Tensei II is no exception to this rule. In this section, you'll see the rules for various mini-games.

Codebreaker: The rule in this game is that you need to guess a certain combination of numbers to win a prize. The hint box on the right tells which of the numbers you used. There are 4 symbols on the right. They are:

- 1) Green Tile: # has not been used
- 2) X Symbol: is not the right #
- 3) Yellow Circle: One of the # is used on a certain column
- 4) Red Circle: The correct #

As you continue the game, there's an H and B on the Judge column. The judge column symbolizes whether or not you got the right # on a particular column. You can tell if you have a "Hit" or a "Blow." Hit means, you got the right number on the right position. Blow on the other hand is the right number but its placement is wrong. The sooner you guess the number, the better your prize. However, to play this game, you'll need to find Metal Cards throughout the dungeons. Here's some of the locations for the codebreaker rooms.

- Underground building Via Holytown
- Building west of the watchtower

B&S: This is a really easy game to grasp its concept. Just guess whether or not the next number will be big or small.

Slots: This one is rather straight forward. The premise of the game is to get any of the symbols in a row. However, there's a twist to the slots. Like the Pokemon slot games, you can max-out your bet to cover all the rows and columns to increase your chance. Also, if you happen to get 4 or more stars, you can get a free-play at no cost. However, if you get more stars, you can win more coins and

multiply your winnings. Also, try to experiment with the other slot machines. You may increase your chances to win.

**Baccarat:** The concept of this game uses the standard deck of cards. The card symbolize the number such as ace = 1, two of clubs = 2 and so on. However, 10, Jack, Queen and King counts as zero. The objective of this game is to bet which of the two sides will win. There are two sides: the player and the banker. Also, you can bet if there's going to be a tie. In addition, if the value is higher than 9, then number starts over. For example, if you have 7 of diamond and you pick up a 4 of spades, it's add up to 11. Since the game only accepts single digit numbers, it goes to 1.

**Keno:** In this game, you are given 64 numbers to choose from. Guess which numbers that'll fall in. You are allowed to have up to 16 guesses. The catch is that the higher the guesses, the more # you must get it right to yield the most coins. You can also put a few guesses and you can still win big. Just try your best to guess the right numbers.

**Russian Roulette:** This game is rather infamous. The location can be anywhere on the map. As long there's a small room available, there's a very slim chance you'll might encounter a man gambling. The premise of the game is that there are six loads. One of which has a bullet. If you shoot and there's no bullet, you are safe. If you shoot and that shot has a bullet, well you know what happens next. The game will go on until one of you falls flat on the floor. However there's a twist, your demons will be the ones to pitted against the gambler's demon. If you lose, you will lose the demon you have for good. So, choose wisely.

(To be honest, I've never won this game. Please let me know if anyone won this game and recieved a prize)

#### Glitches and bugs

-----  
In this game, you'll find various bugs. However, unlike SMT1, most of the glitches are not fatal.

- If you did not remove the header after you put on the patch, the game will crash on the intro screen. (Fatal)

- On the Jakyo manor, if you keep pressing the same combination over and over, you'll go right back to the Jakyo manor screen

- Also in the manor, if you do the same thing as above, it sometimes rejects the combination

- If you get hit by the extra electrical attack such as Degenki or shock, sometimes your HP will hit in the quadruple digits. The maximum HP in this game is 999 HP.

- Sometimes on the demon negotiation, the words overlap each other. It's a bug from the the Aeon Genesis patch.

- Sometimes when your minions are insta-killed with Mudo or some other one shot attack, the game will glitch their name when you try to revive them and it won't let you revive them. Thankfully this isn't permanent and the glitch can wear off after a few turns

- Another insta-kill related glitch is after you revive your minion, Aleph will summon him and it will say summoning was unsuccessful. Again, this will also wear off

## Secrets

-----

\*\*\*\*\*

\*Russian Roulette\*

\*\*\*\*\*

Sometimes if you wander the towns a bit and explore a small rooms, there's a slim chance you'll encounter a gambler that runs a Russian roulette. You won't use yourself as the victim, you'll be using your demons as bait. Select your demon and the game will begin. You'll have a set of gun with 6 loads and 1 bullet. The game goes on until someone is shot. Be careful, once your demon dies, they die for good.

\*\*\*\*\*

\*The hidden Majins\*

\*\*\*\*\*

In the admist of the thick fog. You'll find powerful enemies. However, there's a very slim chance you might encounter the powerful majins like Hell Rider, Alice or The Matador. If you defeat them, you'll get a powerful weapons that surpasses the other weapons in the game. Just go to any area that has a fog like the Brionac passage. Also, go to Kongokai and use the majin spawning point as an alternative. Look at Kongokai for more info. Good luck.

=====

XVII. Credits (MT017)

=====

I would like to thank the following people.

Atlus: For making this game and the rest of the Shin Megami Tensei games

Aeon Genesis: For translating this game along with SMT1

Gamefaqs: For accepting this FAQ.

CjayC: For making Gamefaqs exists for what it is today

SBallen: For being a cool Administrator

Michael Sarich: for this Copyright

Android\_Chaos: For coming up with numerous tips and some of the statements that I have overlooked. You've been a great help. ^\_^

Anonymous: A huge gratitude from the person whom I shall keep anonymous. This person informed me the whereabouts of the hidden dungeon, Kongkokai.

Look\_Over\_ There: Your FAQ helped me understand Sword Fusioning a lot better.

Roto\_Arel: For covering up some of the loose ends on the Walkthrough

Saradin: Thanks for providing me tips as well as fixing several Boo-boos on the demon compendium.

Also, the people I've encountered on the SMT2 forum. Thanks for covering some of the bases I've may have missed.

Last but not least, I thank YOU for taking the time to read this faq.

I look forward to hear more about the this FAQ. So if you feel like there's something is missing, please feel free to contact me. If it's well thought

out, I'll add it and credit you for the next revision. So once again, thank you for taking the time to read this.

This document is copyright black murasame63 and hosted by VGM with permission.