

SHIN MEGAMI TENSEI *NOCTURNE*™

真女神転生



*THE OFFICIAL
STRATEGY GUIDE*



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“REASON” CHOICES

Within the game, you’ll encounter questions regarding the creation of a new world. These are called “Reason.” Your answers to these “Reason Questions” affect the way your protagonist develops, and, subsequently, the outcome of the game’s ending. Below, we’ll explain the different types of Reason you’ll encounter. If you’re trying to pursue a specific course, consult this list.



You’ll encounter Reason questions in battle, too — not just in events and on the field. Think before you speak!

YOSUGA, SURVIVAL OF THE FITTEST

Yosuga is originally the creation ideal of Ikekukuro’s Gozu-Tennoh, who leads the Mantra. It is later adopted by Chiaki. The Yosuga world thrives on pure Darwinian logic: the strong survive and the weak are weeded out. The only justice lies

in strength, and to prove your strength, you must risk your life in mortal combat. Example: if you’re asked “Do weak people exist only to die?” and say “Yes,” you are living Yosuga. It’s an extreme philosophy, but it’s based in natural principles.

SHIJIMA, THE VALUE OF ORDER

This is the creed of Hikawa’s Assembly of Nihilo, which he leads after the Conception. It rejects all chaos and disorder, replacing it with strict organization. It may seem like a direct and honest way of thinking, but it considers human emotion to be an unnecessary hindrance, and does

not recognize the necessity of change. If you were asked “There’s no value in hard work, right?” and agreed, you’d belong to Shijima. (Since the Shijima philosophy exists within a strictly hierarchical society, working hard would be futile.)

MUSUBI, HYPER-INDIVIDUALISTIC THOUGHT

This is the creation ideal adopted by Isamu, who took refuge in the Amala Network when he was swallowed by the chaos of the Vortex World. It is to choose a world where you can (and must) live by trusting only yourself and rejecting others.

If someone were to ask you “Are other people basically evil?” and you said “Yes,” you’re a Musubi kind of guy. In a Musubi world, selfishness like this isn’t selfish; there’s no one else around for it to bother.

NEUTRAL, CHAOS, DESTRUCTION

If you’re not inclined towards the ideologies mentioned above, you are able to follow one of these other paths. They are unrelated to the Reason Questions.

For example, you might want to cooperate

with Yuko Takao and share her dream of a free world, or not cooperate with anyone and go off on your own. There are many different ways to go. In any case, your fate is determined by your words and actions, and yours alone.

ASSIGNING MAGATAMA

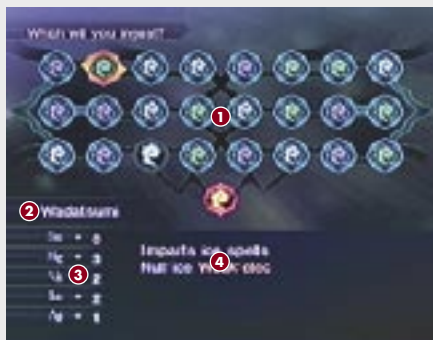
We touched upon the Magatama briefly on p14, but now, let's go into detail. Equipping Magatama results in stat bonuses, as well as improved affinity defenses (see p33 for more info). While the affinities of your demons are basically fixed, the protagonist can change his own at will through the Magatama. Also, Magatama can allow you to learn new skills as you gain levels (see p47). To get the most out of your Magatama, change them often, as the situation demands.



You'll need to obtain Magatama before you can equip them! You can win them from boss battles or buy them at shops.

MAGATAMA EQUIP SCREEN

When you choose "Magatama" from the command menu, the right side of the screen will change to show your Magatama equipment. Here you can view all your Magatama, assess their abilities, and equip them upon your protagonist. (Please see below for further explanation of how to read the screen.) By equipping Magatama, you'll get the benefits we spoke about above — but the most important part is definitely the affinity defenses you'll gain. It's no exaggeration to say that your choice of Magatama can be the difference between life and death!



●Explanation of each item

1 Your Magatama

Here, all your Magatama are listed and displayed. The explanation of their abilities is in a different part of the screen. Details are as follows:

Sparkling and shaking — This indicates that when you gain a level with this Magatama equipped, you will learn a new skill.

Smaller, shaking — You will learn a new skill in about 2-4 levels with this Magatama equipped.

Standing still — You will need to gain at least 5 levels with this Magatama equipped before you can learn any new skills.

Glowing with a bluish-white light — You have learned all the skills that are available from this Magatama. This is called "Mastery." The Magatama you have mastered determines what race your protagonist belongs to.

Red-framed Magatama — Your current equipment.

2 Magatama Name

The name of the Magatama you have highlighted with your cursor.

3 Stat Bonus

This shows the stat bonuses that would be awarded if you equip the highlighted Magatama.

4 Magatama summary/affinity defenses

This shows the skills you can learn and the changes to your affinity defenses that will come about if you equip the highlighted Magatama. There are very slight differences between these and the affinities of demons — please look to p351 for more info.

THE FOUNDATION OF PRESS TURN BATTLE

The Press Turn Battle has some unique aspects that set it apart from a regular turn-based battle system: Namely, you and your allies attack together. Your side and the enemy side take turns. You'll see an indicator in the upper right corner of the screen showing a number of Press Turn Icons equal to the number of allies participating in battle. When you or an ally take an action, it uses a Press Turn Icon. When all your Press Turn Icons are used up, it switches to the enemy's turn. But, depending on battle circumstances, the number of icons you have can fluctuate. Obviously, an increase is highly beneficial while a decrease is very, very bad.



If you plan a good strategy, you can take eight actions in a single turn! Imagine the carnage you can cause...

HOW PRESS TURN ICONS DECREASE

Of course, there are set rules regarding your icons. Effective attacks give extra icon use, while weak techniques can be extremely burdensome. That's the most simple explanation. By "effective attack," we mean a critical hit or a strike that exploits the enemy's weakness. When you hit with one of these attacks, one of your icons will start flickering. Flickering icons are not used up and can be used again. However, even if you score a critical or weakness hit while all your icons are flickering, you won't get any extra icon usage. Conversely, the "weak attacks" are attacks that are repelled, absorbed, invalidated, or evaded by enemies. If this happens, you can lose two Press Turn Icons — or even your entire turn! Avoid this as much as possible! For more details, see the following page.



If an enemy hits you with an attack that is blocked by any affinities you have, you automatically start your turn. Knowing your allies' defenses is highly beneficial.

Going Back and Forth Between Attack-Result-Press-Turn Icons



Normal Hit/Other Actions

One Icon Expenditure

When you try for a normal hit, you'll spend one icon, regardless of the kind of attack you used (normal attack, skill, item, etc.). If the opponent has a strong defense affinity, it'll take less damage and will still get a normal hit. Other actions, such as summoning an ally or talking, will also spend an icon.



Failed Attack (MISS)

One Icon Expenditure

If you attack and miss, your attack fails and you'll spend one icon. This usually happens when you're using skills with a certain rate of success, like Hama or Mudo. A blunder like this is due to a failure on the part of the ability and is different from an evaded attack, thus only one icon is lost as a penalty.



Critical

Icon Blink

If you score a critical hit, you'll inflict 150% damage and one of your icons will start to blink. This usually doesn't happen, but if you carry certain skills and the enemy's got lousy defense, it's more likely to occur.



Strike at the Weak Point (WEAKNESS)

Icon Blink

If a WEAKNESS is indicated after an attack, you've hit an opponent's weakness. One icon will start to blink. Now you know that opponent's defense affinities, and you can and should exploit it with the appropriate skills. This is especially helpful during boss fights.



Evading Attacks (Dodging Motions)

Two Icon Expenditure

If an opponent dodges your attack, it's been evaded, and it'll spend two icons. Since the rate of evasion depends upon the "Ag" stat, you can lower the chances of an enemy evading your attacks with Support skills like Sukukaja and Sukunda.



Void

Two Icon Expenditure

If a character is hit with an attack that they're immune to, the attack has been voided. Two icons will be spent. As with the WEAKNESS, you can avoid this by learning your enemy's attributes and defense affinities. Use the Tetraja skill to block Expel and Death attacks.



Drain (Bluish-White Light)

All Icon Expenditure

If a character glows with a bluish-white light when they're hit, they've just absorbed the attack. The numbers that usually indicate damage will turn green to indicate healing. This'll automatically spend the rest of that side's icons and switch over to the other party's turn.



Repel (Violet Light)

All Icon Expenditure

A purple glow indicates that a character's just repelled an incoming attack. Whoever just hit him receives the damage, all of the attacker's party's icons are spent, and the battle switches to the other party's turn. This often happens when you use barrier skills like Tetrakarn and Makarakarn.



Next Turn

1/2 Icon Expenditure

If Next Turn is used, an icon will be spent if any of them are flashing. Otherwise, an icon will start flashing, and you can hand over your turn to the next ally in line. This won't reduce the number of actions on this turn, which are equal to the number of icons you've got.

Note: Over the course of a turn, you can get multiple simultaneous attack results. In order of precedence, you'll get the bad results first (of course), followed by good results and finally normal hits, along with a fixed expenditure of icons. For example, if a Void and a Repel occur at the same time, the Repel's result will precede everything else, along with the accompanying icon expenditure. If a Void and a critical hit happen at the same time, the Void's results will happen first, and two icons will be spent.

AILMENTS

Ailments can be inflicted by certain attacks, and change the behavior of any character under their effects. Once they've got a status, a character won't be able to engage in all or some of their normal actions, and they'll suffer from various handicaps. A glance at the next page will explain the fine details, but the main point is that an Ailment gives an afflicted character a significant disadvantage.

Obviously, avoid Ailments yourself, but use them whenever possible to seize the advantage. It's important to know how to use statuses, and how to recover from them.



Take advantage of deadly Ailments. It'll make battles much easier.

DEFENDING AGAINST AILMENTS

To begin, you should have a standard plan of defense against Ailments. Some attacks can actually cure them, and you can defend against them by keeping a defense affinity that'll allow you to resist the attack. If you need a bit of help understanding the details, check the summaries on the right.

A character can only suffer from one Ailment at a time, with the exception of CURSE. If a character's struck by more than one attack that inflicts an ailment, he'll keep or ditch the ailment based upon the ailments' priority, as indicated by the table to the right; the higher on the table an ailment is, the higher its priority.

In order to avoid low-priority Ailments, you can opt to keep an ailment that's higher-priority. For example, if the protagonist is suffering from MUTE, leaving it alone will make you completely immune to PANIC and those ailments that are lower on the table.

Note that while DEAD has the highest priority of all, it's not strictly an Ailment. It's on the table because it precedes all other ailments.



CURSE is the exception to the rule, since you can get it at the same time as any other Ailment. It requires special attention.



If you should catch an ailment, you should cure yourself right away. Familiarize yourself with the various skills and items that cure Ailments.

AILMENT SUMMARY



■ DEAD

Don't let your HP reach 0

The character's dead. RIP. If the protagonist dies, it's game over, but a dead demon will return to your stock.

Cure With: Recarm, Samrecarm, Revival Bead, Balm of Rising



■ STONE

Can be blocked with Death Resistance

The petrified character cannot take any actions until the ailment is cured, including curing himself. If a petrified character is attacked by Phys or Force skills, there's a good chance that he'll crumble and die instantly. Once a character's petrified, he only takes 10% damage from Fire, Ice, and Elec skills, and is totally immune to expel, death, and other Ailments.

Cure With: Automatically recovered after battle, Petradi, Prayer, Dis-Stone



■ FLY

Can be blocked with Curse Resistance

Only enemy demons can use this skill. It can change the protagonist or his demons into flies (Boel's Bane). While suffering from this, you can still take all your actions, but all your parameters except Ag are set to 1, your attacks are only 10% as strong, and you'll take 200% damage from all attacks.

Cure With: Automatically recovered after battle



■ STUN

Can be blocked with Nerve Resistance

You can still take all your usual actions, but your hit rate for normal and skill actions is reduced by at least 25%. Counterattack skills are disabled. Unless cured, STUN will persist after a battle.

Cure With: Paraladi, Prayer, Dis-Stun



■ CHARM

Can be blocked with Mind Resistance

A character with CHARM status will betray his allies, and assault them with normal attacks. He may also use recovery and auxiliary skills on the enemy. You cannot control his actions.

Cure With: Automatically recovered after a number of turns pass or after battle, Dis-Charm, Prayer



■ POISON

Can be blocked with Curse Resistance

When a POISON victim takes a turn, he'll take damage equal to, at most, 1/8th of his HP. Outside of battle, the victim will lose 3% of his HP for every two steps he takes.

Cure With: Posumudi, Prayer, Dis-Poison



■ MUTE

Can be blocked with Curse Resistance

The victim cannot use any skills unless they're physically attributed or automatic. Conversational skills may be possible. This ailment persists outside of battle, where it disables the skills on the command menu.

Cure With: Mutadi, Prayer, Dis-Mute



■ BIND

Can be blocked with Nerve Resistance

The victim cannot take any actions until cured. Anyone who attacks him has a better chance of inflicting a critical hit.

Cure With: Automatically recovered after a number of turns pass, or after battle, Patra, Mepatra, Prayer, Sacred Water



■ PANIC

Can be blocked with Mind Resistance

The victim's freaking out. He may scatter your Macca (friendly characters will steal 5-10% of your Macca, while unfriendly ones will give you money; return to the stock on his own, and run away if an enemy approaches; start speaking gibberish to your enemies; or refuse to do anything at all.

Cure With: Automatically recovered after a number of turns pass or after battle, Patra, Mepatra, Prayer, Sacred Water



■ SLEEP

Can be blocked with Mind Resistance

All actions are completely ineffective until the ailment is cured. Also, HP and MP will be recovered by only 1/8 at the most after every turn.

Cure With: An attack from an enemy, automatically recovered after a number of turns pass or after battle, Patra, Mepatra, Prayer, Sacred Water



■ FREEZE

Can be blocked with Ice Resistance

The victim cannot act until the end of his opponents' turn. Physically-attributed skills will always inflict a critical hit on a character with FREEZE status, and will ignore Void, Repel, or Drain defense affinities. Furthermore, the victim's Void, Repel, and Drain affinities are usually ineffective, so he can be hurt by skills that'd usually bounce right off.

Cure With: Automatically recovered after an enemy turn ends, Prayer*



■ SHOCK

Can be blocked with Elec Resistance

The character is incapacitated until the end of his opponents' turn and cannot attack. Physical skills always score a critical hit against a character with SHOCK status.

Cure With: Automatically recovered after enemy turn ends, Prayer*



■ CURSE

Special Battle Status

When the protagonist has a Magatama equipped and levels up, there's a fixed probability that he'll become Cursed. Actions are usually possible, but a Cursed protagonist will attack his allies at random with normal hits, and will receive damage while petrified.

Cure With: Can only be healed at healing institutions (Fountain of Life, Heal Spot, Dr. Dark)

*Since these statuses and with the opponent's turn, Prayer is generally not an option as a cure, but an ally with CHARM status may betray you and use Prayer to cure enemy demons with FREEZE or SHOCK status before the turn ends.

6

In addition to fighting demons, you can also talk to them. In this section, we'll explain more about talking with monsters, and how to get the most out of your deals.

Conversation System

WHAT YOU CAN GET OUT OF CONVERSATION

Naturally, there are benefits from talking to demons. Most notably, you can gain new minions through skilled negotiation, either as allies in battle or as components for fusion. You can also get Macca or items through conversation.

While you can get all these things by fighting, talking lets you profit safely without having to risk your life. Finally, you can use negotiations to avoid battle altogether, which may be the best benefit of all.



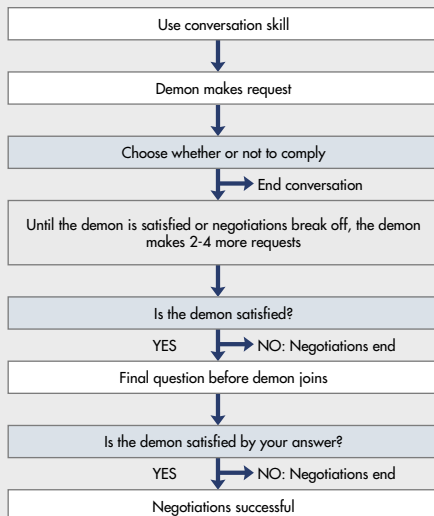
If you do manage to escape without risk from a successful negotiation, you won't get any experience, Macca or items.

THE BASIC FLOW OF CONVERSATION

The chart to the right is an explanation of how the conversation system works. Conversations generally begin when either the protagonist or one of his allies initiates a dialogue. This is done with conversation skills such as Talk. What you're requesting depends on what skill you're using.

Next, the demon you are talking to will make various requests, asking you to give it something. The player must then decide whether or not to comply with the request. Even if you agree to everything, they'll make at least two requests, and can make as many as four (or more, if you reject one or more). If the demon is satisfied, it'll give you whatever you initially requested. If the request was for the demon to join you, then it will ask you a final question to determine whether or not it wants to cooperate. If it doesn't like your answer, it'll change its attitude and either return to battle or run away.

BASIC FLOW OF CONVERSATION



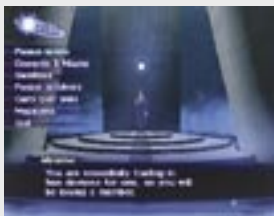
The Fusion System is the deepest and most fun part of the *Megami Tensei* games. It's essential for strengthening your party and progressing smoothly through the game. Become a Fusion Master!

Fusion System

WHAT YOU CAN GET OUT OF FUSION

Demon Fusion is used to create new demon allies for your party. Making one new minion costs you at least two others, but it has major benefits.

When you're pursuing a demon fusion, keep in mind that the end goal is to make a demon that's better than both what you used to make it, and a demon you could simply recruit via conversation. When you're creating new demons, there's a definite tradeoff involved, and you should try to make sure that the final product is powerful enough to make the tradeoff worth it.



You can learn about the important basics of fusion from the minister of the Cathedral of Shadows.

TYPES OF DEMON FUSION

Basically, demon fusion is a simple equation: "Demon A + Demon B = Demon C." However, it has a few extra rules, and those extra rules are an important key to understanding the Fusion System. This is a simple summary of how it works.

As you can see from the list on the right, there are seven basic types of fusion. The details of each type are explained on the following pages.

In order to create the kinds of minions that you want, it's important to understand the often complicated rules behind each of the fusion types. If you just fuse your demons at random, it will be difficult to create the kinds of allies you want, which will make both combat and exploration difficult.

Rather than experimenting with trial and error at the Cathedral of Shadows, it's better to find out in advance what kinds of demons you'll need as components, and only recruit the ones you need.

Basic Types of Fusion

- **Normal Fusion** — Fusion that creates a new demon from two component demons. Fusing demons of different races works differently than fusing two of the same race.
- **CURSE Fusion** — Fusion performed when the protagonist has CURSE status. Basically the same as Normal fusion, with some differences. Useful for fusing Dark demons.
- **Rank Up Fusion** — By fusing a demon and an Element, you can create more powerful demons of the same race. See the next page for information on Rank.
- **Power Up Fusion** — A fusion that raises a demon's stats, by fusing it with a Mitama.
- **Sacrificial Fusion** — By adding an additional demon as a sacrifice, you can create a demon with more skills and experience.
- **Special Fusions** — Create a special demon by combining specific component demons, ignoring other fusion rules. There are several demons that can only be created by this method.
- **Fiend Fusion** — A special type of fusion used to create Fiends. For details, see p69.

1

There are two types of maps in the Vortex World, both 2D and 3D. In this section, the places and events in each are explained in detail.

About the Map Guide

The destruction of the Conception has created the Vortex World, which is laid out on the inside of a sphere. There are two types of maps: external 2D maps viewed from far above the protagonist, and indoor 3D dungeon maps. Both maps have different legends, so here's a short explanation as to how to read each map.









Before you enter a dungeon, do your best to learn more about it.


2D FIELD MAPS

The maps of the 2D Fields start on the next page. The entire breadth of each field is displayed, along with indications of the events, dungeons and connections to other places that each entails. The 2D fields often act as connecting areas between the 3D dungeons. There are many places that can only be reached on foot, so these maps should prove useful when you're trying to find your way from place to place.

Please view the key to the right for an overview of what each of the symbols on the 2D maps mean.

MAP SYMBOL KEY

-  Entrances to dungeons. The letters correspond with the letters used in the 3D maps that start on p110.
-  This indicates a dungeon with a Terminal in it, that can be used to teleport to other terminals.
-  Lines that indicate paths from place to place on the 2D maps.
-  Lines that indicate paths through 3D dungeons.
-  Lines that indicate paths through 3D dungeons that are not immediately accessible upon first arrival to the area.
-  Lines that indicate teleportation between terminals. Lines that have arrows indicate one-way teleportations.

※ In addition, areas surrounded by  indicate areas that you cannot enter upon initial arrival at that field. Only places surrounded by black lines are accessible via dungeons.

3D DUNGEON MAPS

Maps and explanations of the 3D dungeon maps start on p110. In contrast to the 2D fields, which act as simple paths from place to place, the 3D dungeons can be literal mazes, where it's easy to get lost. There are various tricks and traps on each map that will make you lose your bearings if you're not careful. Each of the maps feature icons that indicate these tricks and traps, as well as strategies for getting through the dungeon (if not an out-and-out solution). If you get stuck in any of these dungeons, use the information we've provided to help you find your way out.



You can use the Triangle button to see a certain amount of information about a dungeon.

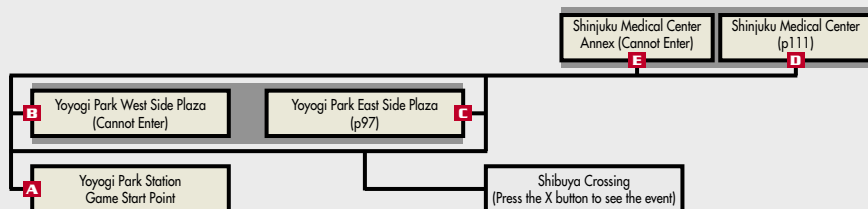
SHINJUKU-SHIBUYA AREA

This map acts as the stage for the prelude of the game. The start point of the game is the subway at point **A**. The pedestrians on the map (blue icons) can be talked to with the X button. They say some interesting things, so try talking to them. Events are

triggered in sequence at Yoyogi Park East Entrance and then Shinjuku Medical Center Main building. In addition, the big TV in Shibuya will broadcast news about the terrorist attack in Yoyogi Park.



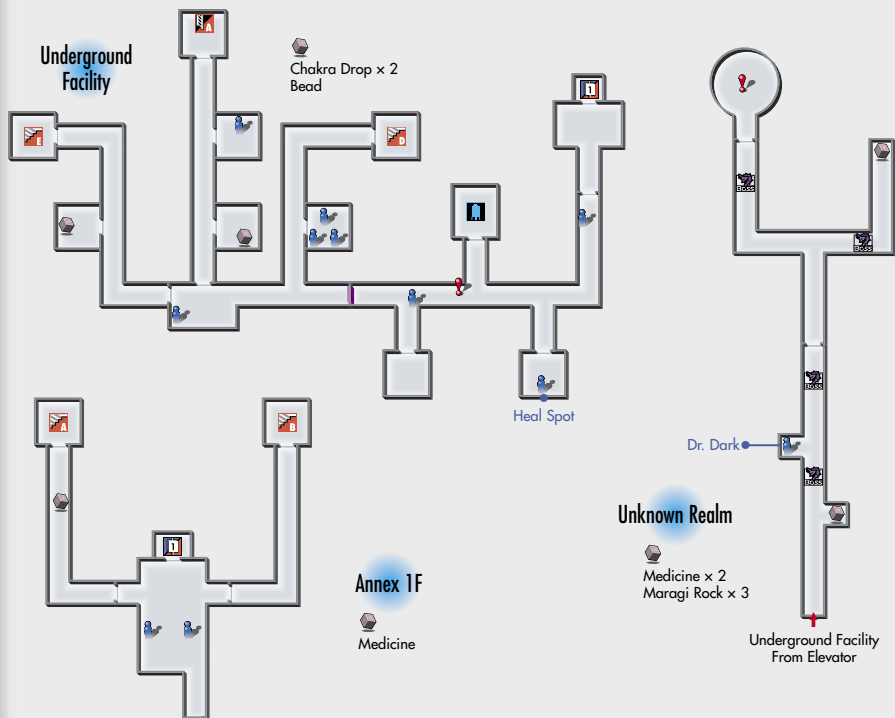
Shinjuku-Shibuya Area Map Guide



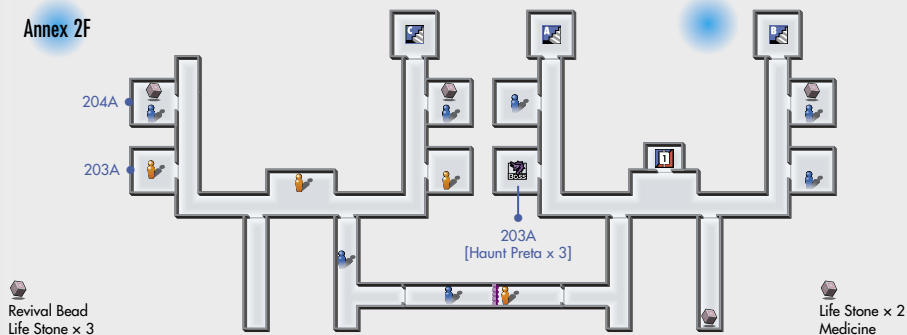
SHINJUKU MEDICAL CENTER

DEMONS APPEARING

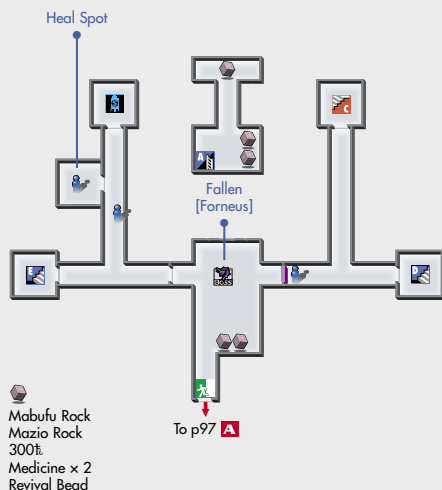
Race	Name	Level	Defense Type	Attack skill type
Jirae	Hua Po	5	Strong to Fire / Weak to Ice	Fire
Jirae	Kodama	3	Strong to Force / Weak to Fire	Force
Brute	Shikigami	4	Elec Repel / Weak to Fire	Elec
Foul	Will o' Wisp	1	Void Death / Strong to Phys / Weak to All Magic & Expel	Almighty



Annex 2F



Annex 1F



Underground Facility (Center Side)

★There is an event at the terminal with Hijiri. After this, it is possible to save. ★When trying to get on the elevator, you are warped to an Unknown Realm (Labyrinth of Amala).

Unknown Realm

★There are 4 preset battles here (see p192). ★After the event in the northwest room, you are warped to the Underground Facility elevator.

Center 2F

★If you agree to the NPC Pixie's proposition on the path to the Annex, she joins you. If you refuse you can talk to her again. Afterwards, you can get into room 203A. ★203A: Battle Haunt Preta x 3 (see p193). After the battle, you get the Annex Pass, and can go to the Annex.

Annex 2F

★You can get a Medicine from the Shiisaa in 203B. ★Fiend Battle [204B]: Fiend Black Rider (see p226). The fight will not happen until you have completed the Obelisk (p138) and defeated Fiend Red Rider. After the battle you get the Candelabrum of Wisdom.

Underground Facility (Annex Side)

★You can unlock the door near the center of the map. Then you can travel to the Underground Facility Center side.

Annex 1F

★Talk to the Soul by the Heal Spot, and you can bet whether or not you will be able to defeat the hospital boss Forneus. If you say "Yes" and talk to him after the boss battle, you will get 750 Macca. ★Boss fight [Annex Lobby] Fallen Forneus (see p193). Afterwards, you get the Magatama Watatsumi.

(General)

★After traveling to your first Fountain of Life, you will no longer be able to get healed at the Heal Spot here. ★After the boss battle and leaving the Medical Center, there is an event with the mysterious Child and Old Woman, and Dante makes his first appearance.

YOYOGI PARK

DEMONS APPEARING

Race	Demon name	Level	Defense Type	Attack Skill Type
Fairy	Pixie	2	Strong to Elec	Elec

West Plaza



West Plaza

★On entering the Plaza, there is an event where the Pixie that joined you at the Medical Center leaves (even if she's dead). If you let her leave, she gives you the Ankh Magatama. If you don't want her to leave, she will remain in your party. In that case, you can buy the Ankh Magatama from the Great Underpass of Ginza (p120) Junk Shop. After entering the Amala Network from Shibuya, this event will happen. In addition, if you keep this Pixie with you throughout the whole game (or this Pixie's transformation or "descendant") then you can open a special door in the 5th Kalpa. ★You cannot enter the door on the east side of the Plaza yet, as you must unlock it from the other side.

FIXED BATTLES

Fixed battles always have three characteristics that differentiate them from normal battles: you cannot run from them, you cannot talk your way around them, and the enemies are very strong. Here we will explain how you can make your way through the fixed battles encountered during the game.

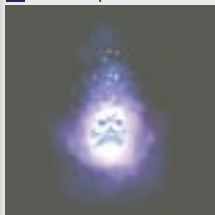
Below, you'll find the type and location of each encounter, stats for the enemies (see p260 for how to read the tables), and some advice on how best to beat them. There are three types of encounter: "fixed," which occurs when you go to a set location; "talk," which occurs when you talk to a unique demon or Soul; and

"bonus," which occurs when you open certain treasure chests. The "boss" heading indicates a special enemy that can take two actions in one turn. Many of these monsters are different from normal enemies, so take our advice to heart.

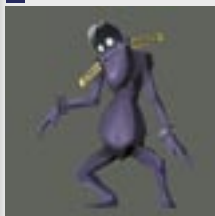
Trial Battle in Unknown Realm (Fixed)

Location: Shinjuku Medical Center, Unknown Realm (p112)

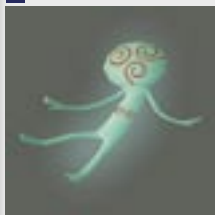
Will o' Wisp



Preta



Kodama



Foul WILL O' WISP • A											
						HP	MP	h.	EXP		
						10	30	15	5		
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	65	150★	150★	150★	150★	100	150★	Void	100	100	100
Skills	Deathtouch										

Foul WILL O' WISP • B											
						HP	MP	h.	EXP		
						10	18	20	5		
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	50	150★	150★	150★	150★	100	150★	Void	100	100	100
Skills	Deathtouch										

Haunt						PRETA						HP	MP	h.	EXP
												30	24	27	9
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind				
	100	150★	150★	150★	150★	100	150★	Void	100	100	100				
Skills	Feral Claw														

Jirae KODAMA											
						HP	MP	h.	EXP		
						20	21	24	7		
Def	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	150★	100	100	50	100	100	100	100	100	100
Skills	Zan										

In the Unknown Realm you enter when you step into the Shinjuku Medical Center's elevator, there are four set locations where you'll encounter enemies. The first are two Will o' Wisp As, with different stats than those you'd usually encounter. Next up is a Preta, who has normal stats. Then, you can fight a normal Will o' Wisp B and a Kodama for a bonus item. Finally, before you can escape, you'll fight two Kodama with standard abilities.

Since this is the first level and the protagonist won't have any special abilities yet, you can just select "attack" without thinking too hard about strategy. Talk to the nearby Dr. Darks for free healing after each battle. You may pick up the Lunge skill at some point, but since it's inaccurate and burns HP, don't use it. The bonus item from the third encounter, a Makajam Rock, will be useful against Brute Shikigami in the Shinjuku Medical Center Annex, so make sure to hold on to it.

PUZZLE GAME WALKTHROUGH

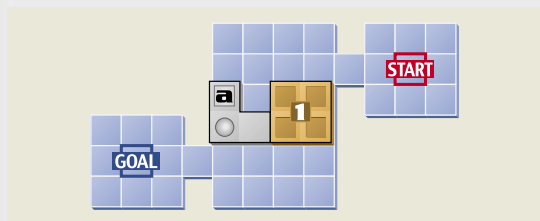
If no matter how many times you've tried, and no matter how many hours you've played, you just can't reach your goal... and you've reached the point where you want to throw your controller against the wall whenever the Manikin kid has told you you're no good... then this section is just what you need. Here are full solutions to all the puzzles in the Asakusa Puzzle Game!

If you clear all twenty stages of the Puzzle Boy game in Asakusa you can get the Magatama Geis. The rules are simple: use Pyro Jack to push the blocks around, make a path and reach the goal. At any time, you can press the Square button and open the menu to go back one step, or restart from the beginning. Here we'll tell you how to clear all the stages.



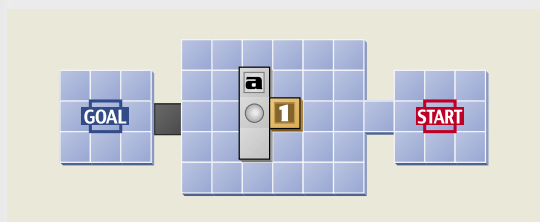
He's already beaten all the puzzles, but they're quite difficult.

STAGE 1 First, learn how the Blocks work and how to make a route to the goal.



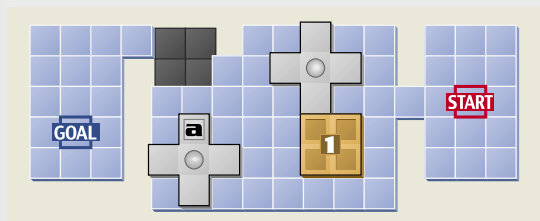
- 1 Rotate Block **a** 90 degrees to the right.
- 2 Push Block **1** up 2 spaces.
- 3 Rotate Block **a** 90 degrees to the left.

STAGE 2 You can create new routes by dropping Blocks in holes.



- 1 Push Block **1** up 1 space.
- 2 Rotate Block **a** 90 degrees to the left.
- 3 Push Block **1** left 3 spaces, and down 1 space.
- 4 Rotate Block **a** 90 degrees to the left.
- 5 Push Block **1** left 1 space, into the hole.

STAGE 3 Use what you learned in Stage 2 to deal with the new cross-shaped Rotating Block.



- 1 Push Block **1** left 2 spaces, up 1 space, left 1 space, up 1 space, then left 2 spaces.
- 2 Rotate Block **a** 90 degrees to the left.
- 3 Push Block **1** up one space, into the hole.

WARP ZONE GUIDE

Bound to the entrance of every Kalpa in the Labyrinth of Amala is the mysterious Warp Zone. It's mainly used as a means to get from one place to another, but there's secrets and bonuses abound as well. Here, we'll give you the full details.

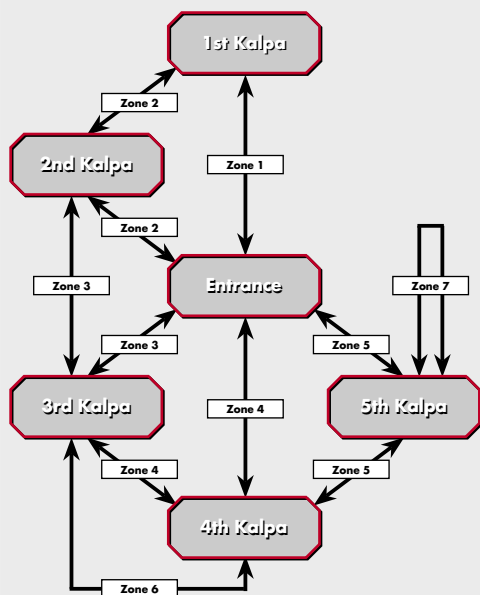
There are 7 Warp Zones in total. They play out in classic action-game style: Avoid obstacles and collect the coins (5¢) while proceeding along. The Zone scrolls automatically, and you use the D-pad or the L3 stick for control. You can also press X to punch. If you punch, you can destroy obstacles. However, you cannot punch rapidly. Your movement speed and punch strength are dependent on your Speed and Strength, respectively.

Also, if you throw a punch in certain places (Zt.), you can find hidden coins. By punching these hidden obstacles (Zt.), you can reveal the coins concealed within. These differ from regular coins in that one of these has a variable value (100¢). Also,

if you collect many of these in succession, the value multiplies. For example, if you collect 5, the value goes from 100 all the way up to 1600! You'd get 3100¢ in total. You don't want to miss any!

One more thing — if you see a blue light, you've qualified to receive the stage's special item. For example, in Zone 7 you can get a Lucky Ticket. If your Luck stat is high, the light will appear more frequently. As the protagonist gains more experience, traversing the Warp Zones becomes easier, so if you're having problems, try coming back when you're at a higher level.

Warp Zone Travel Map



How to Read the Map



■=Coin location. One coin has a value of 5¢. Just touch it and you'll get it.



▼=You can punch these small obstacles. If you are hit by them, you'll take 5% HP damage and lose ten percent of (a) grade. If it's orange-colored, there is Zt. hidden inside.



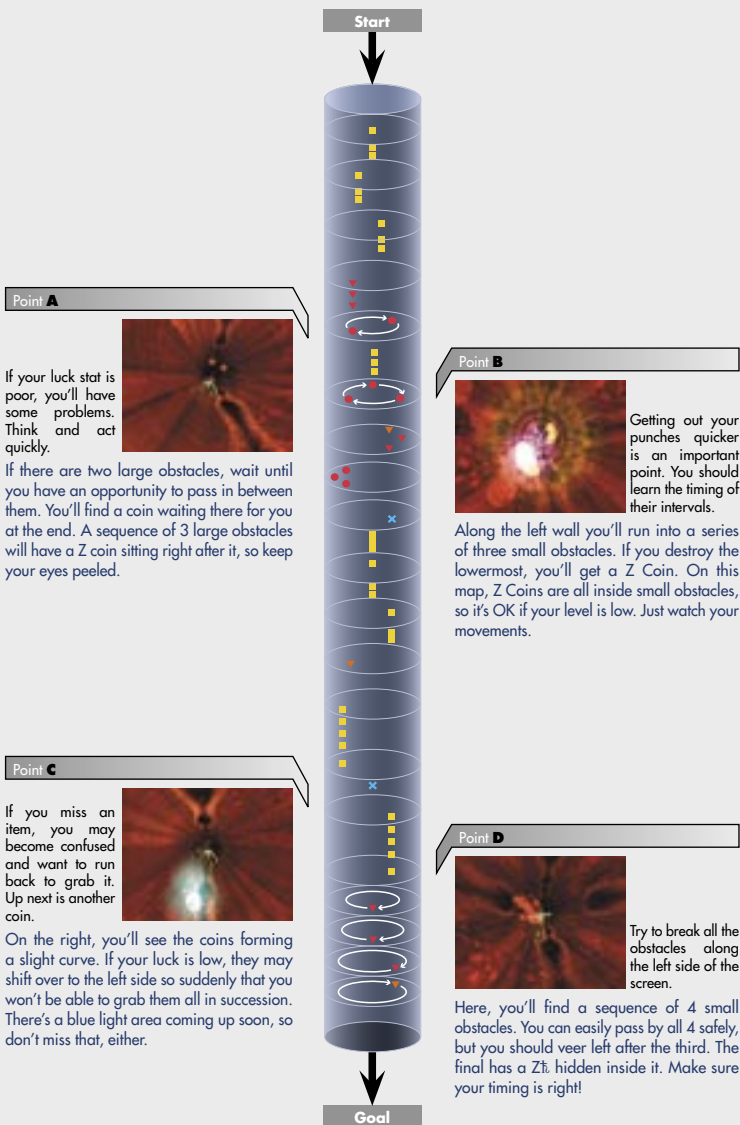
●=These are large obstacles that can only be broken if your strength stat is above 15. If you hit them, you take 15% HP damage and lose 1/4 of your (a) grade. If it's orange-colored, there is Zt. hidden inside.



★=These are points where you may encounter the clue light. If your luck is low, you'll encounter them less frequently as well as be restricted in which items you can get. If your luck is 20 or above, you have a 50% or higher chance of the light appearing in these places.

Warp Zone 1

Coins: 31 (155%) • Available Zfx: 3 (700%) • Item Collection Hotspots: 2 • Items: Salve, Demon Stone, Chakra Drop, treasure
(*Items listed by rate of appearance frequency)



Demons can appear as enemies, or as allies to save you. Here we will detail some information on those Demons.

How to Read Demon Data

1 NEUTRAL
2 Fairy

3 **HIGH PIXIE**

4 From Fairy Pixie (LV4)
5 To Night Queen Mab (LV16)

6 **FUS CON**

7 **LV4**

8 **HP (Ally/Enemy)** 84/84 **MP (Ally/Enemy)** 48/48

9 **St** 4 **Ma** 6 **Vi** 4 **Ag** 6 **Lu** 10

10 **F** 200 **EXP** 100

11 **Type** Mo

12 **Heal** ✕ ● ● ● ✕ ✕ ✕ ● ● ●


13 **Conversation Type** Lady/Female/Youth

14 **Item** Revival Bead

15 **Defenses**

16 **Strong to Elec**

17 **Phys** 100 **Fire** 100 **Ice** 100 **Elec** 50 **Force** 100 **Almty** 100 **Expel** 100 **Death** 100 **Curse** 100 **Nerve** 100 **Mind** 100



18 **Skills (Normal)**

19 Zio (—) Wing Buffet (—) Paraladi (11) Mepatra (12) Seduce (13) Lucky Find (14) Traturi (15) —

20 **Skills (Transf)**

21 Paraladi (11) Mepatra (12) Pester (13) Lucky Find (14) Traturi (15) — — —

22 **Skills (Enemy)**

23 Wing Buffet — — — — — — —

24 **Main Appearances**

25 Yoyogi Park, 5th Kalpa

1 L-D Attribute

Reflects that Demon's "Lifestyle." LIGHT are high beings that embrace God, and may only be encountered in the Bandou Shrine and Amala Network, revealing their true forms through fusion. NEUTRAL are beings closer to humans, that you do not only meet in combat but can also befriend by talking. DARK are beings close to darkness and Hell, and while you will encounter them, making friends will be difficult (or impossible).

2 Race Name

The family to which the Demon belongs. There are 33 types in all. This is important for fusions. The Corpus Manikins are an exception, and cannot be fused into allies simply when they appear as enemies.

3 Demon Name

That Demon's name. Opponents in fixed battles (Boss or Fixed) may have the same name, but often have different stats. For information on these Demons, please see the "Fixed Battle Strategies" section (p192).

4 Level

The Demon's basic level. This is their basic level when first fused, and when they appear as enemies. When you make a new demon with a fusion, this number will affect the result (see p63).

5 Transform Information

Information about that Demon's transformations. When you can only befriend this Demon after it's transformed, it's labeled with "**From** XXXX." The numbers in parentheses after the Demon name represents what level the original Demon needs to be to transform. Also, when that Demon can become a new one, it will be written as "**To** YYYY," and the number in parentheses represents what level that Demon needs to be to transform.

Encounter Icon

These icons represent ways in which you will meet this Demon. Each icon meaning is explained below.



You will encounter this Demon randomly in fields and dungeons.

Con You can encounter this Demon through conversation

Tip You can only befriend this Demon by transforming it into another type.

Fus You can only befriend this Demon through special Fusions (p70).

 Indicates that the above rules do not apply.


7 Basic Stats

Shows the Demon's basic statistics. There are two values for HP and MP: the ones on the left are for when they are your allies, the right for when they appear as enemies. These are only the basic values, so this can increase when they are allies through growth or fusion. Stats that appear in green are stats that will grow quickly when that Demon levels up.

8 Leet

Reveals what you gain when you beat that Demon in battle: Macca, Exp, and Items. Other than the items listed here, there is always a 5% chance you will receive a Life Stone, and a 1% chance you will receive a Bead.

9 Skill Information

Information about the Demon's skill accession. "Type" represents what types of skills that Demon can acquire most easily (see p73 for more on this). The chart next to Type represents that Demon's outward appearance, and they can only learn skills of the types for which they have  in the box.

Mo	=	Mouth	Wi	=	Wing
Ey	=	Eye	Lu	=	Lunge
Bi	=	Bite	Cl	=	Claw
We	=	Weapons	Gi	=	Girl
Ta	=	Talk			

Also, since all Demons can learn Magic and Needle skills, they are omitted here.

10 Talk Information

Information about talking to the Demon. Conversation Type reflects the Demon's properties when you use Talk skills (p60), and

is broken into Manner/Gender/Age. **Dm**, **Be**, and **Op** mean Demon-Initiated Conversation, Begging, and Opportunistic Conversation (see p59), and an \otimes or \odot in the box represents if they will display these special properties during conversation.

11 Defenses

Explains that Demon's defenses (see p32). The following Defense Properties shows more detail.

12 Defense Property Statistics

Displays details of the Demon's defense properties. The number written represents what percentage of damage the Demon will take from attacks with that property (Ex: When using an Agi attack with a basic value of 50 against a Demon with a Fire value of 50, the actual damage will be halved and deal 25). Also, when there is a ★ next to it, that property is their WEAKNESS, when there is a ▲, it will take the proper damage from that attack but avoid any attached Ailments. For more information on Void, Repel and Drain see p32.

13 Skills

The skills the Demon can learn. When a Demon gets different skills when they are acquired through conversation or transformation, the bar is split into two. The number in parentheses after the skill represents the level at which they acquire it, but when there is a — there, it means they will have it from the start.

14 Enemy Skills

Skills the Demon can use when encountered as an enemy.

15 Primary Encounter Locations

The main places the Demon can be found. 2D fields are broken up into the following:

Area A = Shinjuku-Shibuya Area
Area B = Ginza-Yurakucho Area
Area C = Ikebukuro-Kabukicho Area
Area D = Asakusa-Yushima Area
Area E = Marunouchi-Chiyoda Area
Area F = Sannou-Nagatacho Area
Area G = Marunouchi-Chiyoda Area
(after Tower of Kaatsuchi appears).

Also, even within a dungeon, there are floors on which Demons will not appear, so be careful.

Skill Data

There are a wide variety of skills in the game. Here these skills are broken down by category and explained.

Data Key

Type

The basic type which the skill falls into. The effect type and usage type are written next to each other, and explanations of each are listed below.

Effect Types

[Damage] Skills designed to do direct damage to their targets. The amount of damage varies depending on the user's stats and/or levels.

[Fixed Damage] Does damage, but the amount dealt is a fixed amount (based on a percentage of Max HP)/rather than a variable one.

[Drain] Does damage, and at the same time refills the user's HP (MP).

[Instant Death] Kills the target regardless of how many HP they have. Each skill has a set success rate.

[Ailment] Inflicts various Ailments on the target. There are some skills that deal damage along with the Ailments.

[HP Heal] Skills that heal HP. Many skills vary the amount of healing based on the user's Ma level.

[MP Heal] Heals MP. Many skills heal a fixed amount of MP.

[Ailment Recovery] Cures characters afflicted with Ailments.

[Revival] Bring back to life allies whose HP have been reduced to zero and returned to the Stock.

[Resist Up] Change the demon's defense type and add resistance to an element. Usually overrides a demon's basic resistances.

[Attack Up] Skills that increase the damage of normal attacks and skill attacks.

[Weaken] Skills to reduce an enemy's abilities for the duration of the battle.

[Strengthen] Skills to increase allies' abilities for the duration of the battle.

[Barrier] Skills to put up temporary defensive barriers against attacks during battle.

[Summon] Skills to summon allies into the thick of battle. Similar to the protagonist's "SUMMON" command.

[Ally request] Skills to talk to the enemy and ask them to join you.

[Valubles Request] Skills to talk to the enemy and ask them for items or money.

[Item Request] Skills to talk to the enemy and ask them for items.

[Macca Request] Skills to talk to the enemy and ask them for money.

[Combat Support] Skills other than the above that aid in combat.

[Exploration Support] Skills other than the above that aid in areas other than combat.

[Conversation Support] Skills that aid in negotiations, but are not direct requests for something. Usually they are automatic-use skills.

Usage Types

[Technique] Skills that take HP to use. Can be used when in MUTE status. Mostly they are damage skills and can deal critical hits, but run the risk of opponents using "Counter" skills.

[Magic] Skills that take MP to use. Cannot be used when in MUTE status. When they are damage-dealing abilities, they cannot deal critical hits, but do not run the risk of being countered.

[Automatic] Skills that take effect just by having them. There are those that require certain circumstances before they are used.

[Command] Conversation-skill only type. Used as a command for initiating conversation.

*The colored blocks by the left edge of each category of skill is a simple indicator of the Types of skills within that category. Blue blocks indicate skills used in battle, and green indicate Automatic-use skills. Purple indicates enemy-only skills which the protagonist's side cannot use.

Skill Name

The white letters beneath the "Type" indicate the skill's name. See the "Skill Index" on p259 if you want to search for the name of a specific skill.

MP (HP)

The HP (as a percentage of the user's Max HP)/or MP required to use the skill.

Power

The base power of damage-dealing spells. The final damage dealt is actually calculated from this value and the user's statistics and/or level. In addition, two skills with the same power level will deal different amounts of damage based on the number of targets. (Skills that deal damage to all enemies deal less damage than those that target multiple enemies than those that target a single enemy.)

TRAN

The Transfer Type of the skill, indicated as "Appearance Transfer Type/Transfer difficulty" Transfer types based on element use the same element that is afflicted with the skill.

Usage Timing

When you can use the skill. There are three types: Combat, Movement, and Anytime.

EFF

Details on the skill's effect. Specific success rates are listed here. In the case of conversation skills, times with Good and Bad effects (see p60 for details) are listed.

Users

Demons that have or can learn the skill. The level learned is listed. If the protagonist can learn the skill, the Magatama that teaches it is listed. If a transformed demon cannot learn it or you can buy a demon from the Shady Broker with it that is also noted. Skills that say "XX Only" indicate that skill can only be learned by a specific demon and cannot be Transferred.

Physical Skills

Nearly all these are Technique-type. They generally are less accurate than normal attacks, but have a high rate of dealing Critical hits.

Type	Damage/Technique	HP	12%
Feral Bite	TRAN Bite/1 Usage Combat	POW	44
Users	Claw Inugami (—)/Foul Slime (—)		
EFF	Bites a single enemy for medium damage.		
Type	Damage—Ailment/Technique	HP	18%
Venom Bite	TRAN Bite/3 Usage Combat	POW	41
Users	Yoma (—)/Night Loa (LV54)/Haunt Pisaca (—)		
EFF	Bites a single enemy for medium damage, and has a 40% chance of inflicting POISON.		
Type	Damage—Ailment/Technique	HP	18%
Charm Bite	TRAN Bite/5 Usage Combat	POW	41
Users	Night Kaiwan (—)/Wildier Bicorn (—)/Foul Black Ooze (—)		
EFF	Bites a single enemy for medium damage, and has a 55% chance of inflicting CHARM.		

Item Data

There are three types of items: normal items, special items, and gems. In this section, we'll list every item in the game.

Data Key

■Name

Name of the item, as viewed from the game's Status screen.

■Price

The cost to buy the item in a Junk Shop. The selling price is half this amount. Items not available for sale in stores only have their selling price listed, in parentheses.

■Ways to find

Each of the items are listed with either an O or an X for the four ways that you can come across it in the game. Details on each type are below:

[Shop] Indicates you can buy the item in one or more Junk Shops. For details on which shop you can buy the item, see the Map Guide starting on p94.

[Chest] If you can find the item in a Mystical Chest within the game, an O is listed here. For details on the contents of the chests in the game, see the Map Guide starting on p94.

[Talk] If you can get this item randomly from a demon during conversation (e.g.: If negotiations fail and a demon says "I'll give you this instead") an O is listed here. These items differ from those you request with a conversation skill. See the "Possessors" list.

[Gift] Items you can get as gifts from allies when they level up. See p56 for details about gifts and how to get them.

■EFF

An explanation of the effects of the items. As gems are only useful for trade, nothing is listed here for them. For Special items, detailed information on where they are used is listed.

■Possessors

Names of demons you can defeat to get the item. Also listed are items from fixed battles or demons with abnormal statistics (bosses). If you can get an item through special conversation skills, it is listed here: Request = demons you can get the item from with item-request skills. Stonehunt = demons you can get the item with using the Stone Hunt skill. Special = instances where you can get the item from a Special conversation. In this case, it is listed in order of speaking demon→target demon.

■Gem

Only applies to normal items. Lists the necessary gem(s) to buy the items in Rag's Shop.

Normal Items

There are many types of normal items; quite a few are very useful, either for healing or for combat.

Muscle Drink

Price

400

EFF

Can be used any time. For a single target, has the effect of one of the following: Medicine, Bead, Chakra Drop, Chakra Pot, Soma, Heal 50 HP/MP. However, there is a 50% chance that it will also afflict the user with MUTE, POISON, or STUN.

Shop ☐ Chest ☐ Talk ☒ Gift ☒

Carried by Holy Chimera/Yoma Purski/Fallen Flauros/Snake Yurlungur/Haunt Chatterskull

Gem

—

Medicine

Price

100

EFF

Can be used any time. Heals 50 of a single ally's HP.

Shop ☐ Chest ☐ Talk ☐ Gift ☒

Carried by Fairy Troll/Divine Archangel/Divine Angel/Beast Orthrus/Jirae Gogmagog/Jirae Titan/Jirae Hua Po/Jirae Kodama/Femme Yaksini/Night Fomor/Haunt Raiju/Haunt Charonzon/Haunt Preta/Foul Black Ooze/Foul Blob/Foul Slime/Foul Mou-Ryo/Foul Will o' Wisp

Gem

—

Life Stone

Price

(50)

EFF

Can be used any time. Heals 25% of a single ally's max HP. Often requested by demons in negotiation as well.

Shop ☒ Chest ☐ Talk ☐ Gift ☒

Carried by All Demons [Stonehunt]: Nearly All Demons (Except Fallen Flauros, Jirae Hua Po, Brute Shikigami, and Femme Datsue-Ba)

Gem

—

Bead

Price

(250)

EFF

Can be used any time. Heals a single ally's HP to max. Has the same effect as the healing skill Diarahan. Often requested by demons in negotiation.

Shop ☒ Chest ☐ Talk ☐ Gift ☐

Carried by All Demons [Request]: Fairy Jack Frost/Jirae Hua Po/Yama Fomor

Gem

—

Bead Chain

Price

(5000)

EFF

Can be used any time. Heals the entire party's HP to max. Has the same effect as the healing skill Mediarahan.

Shop ☒ Chest ☐ Talk ☒ Gift ☐

Carried by Kishin Bishamon (Boss)/Fairy Troll (Boss)/Brute Oni (Boss)

Gem

Aquamarine x3

The Magatama bestow demonic power upon the protagonist. Understanding how they work is critical for survival.

Marogareh	Where Found	Get automatically after the Conception (Equipped at start of game)										Statistic Modifiers						
TYPE DARK												St+2	Ma+1	Ag+1	Lv+1			
												Skills Learned (Level Learned)						
												Lunge (LV3)	Counter (LV20)					
												Analyze (LV4)	Pierce (LV1)					
												Life Bonus (LV6)	—					
												Berserk (LV10)	—					
Defense Type	Phys	Fire	Ice	Elec	Force	Holy	Expel	Death	Curse	Nerve	Mind							
Newal	100	100	100	100	100	50	50	50	100	100	100							

The "Nature" of the Magatama (and the protagonist equipping it). There are three types: LIGHT, NEUTRAL, and DARK. Mastering the power of a Magatama (learning all skills) changes the protagonist's alignment and race name.

Name of the Magatama.

Displays the bonus to statistics the protagonist gains when equipping the Magatama. Your abilities in combat such as damage and accuracy are based on these modified values, but there are certain situations (such as doors that require certain stat levels to open) where the bonus provided here is ignored.

How to get the Magatama. For Magatama gained in events, the page number with more details on the event are listed, and for those bought in shops, the price is displayed here.

The defense type of the Magatama. For detailed information on each defense level, see the numbers listed.


Details on the defense levels of the Magatama, listed in percentage effectiveness. ★ means the Magatama is weak to the element, and ▲ indicates immunity to that element's corresponding Ailment (only for Ice and Elec)

Skills that the Magatama teaches when equipping it while leveling up, and the requisite minimum level for each.

When leveling up, there is a 30% chance that one of the events listed here will occur. The numbers in the parentheses indicate the chance that each event will happen in each case. In addition, in Statistic (Usually O) Up events indicate that a single point will be distributed at random to one of the protagonist's statistics, in addition to the 1 point the player gets to allocate normally on level-up.

Statistic Modifiers				
St+2	Ma+1	3	Ag+1	Lu+1


Skills Learned (Level Learned)	
Lunge (LV3)	Counter (LV20)
Analyze (LV4)	Pierce (LV1)
Life Bonus (LV6)	—
Berserk (LV10)	—

<div>Marogarah</div> <div>★★★★★ ★★★★★ ★★★★★ ★★★★★ ★★★★★</div> <div><div>TYPE</div><div></div><div>DARK</div></div>	Where Found		Automatically received after the Conception.											
	Level Up Events		Heal protagonist's HP/MP to max (7/8), Statistic (Usually Power) Up (1/8)											
	Defense Type		Phys	Fire	Ice	Elec	Force	Almighty	Expel	Death	Curse	Nerve	Mind	
	Normal		100	100	100	100	100	100	100	50	100	100	100	100

Statistic Modifiers				
St+2	Max+1	Via+2	Ag+1	Lvs+1
Skills Learned (Level Learned)				
Lunge (LV3)				Counter (LV20)
Analyze (LV4)				Pierce (LV1)
Life Bonus (LV6)				—
Berserk (LV10)				—

<div>Wadatsumi</div> <div><div>TYPE</div><div>NEUTRAL</div></div>	Where Found	In the Annex Lobby of Shinjuku Medical Center after defeating Fallen Forneus [p113].										Statistic Modifiers			
	Level Up Events	Heal protagonist's HP/MP to max (7/4), Statistic (Usually Ma) Up (1/8)													
	Defense Type	Phys	Fire	Ice	Elec	Force	Almighty	Expel	Death	Curse	Nerve	Mind			
	Ice Void/Elec Weak	100	100	Void	150+	100	50	50	100	100	100	100			
	Skills Learned (Level Learned)														
	Ice Breath (LV7)												Anti-Ice (LV24)		
	Mono Bonus (LV11)												—		
	Ice Boost (LV15)												—		
	Fog Breath (LV21)												—		

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<div>Shiranui</div> <div>***** TYPE *****</div> <div> DARK</div>	Where Found		Bought at the Shibuya Junk Shop (3000%).										Statistic Modifiers					
			Level Up Events										Heal protagonist's HP/MP to max (7/8), Statistic (Usually Ag) up (1/8)			— Max+5 — Ag+4 —		
	Defense Type		Phys	Fir	Ice	Elec	Force	Almighty	Expel	Death	Curse	Nerve	Mind	Skills Learned (Level Learned)				
	Fire Void/Force Weak		100	Void	100	150K+	100	50	50	100	100	100	100	Fire Breath (LV9)	—			
														Fire Boost (LV14)	—			
														Taunt (LV19)	—			
													Anti-Fire (LV23)	—				

<div>Hifumi</div> <div><div><div>★★★★★</div><div>TYPE</div><div>NEUTRAL</div></div><div><div>Level Up Events</div><div>Heal the party's HP / MP to max (2/4), Inflict STUN (2/4)</div></div></div>	Where Found		Bought at the Great Underpass of Ginza Junk Shop (4000¥).										Statistic Modifiers										
			Max-5				Ag+4																
	Skills Learned (Level Learned)																						
	Tornado (LV17)							Void Force (LV40)															
	Force Bost (LV22)																						
	War Cry (LV24)																						
Anti-Force (LV27)																							
Defense Type		Phys		Fire		Ice		Elec		Force		Almighty		Expel		Death		Curse		Nerve		Mind	
Force Void/Fire Weak		100		150★		100		100		Void		100		50		50		100		100		100	

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