

Persona 2: Eternal Punishment FAQ

by Archaeopteryx

Updated to v0.25 on Jan 6, 2001

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PERSONA 2 ETERNAL PUNISHMENT FAQ
(UPDATED FOR THE ENGLISH VERSION)

WRITTEN AND COMPILED BY ARCHAEOPTERYX

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VERSION: 0.25

LAST UPDATED: 1/06/2001

VERSION HISTORY

VERSION 0.25 (1/6/2001)

What's new:

- Created a new FAQ section
- Created spell/fusion spell list for the US version
- Added some info to the demon and Persona lists (comments and the stuff the Personas say to you when you initially summon them)
- Made the usual minor corrections

Version Note:

Still so much more to do. ^^

VERSION 0.1 (12/28/2000)

Includes:

- Complete Demon Contact List
- Persona Compatibility
- Rare Personas List
- Info on Persona Mutation
- Persona Talk Info
- Almost Complete Demon/Persona Lists

Version Notes:

This guide was originally made for the Japanese version of Persona 2 Eternal Punishment. Although most of the names in the FAQ have been updated to fit the English version, it's still far from complete. I just decided to release this early to help those having trouble with some aspects of the game

that were not explained very well in the game's manual (or, for that matter, in the worthless official Prima guide). There still may be a few names from the Japanese version, but I'll make sure to correct these as soon as possible. This FAQ is under HUGE construction, and I still have a lot to include.

If you have any questions on Persona 2, your best bet is to post a message on the Persona 2: Eternal Punishment message board at GameFAQs. If you have any comments on this guide, e-mail me.

Also, if you're looking for a fusion spell or item list, the ones I wrote for the Japanese version (also available at GameFAQs) still apply to the US release. Surprisingly enough, most of the spell names are identical.

FREQUENTLY ASKED QUESTIONS

Q. This game's too hard! The bosses are too difficult, and there are too many random battles. I can't stand having to level-up before each boss. And I hate the fact that after you get tarot cards the battle ends and you won't get any experience or money. That just doubles the number of battles you have to fight! I give it a 3 out of 5!

A. Hmm..... Persona 2 is not a difficult RPG, and it literally boggles my mind when people say that it is. It just requires a slightly different approach than other RPGs. Levels really aren't important to your survival in Persona 2; however, the Personas you have equipped, the spells these Personas can use, and the fusion spells that you can potentially use ARE important. The bosses may seem somewhat difficult at first, but you just need to take note what sort of attacks the boss can use, what weaknesses (if any) the boss has, and equip the appropriate Personas that will allow you to defend the boss' attacks, and exploit the boss' weaknesses. As an example, I'll point to Joker Noriko, a boss that many people seem to have trouble with. She uses mostly water and ice spells, which should automatically tell you that she's weak against fire. So here's my strategy: I had Ulala (equipped with CUP Matsuo Sama) cast Wall of Water in the first round (thereby nullifying Joker Noriko's Maha Aques attack). I also had Maya and Baofu (using ROD Hotei and DEATH Hel, respectively) cast the "Blazing Hell" combo (fire --> fire) each round, while having Katsuya (equipped with STRENGTH Otohime) heal. Joker Noriko was dust in less than 5 turns, and my characters were only at around level 17!

There are only a few reasons why you should ever "level-up" in Persona 2. First, you usually can't equip certain Personas until you're at a high enough level. Usually, a character can't equip a Persona unless it's no more than 5 levels higher than him/her. Also, levels are important when trying to forge a contract with a demon (you can't get a contract unless your level at least matches that of the demon). That's pretty much it. As long as your levels are on par with that of the demons in the current dungeon you're in (which is quite easy to do through normal exploration), you're doing perfectly fine.

In fact, I think it's a lot better if you don't level up too much during the course of the game! Here's why: In some of the dungeons, there are some enemies I've come to call "rare demons". These are demons have extremely low encounter rates, and have levels that are generally higher than those of the other demons in the current dungeon. These demons usually drop Material Cards after defeating them, making it good practice to track them down. I've found that the easiest way to encounter these "rare demons" is with the Estoma spell. This spell allows you to completely avoid random encounters with demons of a level lower than Maya's. If your level is higher than that of normal demons in the current dungeon, but lower than that of the rare demon that you're trying to encounter, just keep using the Estoma spell until you meet that rare demon. Doing so will undoubtedly save you hours of time fighting enemies trying to find the rare demon by normal means.

As for the random battles, there are so many easy ways to get around them. There's the aforementioned Estoma spell, which allows you to avoid random encounters from weaker enemies. The Clean Salt item has a similar effect. Likewise, using the appropriate aromatherapy effect (from Kaori) can help reduce random encounters with demons of a certain class.

The notion that you can't get experience points or yen after obtaining tarot cards from contacting demons is absolute rubbish. Demons generally come in groups, so if you kill some of the demons first, then contact the last demon for tarot cards, you'll still get experience and money for the demons you've already defeated.

Now quit bashing Persona 2, or I'll "Wiseman Snap" your ass to kingdom come! =P

Q. Are there any easy ways to increase a character's base attributes, besides leveling up?

A. Here are some ways:

-Equip 'Sources'. These are accessories, which, when equipped, give you a slight increase in stats when you raise a level. These accessories are hard to come by, however. You cannot purchase them in any shops; the only way to get them is to either find one in a treasure box or obtain one when deleting a Persona. There are seven different 'Sources' available in the game:

1. Hit Point Source: +5 HP at Level-Up
2. Spirit Source: +5 SP at Level-Up
3. Strength Source: +1 STR at Level-Up
4. Vitality Source: +1 VIT at Level-Up
5. Technique Source: +1 TEC at Level-Up
6. Agility Source: +1 AGI at Level-Up
7. Lucky Source: +1 LUC at Level-Up

Note that some Sources are more useful than others. For example, though you could use a Hit Point Source to get an extra 5 HP at Level-Up, you could essentially do the same thing and then some with the Vitality Source equipped (remember, increasing your vitality increases your HP as well as Defense). Same thing goes with the Technique Source, which is more powerful than the Spirit Source.

-Use Incenses. These items permanently increases one or more of a character's parameters by 2. The best such item is the ALL Incense, which increases all parameters by 2. The easiest way to obtain ALL Incenses is talking them out of FORTUNE class Fenrir demons (using the 'forge a contract, ask for an item' method). You could encounter Fenrirs in the last area of Monado Mandala, and in the 8th area of the Shelter.

Q. Are there any easy ways to increase a Persona's rank?

A. Undoubtedly.

According to the Persona 2 Club: Innocent Sin World Guidebook, the fastest way to raise a Persona's rank is by using HP recovery spells (like 'Dia') and assist spells (the 'Kaja' spells). So here's my trick: When initially summoning Personas, give them either a healing or an assist spell by using a spell card. Equip these Personas on your characters, go to a dungeon with weak enemies (like Kasugayama high school), and get into a battle that you can't possibly be killed in (like 3 slimes). Set the battle mode to 'normal' (so the auto battle will keep on going instead of pausing each round), and set up the battle such that each character is casting either a healing spell or an assist spell (or any other spell that would allow the battle to continue ad infinitum without killing any of the demons). And just let the battle run nonstop. Within 10-15 minutes, all the Personas you have equipped will be at rank 8! This trick is especially useful if you're summoning these Personas for the sole purpose of deleting them (if they give you a valuable item for returning them to the Velvet Room at rank 8, for example).

Also, there's an item available in the game called 'Awaken', which, when used in battle, will raise a chosen Persona's rank by 1. If you have 7 'Awakens' in your inventory, you can get any Persona from rank 1 to rank 8 in no time! However, the only easy way to obtain this item is to get it from a CHARIOT class Talos (use the forge a contract/ask for item method). The Talos demon can be found in the last section of Monado Mandala, and in the eighth area of the shelter.

Q. Could you give me a list showing the order of the dungeons I need to go through to finish the game?

A. Sure.

1. Seven Sister's High School
2. Mifune Trail
3. Sanitarium
4. Science Museum
5. GOLD
6. Zodiac
7. Aoba Park
- 8A. Sewers/Science Laboratory (Nate's Route)
- 8B. Sumaru TV (Ellen's Route)
9. Smile Mall
10. Aoba Park (2nd visit)
11. Factory
12. Nichinmaru
13. Ocean Ruins

14. Iwato Mountain
15. Subway Tunnel
16. Torifune
17. Sumaru Castle
18. Monado Mandala

Q. How and when do I get Nate and Ellen to join the party? What are the differences between the two routes?

A. After your first visit to Aoba Park, you have an opportunity to spread a rumor about a person you'll meet at Parabellum. If you spread the rumor that the person is allegedly a man, Nate will end up joining your party. If you spread the rumor that the person is allegedly a woman, Ellen will join your party.

Differences between the Nate and Ellen routes:

DUNGEONS:

In Nate's route, you'll have to go through the Sewers and the Science Laboratory. In Ellen's route, you'll have to go through Sumaru TV.

CHARACTERS:

In Nate's route, Mary and Chris from Persona 1, and Eikichi and Sugimoto from Persona 2: Innocent Sin will play an important role in the story. In Ellen's route, Yuki and Brad from Persona 1, and Lisa, the MUSES singing group, and Junko Kurosu from Persona 2: Innocent Sin will play an important role in the story.

BOSESSES:

In Nate's route, you'll have to fight Devil Sugimoto in the Science Laboratory, and Kandori in the Ocean Ruins. In Ellen's route, you'll have to fight the Black Cat and Wang Long Chizuru in Sumaru TV, and you'll have to fight Chizuru again in the Ocean Ruins.

RUMOR DEMONS:

In Ellen's route you can fight Reiko Kashima at Sumaru TV, and the Blue Mantle in the Nichinmaru dungeon. In Nate's route, you can fight Tsuchinoko in the Sewers, and the Red Mantle in the Nichinmaru dungeon.

PERSONAS:

Nate joins your party equipped with the HIEROPHANT class Aizen-myouou Persona, while Ellen with the JUDGEMENT class Nike Persona. In the casino, the material card needed to summon the DEVIL class Lucifer can only be obtained in Nate's route, while the material card required to summon the JUDGEMENT class Satan can only be obtained if you played the game in Ellen's route.

Q. What's the point of the Cat statue in the Detective Office, and the Dog statue in the Police Station?

A. If you donate 100000 Yen to the Cat statue, you'll gain access to the office restroom, where you'll meet the Rumormonger Nekomata. If you donate 10000 Yen to the Dog statue in the Police Station, you'll receive a Hihirokane (a material you can use to make weapons or armor in Padparacha).

Q. Is there any purpose to the Kasugayama HS dungeon or the Bomb Shelter?

A. The Kasu HS and the Bomb Shelter are optional dungeons. Basically these dungeons are here for you to meet old enemies (if you want to complete your analyze data), and get tarot cards. There are also 'rare' demons lurking in the Shelter as well; these demons drop Material Cards after you defeat them and are worth tracking down.

The Bomb Shelter is divided into eight sections, and the doors to access each area will open up as you progress through the game:

AREA	WHEN THIS AREA COULD BE ACCESSED
1	After clearing GOLD
2	After clearing Club Zodiac
3	After clearing either the Laboratory (Nate's Route) or Sumaru TV (Ellen's Route)
4	After clearing the Factory
5	After clearing the Ocean Ruins
6	After clearing the Subway Tunnel
7	After clearing Sumaru Castle
8	After defeating Shadow Maya and Shadow Baofu in Monado Mandala

Initially, you cannot use the automap feature in the Shelter; you'll have to find the map in each section before you could do so. Also, you'll find various notes and diary entries lying around in the dungeon; these are all pieces to a puzzle that will give you access to a treasure room in Area 8.

Q. What is the password to Sachiko's Room in Area 8 of the Shelter?

A. 3341, though you should have solved the puzzle yourself. =P

Q. What is the password to the video game room in Mu Continent? All the security guard is "before, too".

A. 1342

And, if you're wondering how on earth you're supposed to solve this puzzle:

13 = B (Be)

4 = fore

2 = too

Q. How do I obtain FOOL cards?

A. I'll warn you now: it's quite difficult to do, and you'll have to "know" the demons' overall characters well.

When you first encounter a demon, try contacting it and make it interested (yellow). There's a chance the demon will ask you a question; if this happens, choose the appropriate answer to make it angry (red). If the demon asks you a question after that, choose the correct answer to make it interested again. Then, if the demon asks you question after that, choose the appropriate answer to make it angry.

The trick is to try and make the conversation with the demon last as long as possible without any pauses, first making it interested, then angry, then interested, then angry. If you do this, and if you are lucky, there's a minute (1/32) chance that the demon will ask you a final question that'll determine whether or not you'll obtain a FOOL card. This question almost always asks what kind of human you are, to which you must answer something along the lines of 'a foolish human'. The demon will then give you a FOOL card. Fortunately, if you've previously obtained a FOOL card through this method, the chances of getting that pivotal final question will rise from 1/32 to 1/16. FOOLS are definitely not easy to obtain, but FOOL Personas weren't exactly easy to come by in the first game either.

Getting the 'Silver Dragon' effect (from Sumaru Genie's Wang Long fortune telling service) does help bump up the chances of a getting a FOOL card a lot. This effect, during contacting, increases the number of times you must illicit a single emotion before getting a response to 4. However, the process of getting a FOOL card does *not* change, and this effect thus gives you more than one chance to get a FOOL card within a single contact attempt (like if, for example, the conversation fails to go into question and answer mode when you first make interested, you can try again).

You could also obtain some FOOL cards as prizes for returning complete maps to Salam late in the game. However, if you want to summon the more powerful FOOL Personas (like Junnosuke Kuroda or Fuuma Kotarou), you'll need to obtain some FOOL cards by contacting (as the total number of FOOL cards you'll get from Salam wouldn't be enough to summon some of the more powerful personas).

CONTACT LIST

Lvl	Name	Personality	Tone	Recommended Contacts:
1	DEVIL Ghost	Gloomy, Foolish	Boy	Int: Maya Joy: Maya + Katsuya
1	TOWER Slime	Foolish	Slime	Int: Maya Joy: Maya + Katsuya
2	LOVERS Pixie	Bluff, Cheerful	Girl	Int: Katsuya + Ulala Joy: Ulala + Katsuya
2	DEVIL Poltergeist	Timid, Gloomy, Foolish	Boy	Int: Ulala Joy: Katsuya + Tatsuya
3	HANGEDMAN Guzfan	Bluff, Cheerful	Boy	Int: Katsuya + Ulala Joy: Maya + Ulala
3	MOON Nightmare	Timid, Gloomy,	Girl	Int: Ulala Joy: Baofu + Ulala

		Foolish		
4	HERMIT Ratatosk	Arrogant, Foolish	Girl	Int: Ulala Joy: Katsuya + Maya + Ulala
5	TEMPERANCE Harpy	Arrogant, Wise	Gal	Int: Katsuya Joy: Katsuya + Maya + Ulala
5	TOWER Blob	Foolish	Slime	Int: Maya Joy: Maya + Katsuya
6	LOVERS Puck	Bluff, Cheerful	Boy	Int: Baofu Joy: Maya + Ulala
6	DEVIL Phantom	Arrogant, Gloomy, Foolish	Suspicious Fellow	Int: Maya Joy: Ulala + Baofu
7	MAGICIAN Empusas	Bluff, Wise	Vamp	Int: Katsuya Joy: Katsuya + Maya + Ulala
8	CHARIOT Ogre	Temper, Foolish	Beast	Int: Maya Joy: Maya + Katsuya
8	STAR Agathion	Timid, Cheerful	Boy	Int: Maya + Katsuya Joy: Ulala
9	STRENGTH Apep	Bluff, Wise	God of Beast	Int: Baofu Joy: Katsuya + Maya + Ulala
10	HANGEDMAN Nisroc	Temper, Bluff, Cheerful	Suspicious Fellow	Int: Baofu Joy: Ulala + Katsuya
10	MOON Erinys	Bluff, Gloomy	Vamp	Int: Katsuya Joy: Ulala + Baofu
11	LOVERS Robin Goodfellow	Cheerful, Foolish	Boy	Int: Maya Joy: Maya + Katsuya
11	WORLD Cockatrice	Foolish	Beast	Int: Maya Joy: Maya + Katsuya
12	TEMPERANCE Mou Shobo	Gloomy, Wise	Girl	Int: Katsuya Joy: Ulala + Baofu
12	STAR Kimnara	Temper, Cheerful, Foolish	Youth	Int: Maya Joy: Maya + Katsuya
13	DEATH Ixtab	Gloomy, Wise	Girl	Int: Katsuya Joy: Ulala + Baofu
13	TOWER Ochre Jelly	Gloomy, Foolish	Slime	Int: Katsuya Joy: Maya + Katsuya

14	HERMIT Nekomata	Snob, Cheerful, Foolish	Gal	Int: Baofu + Maya + Katsuya Joy: Katsuya + Maya
14	JUDGEMENT Angel	Snob, Foolish	Lady	Int: Baofu + Maya + Katsuya Joy: Katsuya + Maya + Ulala
15	CHARIOT Minotaur	Temper, Foolish	Beast	Int: Maya Joy: Maya + Katsuya
16	MAGICIAN Tengu	Snob, Wise	Youth	Int: Katsuya Joy: Katsuya + Maya
16	DEVIL Wraith	Gloomy, Wise	Lunatic	Int: Baofu Joy: Ulala + Baofu
17	STRENGTH Kiyohime	Snob, Bluff, Foolish	Vamp	Int: Ulala Joy: Katsuya + Maya + Ulala
17	HANGEDMAN Shax	Bluff, Wise	Suspicious Fellow	Int: Katsuya Joy: Katsuya + Maya + Ulala
18	LOVERS Jack Frost	Cheerful, Foolish	Hi-Ho!	Int: Maya Joy: Maya + Katsuya
19	TEMPERANCE Fearal	Cheerful, Wise	God of Beast	Int: Katsuya Joy: Ulala
20	MOON Pariker	Gloomy, Wise	Vamp	Int: Katsuya Joy: Ulala + Baofu
21	JUDGEMENT Archangel	Arrogant, Foolish	Gentleman	Int: Ulala Joy: Katsuya + Maya + Ulala
22	MAGICIAN Faust	Arrogant, Wise	Old Man	Int: Katsuya Joy: Katsuya + Maya + Ulala
22	DEATH Hel	Gloomy, Wise	Vamp	Int: Katsuya Joy: Ulala + Baofu
23	STAR Gandharva	Arrogant, Cheerful	Youth	Int: Baofu + Maya + Katsuya Joy: Ulala
23	WORLD Kraken	Bluff, Foolish	Beast	Int: Maya Joy: Katsuya + Maya + Ulala
24	HANGEDMAN Kabanda	Bluff, Cheerful	Boy	Int: Katsuya + Ulala Joy: Maya + Ulala
24	TOWER Kanaloa	Temper, Foolish	Suspicious Fellow	Int: Maya Joy: Maya + Katsuya

25	DEVIL Lich	Bluff, Gloomy, Wise	Suspicious Fellow	Int: Baofu Joy: Ulala + Baofu
26	LOVERS Jack Lantern	Bluff, Cheerful, Foolish	Hi-Ho!	Int: Maya Joy: Maya + Ulala
27	CHARIOT Taranis	Temper, Foolish	Gentleman	Int: Maya Joy: Maya + Katsuya
27	HERMIT Kun Anun	Temper, Bluff, Foolish	Beast	Int: Maya Joy: Maya + Nanjou
28	MAGICIAN Rasputin	Gloomy, Wise	Suspicious Fellow	Int: Baofu Joy: Ulala + Baofu
28	TEMPERANCE Kamasos	Bluff, Gloomy, Wise	Suspicious Fellow	Int: Katsuya Joy: Ulala + Baofu
29	STRENGTH Kerepres	Bluff, Wise	Beast	Int: Baofu Joy: Katsuya + Maya + Ulala
29	JUDGEMENT Principality	Arrogant, Bluff, Wise	Gentleman	Int: Katsuya Joy: Katsuya + Maya + Ulala
30	DEATH Hun Hau	Temper, Gloomy, Foolish	Beast	Int: Baofu Joy: Maya + Katsuya
30	STAR Picollus	Temper, Bluff, Cheerful	Gentleman	Int: Baofu Joy: Ulala + Katsuya
31	WORLD Demeter	Timid, Cheerful, Wise	Lady	Int: Maya + Katsuya Joy: Ulala
32	HANGEDMAN Zaebboth	Temper, Bluff, Cheerful	Suspicious Fellow	Int: Baofu Joy: Ulala + Katsuya
33	FORTUNE Wanyuudo	Bluff, Foolish	Old Man	Int: Maya Joy: Katsuya + Maya + Ulala
33	MOON Lilim	Bluff, Gloomy, Wise	Gal	Int: Baofu Joy: Ulala + Baofu
34	MAGICIAN Agrippa	Bluff, Wise	Gentleman	Int: Katsuya Joy: Katsuya + Maya + Ulala

34	DEVIL Dairoku Tenmaou	Temper, Gloomy, Foolish	Suspicious Fellow	Int: Baofu Joy: Maya + Katsuya
35	STRENGTH Python	Bluff, Foolish	Beast	Int: Maya Joy: Katsuya + Maya + Ulala
35	TOWER Shoggoth	Snob, Foolish	Lunatic	Int: Ulala Joy: Katsuya + Maya
36	LOVERS Satyr	Bluff, Cheerful, Foolish	Youth	Int: Ulala Joy: Ulala + Katsuya
36	JUDGEMENT Power	Snob, Temper, Bluff	Gentleman	Int: Katsuya + Ulala + Baofu Joy: Baofu + Ulala + Katsuya
37	TEMPERANCE Stuparideth	Temper, Wise	Beast	Int: Katsuya + Ulala + Baofu Joy: Katsuya + Maya + Baofu
38	STAR Heinir	Arrogant, Timid, Cheerful	Gentleman	Int: Maya + Nate Joy: Ulala
39	CHARIOT Rakshasa	Temper, Wise	Suspicious Fellow	Int: Katsuya + Ulala + Baofu Joy: Katsuya + Maya + Baofu
39	WORLD Leviathan	Temper, Bluff, Foolish	Beast	Int: Maya Joy: Katsuya + Maya + Baofu
40	FORTUNE Orthros	Temper, Bluff, Foolish	Beast	Int: Maya Joy: Katsuya + Maya + Baofu
41	MAGICIAN Waitry	Temper, Gloomy, Wise	Lunatic	Int: Baofu Joy: Ellen
41	HANGEDMAN Barbatos	Bluff, Gloomy, Wise	Suspicious Fellow	Int: Baofu Joy: Maya + Baofu
42	HERMIT Catoblepas	Timid, Gloomy, Foolish	Beast	Int: Maya + Ulala + Katsuya Joy: Ulala + Baofu
42	TOWER Aeshma	Temper, Foolish	Vamp	Int: Maya Joy: Maya + Katsuya
43	STRENGTH Takshaka	Bluff, Gloomy, Wise	Suspicious Fellow	Int: Baofu Joy: Ulala + Baofu

44	DEATH Ankou	Temper, Gloomy, Wise	Lunatic	Int: Baofu Joy: Ellen
44	JUDGEMENT Virtue	Arrogant, Temper, Foolish	Gentleman	Int: Maya + Ulala Joy: Baofu + Ulala + Katsuya
45	TEMPERANCE Vucub Kakish	Bluff, Wise	Beast	Int: Katsuya Joy: Katsuya + Maya
46	DEVIL Lucifugus	Snob, Gloomy, Wise	Suspicious Fellow	Int: Katsuya Joy: Ulala + Baofu
46	WORLD Hunab Ku	Snob, Wise	Old Man	Int: Katsuya Joy: Katsuya + Maya
47	MOON Succubus	Arrogant, Timid, Gloomy	Vamp	Int: Katsuya + Maya + Ulala Joy: Ulala + Baofu
48	HANGEDMAN Pucel	Arrogant, Bluff, Wise	Vamp	Int: Katsuya Joy: Katsuya + Maya + Ulala
49	MAGICIAN Crowley	Bluff, Gloomy, Wise	Suspicious Fellow	Int: Katsuya Joy: Ulala + Baofu
49	STAR Yaksha	Arrogant, Bluff, Cheerful	Suspicious Fellow	Int: Katsuya + Ulala Joy: Maya + Ulala
50	CHARIOT Ares	Temper, Bluff, Cheerful	Gentleman	Int: Baofu Joy: Ulala + Katsuya
50	TOWER Seker	Arrogant, Gloomy, Foolish	God of Beast	Int: Tatsuya Joy: Katsuya + Maya
51	FORTUNE Cerberus	Bluff, Wise	God of Beast	Int: Katsuya Joy: Katsuya + Maya + Ulala
52	JUDGEMENT Dominion	Arrogant, Temper, Wise	Gentleman	Int: Katsuya + Ulala + Baofu Joy: Katsuya + Maya + Baofu
53	STRENGTH Fafnir	Arrogant, Bluff, Wise	Beast	Int: Katsuya Joy: Baofu + Tatsuya
54	TEMPERANCE Phoenix	Timid, Wise	Lady	Int: Ulala + Katsuya Joy: Tatsuya + Katsuya
54	WORLD	Bluff,	Lady	Int: Katsuya

	Mucalinda	Wise		Joy: Katsuya + Maya + Ulala
55	MAGICIAN Mananan	Arrogant, Wise	Gentleman	Int: Katsuya Joy: Katsuya + Maya + Ulala
56	HERMIT Kinich Ahau	Arrogant, Bluff, Foolish	God of Beast	Int: Ulala Joy: Katsuya + Maya + Ulala
56	MOON Jahi	Arrogant, Gloomy, Wise	Vamp	Int: Katsuya Joy: Ulala + Baofu
57	HANGEDMAN Adramelech	Temper, Bluff, Wise	Vamp	Int: Katsuya + Ulala + Baofu Joy: Katsuya + Maya + Baofu
57	JUDGEMENT Throne	Arrogant, Wise	Gentleman	Int: Katsuya Joy: Katsuya + Maya + Ulala
58	CHARIOT Girimekara	Arrogant, Temper, Wise	Beast	Int: Katsuya + Ulala + Baofu Joy: Katsuya + Maya + Baofu
59	TOWER Tezcatlipoca	Temper, Bluff, Foolish	Suspicious Fellow	Int: Maya Joy: Katsuya + Maya + Baofu
59	DEVIL Tzitzimitl	Temper, Gloomy, Foolish	Vamp	Int: Maya + Ulala Joy: Maya + Katsuya
60	DEATH Kishin	Arrogant, Gloomy, Wise	Beast	Int: Katsuya Joy: Ulala + Baofu
60	STAR Valkyrie	Arrogant, Bluff, Cheerful	Lady	Int: Katsuya + Ulala Joy: Katsuya + Maya + Ulala
61	MAGICIAN Saji	Bluff, Cheerful, Wise	Old Man	Int: Katsuya + Ulala Joy: Katsuya + Maya + Ulala
62	TEMPERANCE Kau	Arrogant, Cheerful, Wise	God of Beast	Int: Katsuya Joy: Katsuya + Maya + Ulala
62	WORLD Uroboros	Arrogant, Wise	Beast	Int: Katsuya Joy: Katsuya + Maya + Ulala
63	STRENGTH Vasuki	Bluff, Wise	Suspicious Fellow	Int: Katsuya Joy: Katsuya + Maya + Ulala

64	TOWER Shub- Niggurath	Arrogant, Temper, Foolish	Lunatic	Int: Maya + Ulala Joy: Katsuya + Maya + Baofu
64	JUDGEMENT Cherubim	Arrogant, Bluff, Wise	Gentleman	Int: Katsuya Joy: Katsuya + Maya + Ulala
65	CHARIOT Berserk	Temper, Bluff, Cheerful	Lunatic	Int: Katsuya + Ulala + Baofu Joy: Ulala + Katsuya
66	DEATH Ah Puch	Bluff, Gloomy, Wise	Beast	Int: Katsuya Joy: Ulala + Baofu
68	HERMIT Apaosa	Arrogant, Foolish	Suspicious Fellow	Int: Ulala + Baofu Joy: Katsuya + Maya + Ulala
70	FORTUNE Fenrir	Arrogant, Temper, Bluff	Beast	Int: Katsuya + Ulala + Baofu Joy: Katsuya + Maya + Baofu
74	CHARIOT Talos	Temper, Foolish	Gentleman	Int: Maya Joy: Maya + Katsuya
80	LOVERS Alice	Arrogant, Cheerful, Foolish	Girl	Int: Joy: Katsuya + Maya + Ulala

RARE PERSONAS LIST

LEVEL 18: IRIS (STAR CLASS)

How to Summon: Could be summoned in the Velvet Room for 72 STAR cards and the material card "Rainbow Gleam", which you could find in a locker on the first floor of GOLD.

LEVEL 29: SHAKA (HIEROPHANT CLASS)

How to Summon: Could be summoned in the Velvet Room for 87 HIEROPHANT cards and the material card "Yuiga Dokuson". You could obtain this card by defeating the rare HIEROPHANT class Shaka demon, which you could find in the 2nd area of the Bomb Shelter under Kasu High.

LEVEL 31: MAIA CUSTOM (MOON CLASS)

How to Summon: After defeating Joker Ulala at the GOLD, after Makimura asks you "Don't you think she's a cruel person?", say "Shut up! You're wrong about her!" (the second choice). You'll then be able to mutate

Maia into Maia Custom (just keep using the Maia Persona in spell combos until you get the mutation 'modification ability learned').

LEVEL 38: NATA (JUSTICE CLASS)

How to Summon: Could be summoned in the Velvet Room for 114 JUSTICE cards and the Material Card "Paopei". You could obtain this material card by defeating the rare JUSTICE class Nata demon, which you could find in Aoba Park (both visits).

LEVEL 38: NJORD (WORLD CLASS)

How to Summon: Could be summoned in the Velvet Room for 152 WORLD cards and the Material Card "Noatun". You could obtain a Noatun by returning a Rank 8 HERMIT class Grinbulsti Persona.

LEVEL 46: IL-DANA (SUN CLASS)

How to Summon: Could be summoned in the Velvet Room for 138 SUN cards and the Material Card "Dul-Dauna's Oar", which you could find in a treasure box in the Nichinmaru dungeon.

LEVEL 47: CHARON (DEATH CLASS)

How to Summon: Could be summoned in the Velvet Room for 188 DEATH cards and the Material Card "Styx", which you could obtain as a prize from the Mu Continent casino (redeem 10000 coins).

LEVEL 51: IZANAMI (PRIESTESS CLASS)

How to Summon: Could be summoned in the Velvet Room for 153 PRIESTESS cards and the Material Card "Path to Hades". You could obtain this Material Card by defeating the rare PRIESTESS class Izanami demon, which you could encounter in the 5th area of the Kasu High Bomb Shelter.

LEVEL 54: MAIHIME AMANO (MOON CLASS)

How to Summon: Here are the steps you need to take to get the ancestral hero Personas:

1. Donate 10000 Yen to the donation box at Mt. Mifune. (a required step to get Junnosuke Kuroda)
2. After getting either Nate or Ellen in your party, talk to your boss Mizuno at Kismet Publishing. When she asks you a question, answer 'no'.
3. After completing the Torifune dungeon, go back to Kismet Publishing, and talk to Kashihara (Jun's father). He'll tell you a rumor about Tatsunoshin. Go to the detective office and spread the rumor.
4. Go to the Shiraishi bar and do the man-searching job for Setsu Nishitani. She's the old woman who stands in front of the Araya Shrine. After getting your reward, talk to Setsu Nishitani again, and she'll tell you a rumor about Maihime Amano. Go to the detective office and spread this rumor.

5. At Sumaru Castle, you'll find shrines for Maihime and Tatsunoshin on the 3rd and 7th floors, respectively. Visit these shrines, and you'll be able to summon the Maihime and Tatsunoshin Personas in the Velvet Room. If you filled up the donation at Mt. Mifune, you'll be able to summon Junnosuke as well.
6. Maihime Amano can be summoned in the Velvet Room for 216 MOON cards. Tatsunoshin Suou could be summoned in the Velvet Room for 174 SUN cards. Junnosuke Kudoda could be summoned in the Velvet Room for 4 FOOL cards.

LEVEL 55: JUNNOSUKE KURODA (FOOL CLASS)

How to Summon: See "MAIHIME AMANO", above

LEVEL 58: TATSUNOSHIN SUOU (SUN CLASS)

How to Summon: See "MAIHIME AMANO", above

LEVEL 59: BISHAMONTEN (JUSTICE CLASS)

How to Summon: Could be summoned in the Velvet Room for 177 JUSTICE cards and the Material Card "Chess Piece", which you can obtain at the casino for 15000 coins.

LEVEL 61: KALI (EMPRESS CLASS)

How to Summon: Could be summoned in the Velvet Room for 183 EMPRESS cards and the Material Card "Necklace of Heads". You could obtain this Material Card as a prize at the Mu Continent casino (costs 15000 coins).

LEVEL 61: PROMETHEUS (HANGEDMAN CLASS)

How to Summon: Could be summoned in the Velvet Room for 244 HANGEDMAN cards and the Material Card "Bronze Ring", which you could find in Iwato Mountain.

LEVEL 62: HASTUR (TOWER CLASS)

How to Summon: Could be summoned in the Velvet Room for 248 TOWER cards and the Material Card "King in Yellow". To get this material card, talk to the Wang Long Fortune Telling Maniac at 2X SLASH in the Aoba district. When she asks what month you were born in, say "HASTURCOMEFORTH". You'll then find the King in Yellow card in your mailbox at Kismet Publishing.

LEVEL 62: ASTRIA (STAR CLASS)

How to Summon: Could be summoned in the Velvet Room for 248 STAR cards and the Material Card "Ortyx", which you could find in Iwato Mountain.

LEVEL 63: HYPERION (JUSTICE CLASS)

How to Summon: Could be summoned in the Velvet Room for 189 JUSTICE cards and the Material Card "Ancient Sun", which you

could find in Iwato Mountain.

LEVEL 63: SUZAKU (TEMPERANCE CLASS)

How to Summon: Could be summoned in the Velvet Room for 252 TEMPERANCE cards and the Material Card "Scarlet Wings", which you could find in Floor B6 of the Torifune dungeon.

LEVEL 63: ARTEMIS (MOON CLASS)

How to Summon: Could be summoned in the Velvet Room for 252 MOON cards and the Material Card "Silver Bow", which you find in Iwato Mountain.

LEVEL 65: ODIN (EMPEROR CLASS)

How to Summon: Could be summoned in the Velvet Room for 195 EMPEROR cards and the Material Card "Runic Monument". You could obtain this Material Card by defeating the rare EMPEROR class demon Odin, who you could find in the 6th area of the Kasu High Bomb Shelter.

LEVEL 65: FUUMA KOTAROU (FOOL CLASS)

How to Summon: Could be summoned in the Velvet Room for 5 FOOL cards and the Material Card "Book of the Fuuma". You could obtain this Material Card by returning a rank 8 FOOL class Tobi Katou Persona.

LEVEL 66: SKULD (FORTUNE CLASS)

How to Summon: Could be summoned in the Velvet Room for 264 FORTUNE cards and the Material Card "Urdrbrunn", which you could obtain in Floor B6 of the Torifune dungeon.

LEVEL 69: RANGDA (MAGICIAN CLASS)

How to Summon: Could be summoned in the Velvet Room for 276 MAGICIAN cards and the Material Card "Dancing Mask". You could obtain this card by defeating the rare MAGICIAN demon Ranga (located in Sumaru Castle).

LEVEL 71: LAKSHMI (PRIESTESS CLASS)

How to Summon: Could be summoned in the Velvet Room for 213 PRIESTESS cards and the Material Card "Lotus Petal". You could find this card at the Mu Continent Casino (redeem 18000 coins).

LEVEL 72: LUGH (EMPEROR CLASS)

How to Summon: Forge a contract with the MAGICIAN class demon Mananan (you could encounter this demon in Torifune, Sumaru Castle, and the 7th area of the Kasu High Bomb Shelter). When you encounter the Mananan demon again, keeping asking it for information until it tells you about the Lugh Persona. You can then have the SUN class Il-dana Persona mutate into Lugh.

LEVEL 73: NANNAR (MOON CLASS)

How to Summon: Could be summoned in the Velvet Room for 292 MOON cards and the Material Card "Moon of Ur", which you could obtain by returning a rank 8 MOON class Tsukuyomi Persona.

LEVEL 73: VIROCANA (SUN CLASS)

How to Summon: Could be summoned in the Velvet Room for 219 SUN cards and the Material Card "1000 Lotus Petals". You could obtain this card by defeating the rare SUN class demon Virocana; you could encounter him in the 7th area of the Kasu High Bomb Shelter.

LEVEL 74: PALLAS ATHENA (JUSTICE CLASS)

How to Summon: If you have the PRIESTESS class Scathach Persona, keep using it in fusion spells until you get the mutation "Modification Ability Learned". There's an 87.5% chance that the Scathach Persona will morph into PENTACLE Sarasvati, but there's also a 12.5% chance that it will morph into Pallas Athena instead. After you successfully mutate the Scathach Persona into Pallas Athena, the Pallas Athena Persona will appear on the Velvet Room Persona list permanently (could be summoned for 222 JUSTICE cards).

LEVEL 74: MOT (DEATH CLASS)

How to Summon: If you have the TOWER class Seth Persona, keep using it in fusion spells until you get the mutation "Modification Ability Learned". There's an 87.5% chance that the Seth Persona will morph into CUP Dagda, but there's also a 12.5% chance that it will morph into Mot instead. After you successfully mutate the Seth Persona into Mot, the Mot Persona will appear on the Velvet Room Persona list permanently (could be summoned for 296 TOWER cards).

LEVEL 75: ALFRED (HIEROPHANT CLASS)

How to Summon: Could be summoned in the Velvet Room for 225 HIEROPHANT Cards and the Material Card "Amber Glasses". You could find this card in Area 2-C of the EX Dungeon.

LEVEL 76: GABRIEL (JUDGEMENT CLASS)

How to Summon: Could be summoned in the Velvet Room for 304 JUDGEMENT cards and the Material Card "Lily". You could find this card in area 2-A of the EX dungeon.

LEVEL 78: GAIA (EMPRESS CLASS)

How to Summon: Could be summoned in the Velvet Room for 234 EMPRESS cards and the Material Card "Cradle of Creation". You could obtain this card by defeating the rare EMPRESS class Gaia demon, who you could encounter in the last area of Monado Mandala.

LEVEL 80: ALICE (LOVERS CLASS)

How to Summon: Could be summoned in the Velvet Room for 320 LOVERS cards and the Material Card "Champion". To obtain this card, first equip one of your characters with the Karma Ring accessory. When you encounter Alice in the 8th area of the Bomb Shelter, forge a contract with her. When you meet her again, just ask for an item, and she'll give you the Champion card.

LEVEL 82: BRAHMA (HIEROPHANT CLASS)

How to Summon: Could be summoned in the Velvet Room for 246 HIEROPHANT cards and the Material Card "Eye Patch", which you could obtain as a prize at the Mu Continent casino (redeem 20000 coins).

LEVEL 83: MICHAEL (JUDGEMENT CLASS)

How to Summon: If you have the JUDGEMENT class Amurtart Persona, keep using it in fusion spells until you get the mutation "Modification Ability Learned". There's an 87.5% chance that the Amurtart Persona will morph into SWORD Futsuno Mitama, but there is also a 12.5% chance that it will morph into Michael instead. After you successfully mutate the Amurtart Persona into Michael, the Michael Persona will appear on the Velvet Room Persona list permanently (could be summoned for 332 JUDGEMENT cards).

LEVEL 85: SIVA (CHARIOT CLASS)

How to Summon: Could be summoned in the Velvet Room for 340 CHARIOT cards and the Material Card "Maximum Tempest". You could obtain this card by returning a rank 8 JUSTICE class Skanda Persona.

LEVEL 86: VISHNU (EMPEROR CLASS)

How to Summon: Could be summoned in the Velvet Room for 258 EMPEROR cards and the Material Card "Avatarah". You could obtain this card by returning a rank 8 PRIESTESS class Lakshmi Persona.

LEVEL 88: SHOKUIN (WORLD CLASS)

How to Summon: If you have the STRENGTH class Wong Long Persona, keep using it in fusion spells until you get the mutation "Modification Ability Learned". There's an 87.5% chance that the Wong Long Persona will morph into CUP Dagda, but there is also a 12.5% chance that it will morph into Shokuin instead. After you successfully mutate the Wong Long Persona into Shokuin, the Shokuin Persona will appear on the Velvet Room Persona list permanently (could be summoned for 352 WORLD cards).

LEVEL 90: AZAZEL (HANGEDMAN CLASS)

How to Summon: Could be summoned in the Velvet Room for 360 HANGEDMAN cards and the Material Card "Black Goat". You could

obtain this card in the final area of the EX dungeon, where you could encounter the Azazel demon. You'll need to initiate a 'Persona Talk' between the Azazel demon and the HANGEDMAN class Shax, Barbatos, and Adramelech Personas (do this one at a time). You'll receive the Black Goat the third time you initiate such a conversation with the Azazel demon.

LEVEL 96: SATAN (JUDGEMENT CLASS)

How to Summon: Could be summoned in the Velvet Room for 384 JUDGEMENT cards and the Material Card "Accuser's Diary". You could obtain this card as a prize at the Mu Continent casino (redeem 50000 coins) in Ellen's route.

LEVEL 99: LUCIFER (DEVIL CLASS)

How to Summon: Could be summoned in the Velvet Room for 396 DEVIL cards and the Material Card "Morning Star". You could obtain this card as a prize at the Mu Continent casino (redeem 50000) in Nate's route.

PERSONA COMPATIBILITY

The following lists show which characters are "compatible" with which Persona classes. It is very important (and highly suggested) that you only have your characters equip Personas that they are compatible with; doing so will not only help conserve SP, but also allow the Persona to grow faster.

LEGEND

CANNOT USE: The character cannot equip the Persona. (Example: Maya with STRENGTH class Personas)

POOR: The character can use the Persona, but with a sharp increase in the amount of SP required to cast spells. The Persona has a very low mutation rate. (Examples: Mayawith LOVERS or TOWER class Personas)

AVERAGE: The character can use the Persona, with no increase or decrease in the amount of SP required to cast spells. Persona mutation rate is average. (Examples: Maya with HIEROPHANT or CHARIOT class Personas)

COMPATIBLE: The character can use the Persona, and the amount of SP required to cast spells with that Persona is decreased. Persona mutation rate is fairly high. (Examples: Maya with PRIESTESS or EMPRESS class Personas)

HIGHLY COMPATIBLE: The character can use the Persona, and the amount of SP required to cast spells is decreased. The Persona mutation rate is at its highest. (Examples: Maya with MOON or MAGICIAN class Personas)

Note that the differences between 'highly compatible' and 'compatible' are very subtle. You cannot tell the difference by comparing the amount of SP needed to cast spells. The only way to tell the difference is by rate of mutation and the effect of a Persona's "unknown ability" (be sure to check the next section for more information on this).

I. MAGICIAN CLASS COMPATIBILITY

Highly Compatible: Maya
Compatible: Nate, Ellen
Average: Baofu, Tatsuya
Poor: Ulala
Cannot Use: Katsuya

II. PRIESTESS CLASS COMPATIBILITY

Highly Compatible: Ulala
Compatible: Maya, Ellen
Average: Nate, Tatsuya
Poor: Katsuya, Baofu
Cannot Use: N/A

III. EMPRESS CLASS COMPATIBILITY

Highly Compatible: Ellen
Compatible: Maya, Ulala
Average: Katsuya, Tatsuya
Poor: Baofu, Nate
Cannot Use: N/A

IV. EMPEROR CLASS COMPATIBILITY

Highly Compatible: Nate
Compatible: Baofu, Tatsuya
Average: Maya, Katsuya
Poor: Ulala, Ellie
Cannot Use: N/A

V. HIEROPHANT CLASS COMPATIBILITY

Highly Compatible: Nate
Compatible: Katsuya, Ellen
Average: Maya, Ulala
Poor: Baofu, Tatsuya
Cannot Use: N/A

VI. LOVERS CLASS COMPATIBILITY

Highly Compatible: Ulala
Compatible: Ellen
Average: Katsuya, Nate, Tatsuya
Poor: Maya
Cannot Use: Baofu

VII. CHARIOT CLASS COMPATIBILITY

Highly Compatible: Baofu
Compatible: Katsuya, Nate, Tatsuya
Average: Maya, Ulala
Poor: N/A
Cannot Use: Ellen

VIII. STRENGTH CLASS COMPATIBILITY

Highly Compatible: Katsuya
Compatible: Baofu, Nate
Average: Ulala, Tatsuya
Poor: Ellen
Cannot Use: Maya

IX. HERMIT CLASS COMPATIBILITY

Highly Compatible: Maya
Compatible: Ulala, Ellen
Average: Katsuya, Baofu, Nate, Tatsuya
Poor: N/A
Cannot Use: N/A

X. FORTUNE CLASS COMPATIBILITY

Highly Compatible: Ellen
Compatible: Maya, Ulala
Average: Katsuya, Baofu, Nate, Tatsuya
Poor: N/A
Cannot Use: N/A

XI. JUSTICE CLASS COMPATIBILITY

Highly Compatible: Katsuya
Compatible: Nate, Tatsuya
Average: Maya, Ulala, Ellen
Poor: Baofu
Cannot Use: N/A

XII. HANGEDMAN CLASS COMPATIBILITY

Highly Compatible: Baofu
Compatible: Nate, Tatsuya
Average: Maya, Ulala, Ellen
Poor: Katsuya
Cannot Use: N/A

XIII. DEATH CLASS COMPATIBILITY

Highly Compatible: Baofu
Compatible: N/A
Average: Maya, Ulala, Ellen
Poor: Katsuya, Nate, Tatsuya
Cannot Use: N/A

XIV. TEMPERANCE CLASS COMPATIBILITY

Highly Compatible: Maya, Ulala, Ellen
Compatible: N/A
Average: Katsuya, Baofu, Nate, Tatsuya
Poor: N/A
Cannot Use: N/A

XV. DEVIL CLASS COMPATIBILITY

Highly Compatible: Baofu
Compatible: N/A
Average: Maya, Ulala, Katsuya, Nate, Ellen, Tatsuya
Poor: N/A
Cannot Use: N/A

XVI. TOWER CLASS COMPATIBILITY

Highly Compatible: N/A
Compatible: Baofu
Average: Katsuya, Nate, Tatsuya
Poor: Maya, Ulala, Ellen
Cannot Use: N/A

XVII. STAR CLASS COMPATIBILITY

Highly Compatible: Ulala
Compatible: Maya, Ellen
Average: N/A
Poor: Katsuya, Baofu, Nate
Cannot Use: Tatsuya

XVIII. MOON CLASS COMPATIBILITY

Highly Compatible: Maya
Compatible: Katsuya, Tatsuya
Average: Baofu, Nate
Poor: Ellen
Cannot Use: Ulala

XIX. SUN CLASS COMPATIBILITY

Highly Compatible: Tatsuya
Compatible: Maya, Katsuya
Average: Nate, Ellen
Poor: Ulala, Baofu
Cannot Use: N/A

XX. JUDGEMENT CLASS COMPATIBILITY

Highly Compatible: Ellen
Compatible: Maya, Ulala
Average: Katsuya, Baofu, Nate, Tatsuya
Poor: N/A
Cannot Use: N/A

XXI. WORLD CLASS COMPATIBILITY

Highly Compatible: Katsuya, Tatsuya
Compatible: Baofu, Nate
Average: Maya, Ulala, Ellen
Poor: N/A
Cannot Use: N/A

O. FOOL CLASS COMPATIBILITY

Highly Compatible: Everyone
Compatible: N/A
Average: N/A
Poor: N/A
Cannot Use: N/A

ROD (MINOR ARCANA) CLASS COMPATIBILITY

Highly Compatible: Maya, Baofu, Ellen
Compatible: Ulala, Katsuya, Nate, Tatsuya
Average: N/A
Poor: N/A
Cannot Use: N/A

CUP (MINOR ARCANA) CLASS COMPATIBILITY

Highly Compatible: Katsuya, Baofu, Nate, Tatsuya
Compatible: Maya, Ulala, Ellen
Average: N/A
Poor: N/A
Cannot Use: N/A

SWORD (MINOR ARCANA) CLASS COMPATIBILITY

Highly Compatible: Ulala, Katsuya, Nate, Tatsuya
Compatible: Maya, Baofu, Ellen
Average: N/A
Poor: N/A
Cannot Use: N/A

PENTACLE (MINOR ARCANA) CLASS COMPATIBILITY

Highly Compatible: Maya, Ulala, Ellen
Compatible: Katsuya, Baofu, Nate, Tatsuya
Average: N/A
Poor: N/A
Cannot Use: N/A

PERSONA MUTATION

If you have played the first Persona, you may remember that for the most part, once a Persona reached Rank 8, it cannot grow any further. Because of this, low to mid level Personas generally became quite useless late in the game. In Persona 2, this problem has been somewhat alleviated through mutations. Mutations allow a Persona to continue becoming stronger even after reaching its highest rank, either by increasing the Persona's core stats, or allowing it to learn extra spells or abilities. Essentially, through mutations, you could easily use the same Persona throughout the entire game, without having to worry too much about the Persona lowering your overall stats or hindering your performance in battle. If you mutate your Personas enough, you could turn even a weak level 2 DEVIL Poltergeist Persona into a powerhouse with 99s in all its stats (though, granted, doing so could take an extremely long amount of time and would require an extraordinary amount of effort).

The prerequisite for getting a mutation is using a fusion spell to win a battle. The chances of getting a mutation are influenced by several factors. Generally, you'll get more mutations when you win battles using a magic-based combo (as opposed to a physical attack combo). Also, the rate of mutation is much higher if your characters are equipped only with Personas that they are most compatible with. In addition, there is an accessory called "Mutation Gear", which, when equipped, will increase a Persona's rate of mutation.

When you get a MUTATION, one of five things could happen:

"2 Ranks Up": The Persona will rise 2 ranks (does not occur if the Persona's rank is already higher than 7)

"Parameters increased": The Persona's stats (STR, VIT, TEC, AGI, and LUC) will all slightly increase (does not occur if the Persona's stats are all 99)

"*X spell* learned": The Persona learns a new spell (the spell learned depends on the actual Persona, and this mutation can only occur once for each Persona)

"Unknown ability awakened": See below for more details

"Modification ability learned": See below for more details

*****A PERSONA'S UNKNOWN ABILITIES*****

These are powers that take effect after certain conditions are met during a battle. There are six different types of unknown abilities, and each Persona has exactly one type, which could be obtained by mutation. The effect of this power depends on the character's compatibility with the Persona (which, again, reiterates why it is very important to have your characters equip ONLY Personas that they are compatible with).

Here are the types of unknown abilities that could be awakened by mutation:

1. Attack Type (CHARIOT Minotaur, SWORD Kanshou, etc.)
Takes effect after the character using the Persona receives over 3/4 of his/her maximum HP in damage.
-Highly Compatible: The Persona will attack all enemies for 500 damage.
-Compatible: The Persona will attack all enemies for 250 damage.
2. Defense Type (JUDGEMENT Nike, JUSTICE Mars, etc.)
Takes effect after the character using the Persona has less than 1/8 of his or her maximum HP.
-Highly Compatible: The Persona will reflect all attacks from the enemy.
-Compatible: The Persona will void (reduce damage to 0) all attacks from the enemy.
3. Assist Type (HANGEDMAN Odysseus, HIEROPHANT Aizen-myouou, etc.)
Takes effect after the character using the Persona has less than 1/8 of his or her maximum HP.
-Highly Compatible: Casts Taru Kaja, Maka Kaja, Raku Kaja, and Sama Kaja on the character.
-Compatible: Casts Raku Kaja and Sama Kaja on the character.
4. Recovery Type (JUSTICE Helios, STAR Callisto, etc.)
Takes effect after the character using the Persona receives more than 3/4 of his/her maximum HP in damage.
-Highly Compatible: Recovers all HP and bad status.
-Compatible: Recovers all HP.
5. Revival Type (HIEROPHANT Brahma, TEMPERANCE Phoenix, etc.)
Takes effect after the character using the Persona becomes unconscious (at 0 HP).
-Highly Compatible: Revives the character with full HP.
-Compatible: Revives the character with 1/4 max HP.

6. Special Type (EMPRESS Gaia, LOVERS Alice, etc.)

Takes effect after the character using the Persona becomes unconscious (at 0 HP).

-Annihilates all enemies (doesn't work on bosses, and is ineffective if the character is killed by the "Another Dimension" spell).

Be sure to check the Persona list below to see what unknown ability each Persona could potentially acquire.

*****MODIFICATION ABILITY*****

When you first get the mutation "Modification ability awakened" for one of your Personas, a new option called "Mutation" will appear in the Velvet Room menu. If you choose this option, you'll be able to morph your Persona into an entirely new one, generally one of those in the Minor Arcana Classes (ROD, CUP, SWORD, PENTACLE). For the most part, you can predict what a Persona could mutate into by looking at its level. Here's a chart you could use for reference:

Persona's Level:	The Persona could mutate into:
Less than 12	Level 12 CUP Matsuo-sama
13-16	Level 16 ROD Hotei
17-19	Level 20 PENTACLE Fukurokuju
20-24	Level 24 SWORD Kanshou
24-28	Level 28 ROD Nankyoku Roujin
29-32	Level 32 PENTACLE Yebisu
33-36	Level 36 CUP Galahad
37-40	Level 40 PENTACLE Peri
41-44	Level 44 ROD Nodens
45-48	Level 48 SWORD Chu Chulainn
49-52	Level 52 CUP Bacchus
53-56	Level 56 SWORD Arthur
57-60	Level 60 ROD Quetzalcoatl
61-64	Level 64 PENTACLE Sarasvati
65-68	Level 68 CUP Dagda
69-72	Level 72 SWORD Futsono Mitama
72+	None

However, there are a few exceptions (see the RARE PERSONAS list for more details):

PERSONA:	THE PERSONA COULD MUTATE INTO:
PRIESTESS Scathach	Level 64 PENTACLE Sarasvati *OR* Level 74 JUSTICE Pallas Athena
STRENGTH Wong Long	Level 68 CUP Dagda *OR* Level 88 WORLD Shokuin
TOWER Seth	Level 68 CUP Dagda *OR* Level 74 DEATH Mot
MOON Maia	Level 31 MOON Maia Custom
SUN Il Dana	Level 72 EMPEROR Lugh
JUDGEMENT Amurtart	Level 72 SWORD Futsuno Mitama *OR* Level 83 JUDGEMENT Michael

Note that the "rare" Personas (those that require a Material Card to summon),

the characters' starting Personas (with the exception of Maia), and the Minor Arcana Personas will not gain the ability to mutate into other Personas. Also, interestingly enough, none of the FORTUNE class Personas seem to get the modification ability either. And remember, each Persona can only get this type of mutation once.

There are many advantages to morphing your Personas to those of the Minor Arcana. First, the Minor Arcana Personas are compatible with everyone (everyone can use them, with no compromise in the amount of SP needed to cast spells). Also, these Personas tend to leave cool items when you return them to the Velvet Room at rank 8 (for example, returning a Rank 8 ROD Quetzalcoatl Persona will leave you with a 'Limitless Soul', an item that allows you to recover SP during battle, and it could be used an unlimited number of times). However, there are a few disadvantages. The most notable disadvantage is that the new Persona will invariably start at rank 1, and may initially be weaker than the original Persona. Also, you are not allowed to use Magic or Incense cards to enhance a Persona during the mutation process.

One final thing to note about Persona modification: if you're unlucky, regardless of the class, level, or rank the original Persona is at, there is always a very rare 'nightmare' (less than 0.01%) chance that the Persona will morph into a Level 2 DEVIL Poltergeist. If this ever happens to you, sorry! (Just for the record, I've only encountered this once. It was with a HERMIT Nekomata Persona, that normally would have morphed into a ROD Hotei Persona, but it morphed into a Poltergeist instead...) --

PERSONA TALK

Occasionally, at the start of a battle, one of the Personas you're using may rise up and speak to the demons. Generally this occurs among Personas and demons of the same mythological background, or among Personas that also have demon counterparts. The effect of this conversation varies, depending on the relationship between the Persona and the demon. If the Persona and demon are considered 'friends' (example: Jack Frost and Jack O' Lantern), you'll receive Tarot cards from the demon. If the Persona and demon are considered 'enemies' (example: Indra and Takshaka), the battle will continue, but both the demon and the character using the Persona will be inflicted with 'wild' status (they'll be uncontrollable). If the demon regards the Persona as its master (example: a Valkyrie and Odin), you'll either receive tarot cards from the demon, or you'll have an opportunity to forge a contract with it.

A lot of the stuff the Personas and demons say to each other are quite interesting, and very true to their respective mythologies! For example, in the Odin + Fenrir Persona talk, Odin will tell Fenrir he's still supposed to be imprisoned, then he'll realize that the "day is drawing near" (if you know much about Norse mythology, you'd know he's talking about the day of Ragnarok).

Here is a list of all the Persona talks I've encountered, and their effects:

EMPEROR Odin (Persona) and STAR Valkyrie (Demon)

Type: Servant to Master

Effect: If Odin's Rank is less than 8, you'll either receive 70 STAR cards from the Valkyrie, or you'll be able to forge a contract. If Odin is at Rank 8, the Valkyrie will give you a 'Legenbright'.

EMPEROR Odin (Persona) and FORTUNE Fenrir (Demon)

Type: Enemy

Effect: Both the Fenrir demon and the character equipped with the Odin Persona will become inflicted with 'wild' status.

LOVERS Pixie (Persona) and LOVERS Pixie (Demon)

Type: Friends

Effect: You'll receive 4 LOVERS cards from the demon.

LOVERS Jack Frost (Persona) and LOVERS Jack Frost (Demon)

Type: Friends

Effect: You'll receive 10 LOVERS cards from the demon.

LOVERS Jack Frost (Persona) and LOVERS Jack O' Lantern (Demon)

Type: Friends

Effect: You'll receive 40 LOVERS cards from the demon.

LOVERS Jack O' Lantern (Persona) and LOVERS Jack Frost (Demon)

Type: Friends

Effect: You'll receive 10 LOVERS cards from the demon.

LOVERS Jack O' Lantern (Persona) and LOVERS Jack O' Lantern (Demon)

Type: Friends

Effect: You'll receive 40 LOVERS cards from the demon.

CHARIOT Siva (Persona) and STRENGTH Vasuki (Demon)

Type: Servant to Master

Effect: You'll either receive 90 STRENGTH cards from the demon, or you'll have an opportunity to forge a contract.

JUSTICE Mars (Persona) and CHARIOT Ares (Demon)

Type: Friends

Effect: You'll receive 65 CHARIOT cards from the demon.

HANGEDMAN Barbatos (Persona) and HANGEDMAN Barbatos (Demon)

Type: Friends

Effect: You'll receive 55 HANGEDMAN cards from the demon.

FORTUNE Cerberus (Persona) and FORTUNE Orthros (Demon)

Type: Friends

Effect: You'll receive 55 FORTUNE cards from the demon.

TOWER Loki (Persona) and DEATH Hel (Demon)

Type: Servant to Master

Effect: You'll either receive 37 DEATH cards from the demon, or you'll have an opportunity to forge a contract.

TOWER Hastur (Persona) and DEVIL Biyarky (Demon)

Type: Servant to Master

Effect: You'll receive an item called "Gold Honeybee Sake", an item that has the same effect as the Estoma spell, but can be used an unlimited number of times.

STAR Fariedone (Persona) and STRENGTH Azi Dahaka (Demon)

Type: Enemy

Effect: Both the Azi Dahaka demon and the character equipped with the Fariedone Persona will become inflicted with 'wild' status.

JUDGEMENT Armati (Persona) and TOWER Aeshma (Demon)

Type: Enemy

Effect: Both the Aeshma demon and the character equipped with the Armati Persona will become inflicted with 'wild' status.

SPELL LIST

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OFFENSIVE MAGIC

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Name	Affinity	Effect
1. Agi	Fire	Small damage against one enemy
2. Agilao	Fire	Moderate damage against one enemy
3. Agidyne	Fire	Large damage against one enemy
4. Maha Agi	Fire	Small damage against a group of enemies
5. Maha Agionn	Fire	Moderate damage against a group of enemies
6. Maha Agidyne	Fire	Large damage against a group of enemies
7. Fire Storm	Fire	Moderate damage against all enemies
8. Inferno	Fire	Large damage against all enemies
9. Deadly Burn	Fire	Extremely large damage against all enemies
10. Fire Breath	Fire	Affects all enemies, damage determined by caster's level
11. Aqua	Water	Small damage against one enemy
12. Aques	Water	Moderate damage against one enemy
13. Aquadyne	Water	Large damage against one enemy
14. Maha Aqua	Water	Small damage against a group of enemies
15. Maha Aques	Water	Moderate damage against a group of enemies
16. Maha Aquadyne	Water	Large damage against a group of enemies
17. Acid Rain	Water	Moderate damage against all enemies
18. Fear Torrent	Water	Large damage against all enemies

19. Aquary Tide	Water	Extremely large damage against all enemies
20. Garu	Wind	Small damage against one enemy
21. Garula	Wind	Moderate damage against one enemy
22. Garudyne	Wind	Large damage against one enemy
23. Maha Garu	Wind	Small damage against a group of enemies
24. Maha Garula	Wind	Moderate damage against a group of enemies
25. Maha Garudyne	Wind	Large damage against a group of enemies
26. Killer Wind	Wind	Moderate damage against all enemies
27. Senpu Jin	Wind	Large damage against all enemies
28. Twinkle Nebula	Wind	Extremely large damage against all enemies
29. Magna	Earth	Small damage against one enemy
30. Magnus	Earth	Moderate damage against one enemy
31. Magdyne	Earth	Large damage against one enemy
32. Maha Magna	Earth	Small damage against a group of enemies
33. Maha Magnus	Earth	Moderate damage against a group of enemies
34. Maha Magdyne	Earth	Large damage against a group of enemies
35. Rock Fall	Earth	Moderate damage against all enemies
36. Magma Drop	Earth	Large damage against all enemies
37. Anger of the Earth	Earth	Extremely large damage against all enemies
38. Bufu	Ice	Small damage against one enemy, and 50% chance of causing 'frozen' status
39. Bufula	Ice	Moderate damage against one enemy, and a 50% chance of causing 'frozen' status
40. Bufudyne	Ice	Large damage against one enemy, and a 50% chance of causing 'frozen' status
41. Absolute Zero	Ice	Moderate damage against a group of enemies, and a 30% chance of causing 'frozen' status

42. Diamond Dust	Ice	Large damage against a group of enemies, and a 30% chance of causing 'frozen' status
43. Release Jail	Ice	Extremely large damage against a group of enemies, and a 30% chance of causing 'frozen' status
44. Blizzard Breath	Ice	Affects all enemies, damage is determined by the caster's level, also has a 30% chance of causing 'frozen' status
45. Zio	Lightning	Small damage against one enemy, and a 50% chance of causing 'electrified' status
46. Zionga	Lightning	Moderate damage against one enemy, and a 50% chance of causing the 'electrified' status
47. Ziodyne	Lightning	Large damage against one enemy, and a 50% chance of causing the 'electrified' status
48. Vile Thunderbolt	Lightning	Moderate damage against a group of enemies, and a 30% chance of causing the 'electrified' status
49. Baptism by Thunder	Lightning	Large damage against a group of enemies, and a 30% chance of causing the 'electrified' status
50. Guardian Hammer	Lightning	Extremely large damage against a group of enemies, and a 30% chance of causing the 'electrified' status
51. Frei	Nuclear	Small damage against a group of enemies
52. Freila	Nuclear	Moderate damage against a group of enemies
53. Freidyne	Nuclear	Large damage against a group of enemies
54. Nova Cyther	Nuclear	Extremely large damage against one enemy
55. Heat Kaiser	Nuclear	Extremely large damage against a group of enemies
56. Nuclear Missile	Nuclear	Extremely large damage against all enemies
57. Zan	Almighty	Small damage against one enemy
58. Zanma	Almighty	Moderate damage against one enemy

59. Zandyne	Almighty	Large damage against one enemy
60. Gry	Almighty	Small damage against a group of enemies
61. Gryva	Almighty	Moderate damage against a group of enemies
62. Grydyne	Almighty	Large damage against a group of enemies
63. Megido	Almighty	Small damage against all enemies
64. Megidola	Almighty	Moderate damage against all enemies
65. Megidolaonn	Almighty	Large damage against all enemies
66. High Pressure	Almighty	Large damage against all enemies
67. Crescent Mirror	Almighty	Extremely large damage against all enemies
68. Asteroid Bomb	Almighty	Extremely large damage against all enemies
69. Hama	Holy	Renders an enemy unconscious, works with a 36% efficiency
70. Mahanma	Holy	Renders a group of enemies unconscious, works with a 42% efficiency
71. Hamaonn	Holy	Renders all enemies unconscious, works with a 48% efficiency
72. Holy Light	Holy	Small amount of damage against all enemies
73. Nirvana	Holy	Moderate amount of damage against all enemies
74. Divine Judgement	Holy	Large amount of damage against all enemies, also has a 50% chance of rendering the enemies unconscious
75. Alpha Blaster	Holy	Affects all enemies. Cuts the targets' HP in half each turn
76. Hieros Glupaine	Holy	Inflicts an amount of damage equal to the Persona's level X its rank
77. Mudo	Darkness	Renders an enemy unconscious, works with a 36% efficiency
78. Maha-mudo	Darkness	Renders a group of enemies unconscious, works with a 42% efficiency
79. Mudoonn	Darkness	Renders all enemies unconscious, works with a 48% efficiency

80. Stagnant Air	Darkness	Small amount of damage against all enemies
81. Curse	Darkness	Moderate amount of damage against all enemies
82. Trial of Darkness	Darkness	Large amount of damage against all enemies, also has a 50% chance of rendering the enemies unconscious
83. Omega Cluster	Darkness	Affects all enemies. For each turn after this spell is cast, the lowest level enemy will die
84. Chaos Element	Darkness	Inflicts an amount of damage equal to the Persona's level X a random number from 1-8
85. Dormina	Nerve	Puts one enemy to sleep, works with a 52% efficiency
86. Invitation to Sleep	Nerve	Puts a group of enemies to sleep, works with a 52% efficiency
87. Hypnotic Wave	Nerve	Puts all enemies to sleep, works with a 44% efficiency
88. Pulinpa	Mind	Confuses one enemy, works with a 52% efficiency
89. Marvelous Dance	Mind	Confuses a group of enemies, works with a 52% efficiency
90. Circular Reasoning	Mind	Confuses all enemies, works with a 44% efficiency
91. Marin Karin	Mind	Charms one enemy, works with a 52% efficiency
92. Throw a Kiss	Mind	Charms a group of enemies, works with a 52% efficiency
93. Alluring Mazurka	Mind	Charms all enemies, works with a 44% efficiency
94. Poisuma	Almighty	Poisons one enemy, works with a 24% efficiency
95. Turbid Mist	Almighty	Poisons a group of enemies, works with a 24% efficiency
96. Poison Breath	Almighty	Poisons all enemies, works with a 20% efficiency
97. Mafui	Almighty	Mutes one enemy, works with a 24% efficiency
98. Magic Seal	Almighty	Mutes a group of enemies, works with a 24% efficiency

99. Spirit Summon	Almighty	Mutes all enemies, works with a 20% efficiency
100. Bersac	Almighty	Inflicts one enemy with fury status, works with a 24% efficiency
101. Devil's Smile	Almighty	Inflicts a group of enemies with fury status, works with a 24% efficiency
102. Roar	Almighty	Inflicts all enemies with fury status, works with a 20% efficiency
103. Ilu Zone	Almighty	Inflicts one enemy with illusion status, works with a 52% efficiency
104. Fata Morgana	Almighty	Inflicts a group of enemies with illusion status, works with a 52% efficiency
105. Mirage Breath	Almighty	Inflicts all enemies with illusion status, works with a 44% efficiency
106. Multi Dimension	None	Renders an enemy unconscious, works with a 20% efficiency
107. Petrifying Glare	None	Renders a group of enemies unconscious, works with a 40% efficiency
108. Another Dimension	None	Renders all enemies unconscious, works with a 40% efficiency

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ASSIST/RECOVERY SPELLS

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Name	Affinity	Effect
109. Taru Kaja	Assist	Doubles an ally's attack power
110. Raku Kaja	Assist	Doubles an ally's defense power
111. Maka Kaja	Assist	Doubles an ally's magic attack
112. Sama Kaja	Assist	Doubles an ally's magic defense
113. Suku Kaja	Assist	Increases an ally's agility
114. De Kaja	Assist	Nullifies all 'Kaja' spells, works on one enemy
115. Tetraja	Assist	Works on one ally, target voids all holy and dark attacks
116. Tetrakarn	Assist	Gives an ally the ability to reflect all physical attacks
117. Makarakarn	Assist	Gives an ally the ability to reflect

			all magic attacks
118.	Dance of Bravery	Assist	Doubles an ally's attack and magic attack powers
119.	Dance of Protection	Assist	Doubles an ally's defense and magic defense powers
120.	Wall of Flame	Assist	Voids all fire attacks directed at the party
121.	Wall of Water	Assist	Voids all water attacks directed at the party
122.	Wall of Air	Assist	Voids all wind attacks directed at the party
123.	Wall of Earth	Assist	Voids all earth attacks directed at the party
124.	Dia	Recovery	Recovers a small amount of HP, works on one ally. Can be used both on the map and during battle.
125.	Diarama	Recovery	Recovers a large amount of HP, works on one ally. Can be used both on the map and during battle.
126.	Diarahan	Recovery	Recovers all HP, works on one ally. Can be used both on the map and during battle.
127.	Media	Recovery	Recovers a small amount of HP, works on all allies. Can be used both on the map and during battle.
128.	Medirama	Recovery	Recovers a large amount of HP, works on all allies. Can be used both on the map and during battle.
129.	Mediarahan	Recovery	Recovers all HP, works on all allies. Can be used both on the map and during battle.
130.	Posumudi	Recovery	Recover from poison, works on one ally. Can be used both on the map and during battle.
131.	Kotoludi	Recovery	Cures 'possessed' status, works on one ally. Can be used both on the map and during battle.
132.	Patra	Recovery	Cures 'sleep' and 'illusion' status, works on one ally. Can only be used during battle.
133.	Me Patra	Recovery	Cures 'sleep' and 'illusion' status, works on one ally. Can only be used during battle.

134. Recarm	Recovery	Revives one ally with 1/4 max HP, can only be used during battle.
135. Sama Recarm	Recovery	Revives one ally and recovers all HP, can only be used during battle.
136. Recarm Dora	Recovery	Revives all allies and recovers 1/4 max HP, but the caster dies. Can only be used during battle.
137. Soothing Melody	Recovery	Recovers a small amount of HP, works on all allies. Can only be used during battle.
138. Affectionate Prayer	Recovery	Recovers a moderate amount of HP, works on all allies. Can only be used during battle.
139. Pine Bamboo Plum	Recovery	Works on all allies. Randomly recovers HP and bad status. Can only be used during battle.
140. Sthiti	Recovery	Works on one ally. Completely recovers HP and bad status. Can only be used during battle.
141. Sristi	Recovery	Revives all allies and recovers all HP, can only be used during battle.
142. Refresh Ring	Recovery	Works on one ally. Recovers all bad status, can only be used during battle.
143. Trafuri	Recovery	Allows you to escape from battle. Does not work against bosses.
144. Estoma	Recovery	Can only be used on the map. Allows you to completely avoid random encounters from demons of a lower level than Maya's.

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PHYSICAL ATTACKS

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Name	Affinity	Effect
145. Straight Slash	Sword	Small damage against one enemy
146. Mighty Swing	Sword	Moderate damage against one enemy
147. Double Thrust	Sword	Large damage against one enemy
148. Twin Slash	Sword	Extremely large damage against one enemy
149. Blade of Fury	Sword	Small damage against a group of enemies

150. Heat Wave	Sword	Small damage against a group of enemies
151. Death Bound	Sword	Small damage against all enemies
152. Guillotine Fake	Sword	Extremely large damage against all all enemies, also has a 36% chance of rendering the enemies unconscious
153. Puraraya	Sword	Randomly kills 1-3 demons
154. Single Shot	Shot	Small damage against one enemy
155. Flare Shot	Shot	Small damage against one enemy, has a 68% chance of causing 'illusion' status
156. Triple Down	Shot	Extremely large damage against one enemy
157. Aimed Shot	Shot	Renders an enemy unconscious, works with a 20% efficiency
158. Rain of Arrows	Shot	Large damage against all enemies
159. Justice Shot	Shot	Drops an enemy's HP down to 1, works with a 48% efficiency
160. Scratch	Strike	Small damage against one enemy
161. Poisonous Scratch	Strike	Small damage against one enemy, has a 58% chance of poisoning the target
162. Paralyzing Scratch	Strike/ Nerve	Small damage against one enemy, has a 42% chance of causing 'sleep' status
163. Sonic Punch	Strike	Moderate damage against one enemy
164. Gigantic Fist	Strike	Large damage against one enemy
165. Brain Shake	Strike/ Mind	Moderate damage against one enemy, has a 32% chance of causing 'confusion' status
166. Viper Smash	Strike	Extremely large damage against one enemy
167. Vital Thrust	Strike	Renders an enemy unconscious, works with a 20% efficiency
168. Ninety Nine Needles	Throw	Small damage against one enemy
169. Poison Needle	Throw	Small damage against one enemy, has a 58% chance of poisoning the target
170. Dream Needle	Throw/ Nerve	Small damage against one enemy, has a 42% chance of causing

			'sleep' status
171. Card of Binding	Throw		Small damage against one enemy, has a 32% chance of causing 'mute' status
172. Wiseman Snap	Throw		Extremely large damage against one enemy
173. Deadly Needle	Throw		Renders an enemy unconscious, works with a 20% efficiency
174. Spiral Shot	Throw		Small damage against all enemies
175. Whirlwind Blast	Throw		Moderate damage against all enemies
176. Corrosive Fluid	Attack		Small damage against one enemy, has a 28% chance of poisoning its target
177. Bite	Attack		Small damage against one enemy
178. Poisonous Bite	Attack		Small damage against one enemy, has a 58% chance of poisoning its target
179. Paralyzing Bite	Attack/ Nerve		Small damage against one enemy, has a 42% chance of causing 'sleep' status
180. Tackle	Attack		Moderate damage against one enemy
181. Assault Dive	Attack		Moderate damage against one enemy
182. Transfixion	Attack		Moderate damage against one enemy, has a 20% chance of rendering the enemy unconscious'
183. Wingbeat	Attack		Small damage against all enemies
184. Lightning Strike	Attack/ Lightning		Small damage against all enemies, has a 50% chance of causing 'electrified' status
185. Violent Rage	Attack		Moderate damage against all enemies
186. Photon Cannon	Attack		Large damage against all enemies
187. Megaton Press	Attack		Extremely large damage against all enemies

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RUMOR SPELLS

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188. Atomic Bufula	????		Like the Bufula spell, but strangely different...
189. Dynamic Agilao	????		Like the Agilao spell, but strangely different...

190. Wonderful Aques	????	Like the Aques spell, but strangely different...
191. Ultra Freila	????	Like the Freila spell, but strangely different...
192. Dangerous Garula	????	Like the Garula spell, but strangely different...
193. Great Magnus	????	Like the Magnus spell, but strangely different...
194. Hyper Zionga	????	Like the Zionga spell, but strangely different...
195. Super Megido	????	Like the Megido spell, but strangely different...

FUSION SPELL LIST

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FIRE BASED FUSION SPELLS

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BLAZING HELL Type: Fire
A fire-based combo that attacks one enemy. The damage inflicted by
this combo is partially determined by the strength of its component
spells (eg. a 'Blazing Hell' combo that uses 2 'Agilao' spells would
be stronger than a combo that uses 2 'Agi' spells).

Order: 1. Any 'fire' spell
 ---> 2. Any 'fire' spell

TOWER INFERNO Type: Fire
A fire-based combo that attacks one enemy. The damage inflicted by
this combo is partially determined by the strength of the 'fire'
spell used (eg. a 'Tower Inferno' combo in which the final spell
is 'Agilao' would be stronger than a similar combo in which the
final spell is 'Agi').

Order: 1. Any 'wind' spell
 ---> 2. Any 'earth' spell
 ---> 3. Any 'fire' spell

L'OISEAU DU FEU Type: Fire
Inflicts a large amount of 'fire' damage on all enemies.

Order: 1. Any 'fire' spell
 ---> 2. Any 'earth' spell
 ---> 3. Maha Agi

MEGA BLAZE Type: Fire
Inflicts a large amount of 'fire' damage on all enemies. Stronger
than the 'L'oiseau du feu' combo.

- Order: 1. Any 'fire' spell
----> 2. Any 'earth' spell
----> 3. Maha Agionn

MELTDOWN Type: Fire
Inflicts an extremely large amount of 'fire' damage on all enemies.

- Order: 1. Any 'fire' spell
----> 2. Any 'earth' spell
----> 3. Maha Agidyne

MEGALO-FIRE Type: Fire
Kills all enemies with an almost 100% efficiency. Ineffective against enemies that are strong against 'fire'.

- Order: 1. Any 'fire' spell
----> 2. Any 'almighty' attack spell
----> 3. Deadly Burn

SALAMANDER Type: Fire
A special combo in which you summon a 'Salamander', an elemental spirit of fire. The damage inflicted by this combo is determined by the levels of the casters.

- Order: 1. Dynamic Agilao (LOVERS Jack O' Lantern)
----> 2. Summon Spirit

Note: In order for this combo to work properly, you'll need to obtain and spread the 2 rumors "Jack Lantern can use Dynamic Agilao." and "Dynamic Agilao could be used in fusion magic." You could obtain these rumors by talking to demons in Sumaru TV (Ellen's route), or in the 3rd area of the Shelter.

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WATER BASED FUSION SPELLS

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OMINOUS WATERFALL Type: Water
A water-based combo that attacks one enemy. The damage inflicted by this combo is partially determined by the strength of its component spells (eg. a 'Ominous Waterfall' combo in which 2 'Aques' spells are used will be stronger than a combo in which only 2 'Aqua' spells are used).

- Order: 1. Any 'water' spell
----> 2. Any 'water' spell

HYDRO-BOOST Type: Water
A water-based combo that attacks one enemy. The damage inflicted by this combo is partially determined by the strength of the 'water' spell used (eg. a 'Hydro Boost' combo in which the final spell is 'Aques' would be stronger than a similar combo in the final spell is 'Aqua').

- Order: 1. Any 'earth' spell
----> 2. Any 'wind' spell
----> 3. Any 'water' spell

SHIKKU SUISOUHA Type: Water
Inflicts a large amount of 'water' damage against all enemies.

Order: 1. Any 'water' spell
 ---> 2. Any 'wind' spell
 ---> 3. Maha Aqua

TIDAL WAVE Type: Water
Inflicts a large amount of 'water' damage against all enemies.
Stronger than the 'Shikku Suishouha' combo.

Order: 1. Any 'water' spell
 ---> 2. Any 'wind' spell
 ---> 3. Maha Aques

VAIN SPLASH Type: Water
Inflicts an extremely large amount of 'water' damage against all
enemies.

Order: 1. Any 'water' spell
 ---> 2. Any 'wind' spell
 ---> 3. Maha Aquadyne

MAELSTROM Type: Water
Kills all enemies with an almost 100% efficiency. Ineffective
against enemies that are strong against water.

Order: 1. Any 'water' spell
 ---> 2. Any 'almighty' attack spell
 ---> 3. Aquary Tide

UNDINE Type: Water
A special combo in which you summon an 'Undine', an elemental
spirit of water. Affects all enemies. Damage is determined by
the levels of the casters.

Order: 1. Wonderful Aques (TOWER Kanaloa)
 ---> 2. Summon Spirit

Note: In order to use this combo, you'll need to obtain and spread
the 2 rumors "Kanaloa can use Wonderful Aques." and
"Wonderful Aques can be used in fusion magic." You could
obtain these rumors in the Underground Sewers (Nate's route),
or in the 3rd area of the Shelter.

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WIND BASED FUSION SPELLS

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RYUHI TENSHO Type: Wind
A wind-based combo attack that affects one enemy. Damage is
partially determined by the strength of its component spells (eg.
a 'Flying Dragon' combo that uses two 'Garula' spells would be
stronger than a combo that just uses two 'Garu' spells).

Order: 1. Any 'wind' spell

---> 2. Any 'wind' spell

WIND CUTTER Type: Wind
A wind-based combo attack that affects one enemy. The damage inflicted by this combo is partially determined by the strength of the 'wind' spell used (eg. a 'Wind Cutter' combo in which the last spell is 'Garula' would be stronger than one in which the last spell is 'Garu').

Order: 1. Any 'fire' spell
---> 2. Any 'water' spell
---> 3. Any 'wind' spell

CYCLONE SPLASH Type: Wind
Inflicts a large amount of 'wind' damage on all enemies.

Order: 1. Any 'wind' spell
---> 2. Any 'water' spell
---> 3. Maha Garu

MAXIMUM TEMPEST Type: Wind
Inflicts a large amount of 'wind' damage on all enemies. Stronger than the 'Cyclone Splash' combo.

Order: 1. Any 'wind' spell
---> 2. Any 'water' spell
---> 3. Maha Garula

GIGA CYCLONE Type: Wind
Inflicts an extremely large amount of 'wind' damage on all enemies.

Order: 1. Any 'wind' spell
---> 2. Any 'water' spell
---> 3. Maha Garudyne

STORM NIGHTMARE Type: Wind
Kills all enemies with an almost 100% efficiency. Ineffective against enemies that are strong against wind.

Order: 1. Any 'wind' spell
---> 2. Any 'almighty' attack spell
---> 3. Twinkle Nebula

SYLPH Type: Wind
A special combo in which you summon a 'Sylph', an elemental spirit of wind. Affects all enemies. Damage is determined by the levels of the casters.

Order: 1. Dangerous Garula (TEMPERANCE Stuparideth)
---> 2. Summon Spirit

Note: In order for this combo to work, you'll need to obtain and spread the 2 rumors "Stuparideth can use Dangerous Garula.", and "Dangerous Garula can be used in fusion magic." You could obtain these rumors that talking to demons in the Nichinmaru ship, or in the 5th area of the Shelter.

SHARP BOULDER

Type: Earth

An earth-based combo attack that affects one enemy. The damage inflicted by this combo is partially determined by the strength of its component spells (eg. a Sharp Rock combo in which you use 2 'Magnus' spells will be stronger than one in which you just use 2 'Magna' spells).

Order: 1. Any 'earth' spell
----> 2. Any 'earth' spell

STONE RISE

Type: Earth

An earth-based combo attack that affects one enemy. The damage inflicted by this combo is partially determined by the strength of the earth spell used (eg. a 'Stone Rise' combo in which the last spell is 'Magnus' would be stronger than a combo in which the last spell is 'Magna').

Order: 1. Any 'water' spell
----> 2. Any 'fire' spell
----> 3. Any 'earth' spell

LAND SPARK

Type: Earth

Inflicts a large amount of 'earth' damage on all enemies.

Order: 1. Any 'earth' spell
----> 2. Any 'fire' spell
----> 3. Maha Magna

CRAG FANG

Type: Earth

Inflicts a large amount of 'earth' damage on all enemies. Stronger than the 'Land Spark' combo.

Order: 1. Any 'earth' spell
----> 2. Any 'fire' spell
----> 3. Maha Magnus

LAST QUAKE

Type: Earth

Inflicts an extremely large amount of 'earth' damage on all enemies.

Order: 1. Any 'earth' spell
----> 2. Any 'fire' spell
----> 3. Maha Magdyne

HELL DESERT

Type: Earth

Kills all enemies with a near 100% efficiency. Ineffective against enemies that are strong against 'earth' attacks.

Order: 1. Any 'earth' spell
----> 2. Any 'almighty' attack spell
----> 3. Anger of the Earth

GNOME

Type: Earth

A special combo in which you summon a 'Gnome', an elemental spirit of earth. Affects all enemies. Damage is determined by the levels of the casters.

Order: 1. Great Magnus (HANGEDMAN Barbatos)

---> 2. Summon Spirit

ICE BASED FUSION SPELLS

ICE BLAST Type: Ice
Inflicts a large amount of 'ice' damage on all enemies. Damage is partially determined by the strength of its component spells (eg. an Ice Blast combo using two 'Bufula' spells is stronger than one using just two 'Bufu' spells. Also has a 40% chance of causing 'frozen' status.

Order: 1. Any 'ice' spell
 ---> 2. Any 'ice' spell

ICE CRUSH Type: Ice
Inflicts a large amount of 'ice' damage on all enemies. Also has a 40% chance of causing the 'frozen' status.

Order: 1. Any 'ice' spell
 ---> 2. Any 'almighty' attack spell
 ---> 3. Diamond Dust

ICE JIHAD Type: Ice
Inflicts an extremely large amount of 'ice' damage on all enemies. Also has a 40% chance of causing the 'frozen' status.

Order: 1. Any 'ice' spell
 ---> 2. Any 'almighty' attack spell
 ---> 3. Release Jail

KING FROST Type: Ice
A special combo in which you summon the 'King Frost'. Affects all enemies. Damage is determined by the levels of the casters.

Order: 1. Atomic Bufula (LOVERS Jack Frost)
 ---> 2. Summon Spirit

Note: In order for this combo to work, you'll need to obtain and spread the rumors "Jack Frost can use the Atomic Bufula spell.", and "Atomic Bufula could be used in fusion magic." You could obtain these rumors by talking to demons in Club Zodiac, or in the 2nd area of the Shelter.

LIGHTNING BASED FUSION SPELLS

LIGHTNING BLAST Type: Lightning
Inflicts a large amount of 'lightning' damage on all enemies. Damage is partially determined by the strength of its component spells (eg. a 'Lightning Blast' combo that uses two 'Zionga' spells would be stronger than one that uses two 'Zio' spells). Also has a 40% chance of causing the 'electrified' status.

Order: 1. Any 'lightning' spell
---> 2. Any 'lightning' spell

LIGHTNING CRUSH Type: Lightning
Inflicts a large amount of 'lightning' damage on all enemies.
Also has a 40% chance of causing the 'electrified' status.

Order: 1. Any 'lightning' spell
---> 2. Any 'almighty' attack spell
---> 3. Baptism by Thunder

LIGHTNING JIHAD Type: Lightning
Inflicts an extremely large amount of 'lightning' damage on all
enemies. Also has a 40% chance of causing the 'electrified' status.

Order: 1. Any 'lightning' spell
---> 2. Any 'almighty' attack spell
---> 3. Guardian Hammer

TAKEMIKAZUCHI Type: Lightning
A special combo in which you summon the Japanese thunder god.
Affects all enemies. Damage is determined by the level of the
casters.

Order: 1. Hyper Zionga (DEATH Ankou)
---> 2. Summon Spirit

Note: In order for this combo to work, you'll need to obtain and
spread the 2 rumors "Ankou can use the Hyper Zionga spell.",
and "Hyper Zionga could be used in fusion magic." You could
obtain these rumors by talking to demons in Iwato Mountain,
or in the 6th area of the Shelter.

=====
NUCLEAR BASED FUSION SPELLS
=====

NUCLEAR BLAST Type: Nuclear
Inflicts a large amount of damage on all enemies. Damage is
partially determined by the strength of the component spells (eg.
a 'Nuclear Blast' combo that uses two 'Freila' spells would be
more powerful than one that uses two 'Frei' spells).

Order: 1. Any 'nuclear' spell
---> 2. Any 'nuclear' spell

NUCLEAR CRUSH Type: Nuclear
Inflicts large amounts of 'heat' damage on all enemies.

Order: 1. Any 'nuclear' spell
---> 2. Any 'almighty' attack spell
---> 3. Heat Kaiser

NUCLEAR JIHAD Type: Nuclear
Inflicts extremely large amounts of 'heat' damage on all enemies.

Order: 1. Any 'nuclear' spell
---> 2. Any 'almighty' attack spell

---> 3. Nuclear Missile

HINOKAGUTSUCHI Type: Nuclear
A special combo in which you summon the Japanese god of fire.
Affects all enemies. Damage is determined by the levels of the
casters.

Order: 1. Ultra Freila (WORLD Demeter)
---> 2. Summon Spirit

Note: In order for this combo to work, you'll need to obtain and
spread the 2 rumors "Demeter can use the Ultra Freila spell.",
and "Ultra Freila can be used in fusion magic." You can
obtain these rumors by talking to demons in Smile Hirasaka
or the 4th area of the underground bomb shelter.

=====
'ALMIGHTY' TYPE FUSION SPELLS
=====

GOD'S HAND Type: Almighty
Inflicts large amounts of damage against all enemies.

Order: 1. Any 'almighty' attack spell
---> 2. High Pressure

METEOR CRUSH Type: Almighty
Inflicts extremely large amounts of damage against all enemies.

Order: 1. Any 'fire' spell
---> 2. Any 'earth' spell
---> 3. Asteroid Bomb

PANTHEON Type: Almighty/Holy
Inflicts large amounts of damage against all enemies.

Order: 1. Any 'holy' spell
---> 2. Any 'almighty' attack spell
---> 3. Hieros Glupaine

PANDEMONIUM Type: Almighty/Dark
Inflicts large amounts of damage against all enemies.

Order: 1. Any 'dark' spell
---> 2. Any 'almighty' attack spell
---> 3. Chaos Element

HACHIMAN Type: Almighty
A special combo in which you summon the Japanese god of war. Affects
all enemies. Damage is determined by the levels of the casters.

Order: 1. Super Megido (MOON Succubus)
---> 2. Summon Spirit

Note: In order for this combo to work, you'll need to obtain and
spread the 2 rumors "Succubus can use the Super Megido spell.",
and "Super Megido can be used in fusion magic". You could
obtain these rumors by talking to demons in Iwato Mountain,

or in the 6th area of the Shelter.

ATOMIC DESTRUCTION Type: None

Kills one enemy with a 50% efficiency.

Order: 1. Any 'fire' spell
 ---> 2. Any 'water' spell
 ---> 3. Any 'almighty' attack spell

BLACK HOLE Type: None

Kills all enemies with a 50% efficiency.

Order: 1. Any 'wind' spell
 ---> 2. Any 'dark' spell
 ---> 3. Grydyne

GINNUNGA GAP Type: None

Kills all enemies and allies, except for the party members participating in this combo.

Order: 1. Any 'fire' spell
 ---> 2. Any 'ice' spell
 ---> 3. Anger of the Earth

DEVIL'S SLOT Type: None

Affects everyone. A slot machine appears on the screen, and the results from the slots determines how much damage this spell causes. This spell can inflict as much as 1999 damage to all enemies; on the other hand, if you're unlucky, the entire party can take as much as 222 HP of damage.

Order: 1. Trial of Darkness
 ---> 2. Divine Judgement
 ---> 3. Devil's Smile

DEATH'S ROULETTE Type: None

Randomly kills one enemy or ally.

Order: 1. Any 'holy' spell
 ---> 2. Any 'dark' spell

ALL 1 Type: None

Drops everyone's HP down to 1.

Order: 1. Mudoonn
 ---> 2. Hamaonn

LOW END BREAKER Type: None

Kills all enemies of lower level.

Order: 1. Zanma
 ---> 2. Any 'holy' spell

HIGH END CRUSH Type: None

Drops the HP of all higher-leveled enemies to 1.

Order: 1. Zanma
 ---> 2. Any 'dark' spell

WONDER STORY Type: None

Forces all enemies to escape, but you'll still collect money (as if you defeated them).

Order: 1. Trafuri
----> 2. Any 'dark' spell

RECOVERY/ASSIST COMBOS

DIAMAI Type: Recovery
Affects one ally. The recipient will automatically recover a small amount of HP each turn.

Order: 1. Dia
----> 2. Affectionate Prayer

MEDIAMAI Type: Recovery
Like the 'Diamai' combo, but it affects all allies.

Order: 1. Media
----> 2. Affectionate Prayer

BLESSING OF PANACEA Type: Recovery
Cures all status ailments except 'unconscious'. Affects all allies.

Order: 1. Patra
----> 2. Dia
----> 3. Recarm

FIRST AID Type: Recovery
Works on one character. When that character dies, he/she will automatically recover with 1/4 max HP.

Order: 1. Refresh Ring
----> 2. Recarm Dora

MAHA TARU KAJA Type: Assist
Has the same effect as the 'Taru-Kaja' spell (doubles recipient's physical attack power) but it affects all allies.

Order: 1. Taru Kaja
----> 2. Affectionate Prayer

MAHA RAKU KAJA Type: Assist
Has the same effect as the 'Raku-Kaja' spell (doubles recipient's physical defense power) but it affects all allies.

Order: 1. Raku Kaja
----> 2. Affectionate Prayer

MAHA MAKU KAJA Type: Assist
Has the same effect as the 'Maku-Kaja' spell (doubles recipient's magic attack power) but it affects all allies.

Order: 1. Maka Kaja
----> 2. Affectionate Prayer

MAHA SAMA KAJA

Type: Assist

Has the same effect as the 'Sama-Kaja' spell (doubles recipient's magic defense) but it affects all allies.

- Order: 1. Sama Kaja
- > 2. Affectionate Prayer

MAHA SUKU KAJA

Type: Assist

Has the same effect as the 'Suku-Kaja' spell (increases recipient's agility) but it affects all allies.

- Order: 1. Suku Kaja
- > 2. Affectionate Prayer

=====

STATUS CHANGING COMBOS

=====

CLASSIC MELODY

Type: Nerve

Puts all enemies to sleep. Works with an almost 100% efficiency.

- Order: 1. Dormina
- > 2. Soothing Melody

MELODY OF SEDUCTION

Type: Mind

Charms all enemies. Works with an almost 100% efficiency.

- Order: 1. Marin Karin
- > 2. Soothing Melody

FURIOUS MELODY

Type: Almighty

Inflicts all enemies with 'fury' status. Works with an almost 100% efficiency.

- Order: 1. Bersac
- > 2. Soothing Melody

=====

SWORD COMBOS

=====

FIRE BURST

Type: Sword/Fire

A flaming sword combo that affects one enemy. Attacks twice (one part sword damage, one part fire damage).

- Order: 1. Any 'fire' spell
- > 2. Straight Slash

WIND SLASH

Type: Sword/Wind

A wind-based sword combo that affects one enemy. Attacks twice (one part sword damage, one part wind damage).

- Order: 1. Any 'wind' spell
- > 2. Straight Slash

ICE BLADE

Type: Sword/Ice

An ice-based sword combo that affects one enemy. Attacks twice (one part sword damage, one part ice damage). Also has a 50% chance of causing the 'frozen' status.

Order: 1. Any 'ice' spell
----> 2. Mighty Swing

LIGHTNING BLADE Type: Sword/Lightning

A lightning-based sword combo that affects one enemy. Attacks twice (one part sword damage, one part lightning damage). Also has a 50% chance of causing the 'electrified' status.

Order: 1. Any 'lightning' spell
----> 2. Mighty Swing

CONFLAGRANT Type: Sword/Fire

A fire-based sword combo that affects all enemies. Attacks twice (one part sword damage, one part fire damage).

Order: 1. Any 'fire' spell
----> 2. Blade of Fury

TYPHONIC WRATH Type: Sword/Wind

A wind-based sword combo that affects all enemies. Attacks twice (one part sword damage, one part wind damage).

Order: 1. Any 'wind' spell
----> 2. Blade of Fury

FRIGID WRATH Type: Sword/Ice

An ice-based sword combo that affects all enemies. Attacks twice (one part sword damage, one part ice damage). Also has a 50% chance of causing 'frozen' status.

Order: 1. Any 'ice' spell
----> 2. Heat Wave

GALVANIC WRATH Type: Sword/Lightning

A lightning-based sword combo that affects all enemies. Attacks twice (one part sword damage, one part lightning damage). Also has a 50% chance of causing the 'electrified' status.

Order: 1. Any 'lightning' spell
----> 2. Heat Wave

LIGHT SMASHER Type: Sword/Holy

A light-based sword combo that inflicts a large amount of damage against one enemy. Also has an 80% chance of rendering an enemy unconscious.

Order: 1. Any 'holy' spell
----> 2. Any 'sword' attack

DARK SABER Type: Sword/Dark

A darkness-based sword combo that inflicts a large amount of damage against one enemy. Also has an 80% chance of rendering an enemy unconscious.

Order: 1. Any 'dark' spell
----> 2. Any 'sword' attack

=====

'SHOT' TYPE COMBOS

=====

MUZZLE SHOOT Type: Shot
A gun attack combo that inflicts a large amount of damage against one enemy. Also has a 64% chance of causing the 'mute' status.

Order: 1. Mafui
----> 2. Any 'shot' attack

HONEYCOMB Type: Shot
Inflicts huge amounts of damage against all enemies.

Order: 1. Any 'shot' attack
----> 2. Any 'shot' attack
----> 3. Any 'shot' attack

=====

'STRIKE' TYPE COMBOS

=====

VENOMOUS SCRATCH Type: Strike
Inflicts a moderate amount of damage on one enemy. Also has an 80% chance of causing the 'poison' status.

Order: 1. Poisuma
----> 2. Scratch

INTOXICATING SCRATCH Type: Strike
Inflicts a moderate amount of damage on one enemy. Also has a 70% chance of causing the 'sleep' status.

Order: 1. Dormina
----> 2. Scratch

RYUSEI REKKEN Type: Strike
Inflicts a large amount of damage on enemy.

Order: 1. Any 'wind' spell
----> 2. Sonic Punch

OCTOPACY FIST Type: Strike
Inflicts an extremely large amount of damage on one enemy.

Order: 1. Any 'Strike' attack
----> 2. Any 'Strike' attack
----> 3. Any 'Strike' attack

=====

'THROW' TYPE COMBOS

=====

VENOMOUS NEEDLE Type: Throw
Inflicts a moderate amount of 'throwing weapon' type damage on one enemy. Also has an 80% chance of causing the 'poison' status.

Order: 1. Poisuma
----> 2. Ninety Nine Needles

REVERIE NEEDLE Type: Throw
Inflicts a moderate amount of 'throwing weapon' type damage on one enemy. Also has a 70% chance of causing the 'sleep' status.

Order: 1. Dormina
----> 2. Ninety Nine Needles

=====
'ATTACK' TYPE COMBOS
=====

VENOMOUS BITE Type: Attack
Inflicts a moderate amount of damage on one enemy. Also has an 80% chance of causing 'poison' status.

Order: 1. Poisuma
----> 2. Bite

INTOXICATING BITE Type: Attack
Inflicts a moderate amount of damage on one enemy. Also has a 70% chance of causing 'sleep' status.

Order: 1. Dormina
----> 2. Bite

TRIPLE CHARGE Type: Attack
Inflicts large amounts of damage against one enemy.

Order: 1. Tackle
----> 2. Tackle
----> 3. Tackle

=====
SPECIAL PERSONA SPECIFIC COMBOS
=====

NORN'S TWINKLES
Has a random effect (see below).

Order: 1. Hieros Glupaine (FORTUNE Skuld)
----> 2. Divine Judgment (FORTUNE Verdandi)
----> 3. Trial of Darkness (FORTUNE Urd)

List of known effects:
-All enemies become mute.
-Recovers all allie's SP.
-Kills all enemies.
-Makes all enemies run away.
-Enemies will be unable to move for 3 turns.

SUMMON SHIKIGAMI

Increases everyone magic defense, and randomly changes the enemies' elemental compatibilities.

- Order:
1. Any 'fire' spell (TEMPERANCE Suzaku)
 - > 2. Any 'wind' spell (WORLD Seiryu)
 - > 3. Any 'earth' spell (HERMIT Genbu)
 - > 4. Any 'water' spell (HERMIT Byakko)
 - > 5. Summon Spirit (MAGICIAN Abeno Seimei)

CELESTIAL VEIL

Affects all allies, protects the party from all four elements (earth, fire, wind, water).

- Order:
1. Wall of Air (WORLD Seiryu)
 - > 2. Wall of Flame (TEMPERANCE Suzaku)
 - > 3. Wall of Earth (HERMIT Genbu)
 - > 4. Wall of Water (HERMIT Byakko)

Note: In the Japanese version, this combo was called '28 Mansions Protection', the name of which was obviously derived from the 28 Lunar Mansions of Feng Shui (Seiryu, Suzaku, Genbu, and Byakko of course being the 4 celestial beasts). I have no idea why they changed the name in the US version. >_<

SINDU MYSTERY

A combo involving the travelling group from the classic Chinese tale "Journey to the West". The party will be unable to move for three turns, but they can't take any damage from enemies.

- Order:
1. Holy Light (HIEROPHANT Genjo)
 - > 2. Sama Kaja (CHARIOT Seiten Taisei)
 - > 3. Raku Kaja (HERMIT Tenhou Gensui)
 - > 4. Tetraja (STAR Kenren Taishou)
 - > 5. Mirage Breath (STRENGTH Ryume)

TRIMURTI

One of two combos that involves the Hindu triad. The Trimurti combo kills all enemies and restores the HP of all allies, but the characters participating in this combo have their SP reduced to 0.

- Order:
1. Nuclear Missile (CHARIOT Siva)
 - > 2. Megidolaonn (EMPEROR Vishnu)
 - > 3. Alpha Blaster (HIEROPHANT Brahma)

AUM

The second combo involving the Hindu triad. Inflicts 999 points of damage on all enemies.

- Order:
1. Puraraya (CHARIOT Siva)
 - > 2. Sthiti (EMPEROR Vishnu)
 - > 3. Sristi (HIEROPHANT Brahma)

TIR NA NOGG

- Order:
1. Heat Wave (SWORD Chu Chulainn)
 - > 2. Spiral Shot (PRIESTESS Scathach)
 - > 3. Death Bound (EMPEROR Lugh)
-

RAGNAROK

A combo involving figures from Norse mythology. Kills all enemies. However, either the characters using the Odin and Heimdall Personas, or the characters using the Loki and Fenrir Personas, will die as well.

Order: 1. Maha Garula (SUN Heimdall)
 ---> 2. Agidyne (DEVIL Surt)
 ---> 3. Alluring Mazurka (TOWER Loki)
 ---> 4. Violent Rage (FORTUNE Fenrir)
 ---> 5. Baptism by Thunder (EMPEROR Odin)

GREAT WAR OF HELL

A powerful combo that randomly attacks all enemies 16 times.

Order: 1. Gry (DEVIL Poltergeist)
 ---> 2. Agidyne (DEVIL Surt)
 ---> 3. Chaos Element (DEVIL Beelzebub)
 ---> 4. Another Dimension (DEVIL Lucifer)

ARMAGEDDON

Annihilates all enemies. Also works against bosses. ^^

Order: 1. Omega Cluster (DEVIL Lucifer)
 ---> 2. Alpha Blaster (JUDGEMENT Satan)

DRAGON CROSS

A very powerful combo that requires the five 'ultimate' Personas to use. Inflicts extremely large amounts of damage on all enemies.

Order: 1. Wiseman Snap (HANGEDMAN Prometheus)
 ---> 2. Twinkle Nebula (STAR Astria)
 ---> 3. Crescent Mirror (MOON Artemis)
 ---> 4. Justice Shot (JUSTICE Hyperion)
 ---> 5. Nova Cyther (SUN Apollo)

QUADRA-TERMINATION

Inflicts huge amounts of sword damage against all enemies.

Order: 1. Blade of Fury (EMPEROR Indra)
 ---> 2. Spiral Shot (HIEROPHANT Varuna)
 ---> 3. Blade of Fury (JUSTICE Bishamonten)
 ---> 4. Blade of Fury (HIEROPHANT Yama)

Note: In the Japanese version, this combo was called 'Four Heavenly Guardians Sword Dance', based on the guardians of the four cardinal directions (aka the Shittenou). Indra protects the east, Varuna protects the west, Bishamon-Ten (aka Kubera) protects the north, and Yama governs the south. Don't know why they changed this name either...

TENDHU-SATSU

Inflicts an extremely large amount of sword damage against one enemy. Could kill the boss Gozen in one hit.

Order: 1. Deadly Needle (FOOL Junnosuke Kuroda)
 ---> 2. Dance of Protection (MOON Maihime Amano)
 ---> 3. Mighty Swing (SUN Suou Tatsunoshin)

DEMON LIST

***** I. MAGICIAN CLASS DEMONS *****

=====

Name: EMPUSAS

Comment: Hecate's disciple in Greek myth. Holds a brass and
donkey's hoof.

Level: 7 HP: 56

Location: Mifune Trail, Sanitarium, Kasugayama High School

Attack: 28 STR: 7 Affinity: None
Defense: 25 VIT: 6
Magic Attack: 25 TEC: 10 Voids: Holy/Darkness
Magic Defense: 28 AGI: 9
LUC: 7

Special Attacks: Aqua, Bufu, Dormina

Normal Item: Antidote

Rare Item: Bufu Card

Tarot Cards: 12 MAGICIAN

Free Tarot: 9 FREE

=====

Name: TENGU

Location: Monk monster with a long nose. His nose shows
arrogance.

Level: 16 HP: 128

Location: GOLD, Club Zodiac, Bomb Shelter (Areas 1 and 2)

Attack: 61 STR: 15 Affinity: Wind
Defense: 55 VIT: 13
Magic Attack: 50 TEC: 19 Voids: Wind
Magic Defense: 53 AGI: 17 Weak Vs: Earth
LUC: 11

Special Attacks: Mahagaru, Blade of Fury

Normal Item: Antidote

Rare Item: Gry Card

Tarot Cards: 23 MAGICIAN

Free Tarot: 17 FREE

=====

Name: FAUST

Comment: Summoner of Mephistopheles. Became famous in
Goethe's works.

Level: 22 HP: 276

Location: GOLD, Club Zodiac, Aoba Park (1st visit), Sumaru TV,
Seedy CD (Floors 2-3), Bomb Shelter (Area 2)

Attack: 70 STR: 16 Affinity: None
Defense: 76 VIT: 18
Magic Attack: 67 TEC: 25 Voids: Darkness
Magic Defense: 71 AGI: 20 Weak vs: Holy
 LUC: 20

Special Attacks: Frei, Stagnant Air, Mephistopheles

Normal Item: Awaken G
Rare Item: Frei Card
Tarot Cards: 30 MAGICIAN
Free Tarot: 22 FREE

=====

Name: RASPUTIN

Level: 28 HP: 224
Location: Science Lab, Sumaru TV, Smile Mall, Mu Continent,
 Bomb Shelter (Area 3)

Attack: 82 STR: 18 Affinity: None
Defense: 88 VIT: 20
Magic Attack: 86 TEC: 32 Voids: Magic
Magic Defense: 90 AGI: 23 Weak vs: Physical
 LUC: 30

Special Attacks: Hama, Mudo, Pulinpa, Vile Thunderbolt

Normal Item: Sedative
Rare Item: Garula Card
Tarot Cards: 36 MAGICIAN
Free Tarot: 27 FREE

=====

Name: AGRIPPA

Level: 34 HP: 272
Location: Factory, Bomb Shelter (Area 4)

Attack: 115 STR: 27 Affinity: Fire
Defense: 118 VIT: 28
Magic Attack: 97 TEC: 35 Strong vs: Magic
Magic Defense: 101 AGI: 28 Weak vs: Physical
 LUC: 29

Special Attacks: Agidyne, Megido, Summon Spirit

Normal Item: Gala Gala Drink
Rare Item: Zanma Card
Tarot Cards: 45 MAGICIAN
Free Tarot: 33 FREE

=====

Name: WAITRY

Level: 41 HP: 328
Location: Ocean Ruins, Bomb Shelter (Area 5), Mu Continent 3F-4F

Attack: 125 STR: 28 Affinity: None
Defense: 155 VIT: 38
Magic Attack: 120 TEC: 44 Voids: Magic
Magic Defense: 129 AGI: 50 Weak Against: Physical
 LUC: 15

Special Attacks: Maha Mudo, Inferno, Turbid Mist

Normal Item: Silver Manisha

Rare Item: N/A

Tarot Cards: 50 MAGICIAN

Free Tarot: 37 FREE

=====
Name: CROWLEY

Level: 49 HP: 480

Location: Iwato Mountain, Subway Tunnel, Bomb Shelter (Area 6)

Attack: 166 STR: 39 Affinity: None
Defense: 154 VIT: 35
Magic Attack: 139 TEC: 50 Reflects: Magic
Magic Defense: 142 AGI: 45 Weak Against: Physical
LUC: 38

Special Attacks: Maha Agidyne, Curse, Mephistopheles, Possession

Normal Item: Chewing Soul

Rare Item: Megido Card

Tarot Cards: 55 MAGICIAN

Free Tarot: 41 FREE

=====
Name: MANANAN

Level: 55 HP: 604

Location: Torifune, Sumaru Castle, Bomb Shelter (Area 7)

Attack: 190 STR: 45 Affinity: Water
Defense: 181 VIT: 42
Magic Attack: 154 TEC: 55 Reflects: Water
Magic Defense: 158 AGI: 46 Weak Against: Fire
LUC: 43

Special Attacks: Aquadyne, Maka Kaja, Fear Torrent

Normal Item: Ball of Returning

Rare Item: Aquadyne Card

Tarot Cards: 70 MAGICIAN

Free Tarot: 52 FREE

=====
Name: SAJI

Level: 61 HP: 488

Location: Monado Mandala, Bomb Shelter (Area 8)

Attack: 193 STR: 44 Affinity: Earth
Defense: 196 VIT: 45
Magic Attack: 168 TEC: 60 Reflects: Magic
Magic Defense: 172 AGI: 52 Weak Against: Physical
LUC: 54

Special Attacks: Freidyne, Dark Baptism, Curse

Normal Item: Incense of Life

Rare Item: None

Tarot Cards: 90 MAGICIAN

Free Tarot: 67 FREE

=====

Name: RANGDA

Level: 69 HP: 1500

Location: Sumaru Castle

Attack: 228	STR: 53	Affinity: None
Defense: 216	VIT: 49	
Magic Attack: 197	TEC: 71	Reflects: Magic
Magic Defense: 201	AGI: 62	Weak Against: Physical
	LUC: 52	

Special Attacks: Megidola, Mudoonn, Marin Karin, Scratch

Normal Item: Dancing Mask (Material Card)

Rare Item: None

Tarot Cards: N/A

Free Tarot: N/A

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 ***** II. PRIESTESS CLASS DEMONS *****

=====

Name: IZANAMI

Level: 51 HP: 1500

Location: Bomb Shelter (Area 5)

Attack: 150	STR: 33	Affinity: Water
Defense: 165	VIT: 38	
Magic Attack: 152	TEC: 56	Voids: Water
Magic Defense: 159	AGI: 45	Voids: Holy/Darkness
	LUC: 43	

Special Attacks: Marin Karin, Diamond Dust, Deadly Needle

Normal Item: Path to Hades (Material Card)

Rare Item: None

Tarot Cards: N/A

Free Tarot: N/A

=====

 ***** III. EMPRESS CLASS DEMONS *****

=====

Name: GAIA

Level: 78 HP: 3000

Location: Monado Mandala (World of Conviction)

Attack: 258	STR: 60	Affinity: Earth
Defense: 300	VIT: 74	
Magic Attack: 198	TEC: 68	Voids: Earth
Magic Defense: 207	AGI: 63	Voids: Holy/Darkness
	LUC: 58	

Special Attacks: Tetrakarn, Anger of the Earth, Rain of Arrows

Normal Item: Cradle of Creation (Material Card)

Rare Item: None

Tarot Cards: N/A

Free Tarot: N/A

=====

***** IV. EMPEROR CLASS DEMONS *****

=====
Name: ODIN

Level: 65 HP: 2000

Location: Shelter (Area 6)

Attack: 221 STR: 52 Affinity: None
Defense: 227 VIT: 54
Magic Attack: 172 TEC: 60 Voids: Magic
Magic Defense: 177 AGI: 55 Weak Against: Physical
LUC: 50

Special Attacks: Mudoonn, Baptism of Thunder, Death Bound

Normal Item: Runic Monument (Material Card)

Rare Item: None

Tarot Cards: N/A

Free Tarot: N/A

=====

***** V. HIEROPHANT CLASS DEMONS *****

=====
Name: SHAKA

Comment: Religious founder, Siddatha Gautama

Level: 29 HP: 500

Location: Bomb Shelter (Area 2)

Attack: 92 STR: 21 Affinity: Earth
Defense: 95 VIT: 22
Magic Attack: 87 TEC: 32 Strong Against: Everything
Magic Defense: 91 AGI: 24
LUC: 28

Special Attacks: Vile Thunderbolt, Nirvana, Hypnotic Wave

Normal Item: Yuiga Dokuson (Material Card)

Rare Item: None

Tarot Cards: N/A

Free Tarot: N/A

=====

=====
Name: PIXIE

Comment: English trickster fairy. Dances to music at night.

Level: 2 HP: 13

Location: Seven Sisters High School, Kasugayama High School

Attack: 8 STR: 2 Affinity: Wind

Defense: 8 VIT: 2

Magic Attack: 7 TEC: 3 Strong Against: Wind

Magic Defense: 8 AGI: 5 Weak Against: Earth

LUC: 3

Special Attacks: Garu, Dia

Normal Item: Clean Salt

Rare Item: None

Tarot Cards: 4 LOVERS

Free Tarot: 3 FREE
=====

Name: PUCK

Comment: Fairy from "A Midsummer Night's Dream". Originally
an evil spirit.

Level: 6 HP: 48

Location: Mifune Trail, Kasugayama High School

Attack: 18 STR: 4 Affinity: Wind

Defense: 15 VIT: 3

Magic Attack: 12 TEC: 4 Reflects: Wind

Magic Defense: 11 AGI: 6 Weak Against: Earth

LUC: 6

Special Attacks: Zan, Pulinpa, Retreat

Normal Item: Seed of Escape

Rare Item: Zan Card

Tarot Cards: 10 LOVERS

Free Tarot: 7 FREE
=====

Name: ROBIN GOODFELLOW

Comment: English domestic fairy who does tricks. Helps with
chores at night.

Level: 11 HP: 77

Location: Sanitarium, Sky Museum, Kasugayama High School,
Bomb Shelter (Area 1)

Attack: 41 STR: 10 Affinity: Earth

Defense: 32 VIT: 7

Magic Attack: 24 TEC: 8 Strong Against: Earth

Magic Defense: 23 AGI: 10 Weak Against: Wind

LUC: 8

Special Attacks: Maha Magna, Bersac, Hula of Misfortune

Normal Item: Medicine

Rare Item: Poisma Card
Tarot Cards: 17 LOVERS
Free Tarot: 12 FREE

=====

Name: JACK FROST

Comment: Frost fairy made of snow and ice. Friendly and speaks candidly.

Level: 18 HP: 144

Location: Club Zodiac, Aoba Park (1st visit), Sewers,
Bomb Shelter (Area 2)

Attack: 63 STR: 15 Affinity: Water
Defense: 54 VIT: 12
Magic Attack: 44 TEC: 15 Voids: Water
Magic Defense: 43 AGI: 18 Absorbs: Ice
LUC: 12 Weak Against: Fire

Special Attacks: Bufu, Blizzard Breath, Sonic Punch,
Atomic Bufula (rumor)

Normal Item: Bufu Card

Rare Item: None

Tarot Cards: 10 LOVERS

Free Tarot: 7 FREE

=====

Name: JACK O' LANTERN

Level: 26 HP: 208

Location: Sumaru TV, Bomb Shelter (Area 3)

Attack: 80 STR: 18 Affinity: Fire
Defense: 92 VIT: 22
Magic Attack: 58 TEC: 19 Absorbs: Fire
Magic Defense: 58 AGI: 25 Weak Against: Water
LUC: 19

Special Attacks: Maha Agi, Agilao, Dormina,
Dynamic Agilao (Rumor)

Normal Item: Agi Card

Rare Item: Agilao Card

Tarot Cards: 40 LOVERS

Free Tarot: 30 FREE

=====

Name: SATYRUS

Level: 36 HP: 288

Location: Factory, Nichinmaru, Bomb Shelter (Area 4)

Attack: 114 STR: 26 Affinity: Earth
Defense: 132 VIT: 32
Magic Attack: 86 TEC: 29 Absorbs: Earth
Magic Defense: 88 AGI: 31 Weak Against: Wind
LUC: 25

Special Attacks: Maha Magnus, Marvelous Dance, Vital Thrust

Normal Item: Chewing Soul

Rare Item: Magdyne Card

Tarot Cards: 50 LOVERS

Free Tarot: 37 FREE

=====
Name: ALICE

Level: 80 HP: 2500

Location: Bomb Shelter (Area 8)

Attack: 254 STR: 58 Affinity: None
Defense: 257 VIT: 59
Magic Attack: 214 TEC: 75 Strong vs: Everything
Magic Defense: 216 AGI: 72
LUC: 67

Special Attacks: Megidolaonn, Omega Cluster, Another Dimension

Normal Item: Annihilation Card

Rare Item: None

Tarot Cards: 100 LOVERS

Free Tarot: 75 FREE
=====

***** VII. CHARIOT CLASS DEMONS *****

=====
Name: OGRE

Comment: A horrible man-eater created by a French author.

Level: 8 HP: 64

Location: Mifune Trail, Sanitarium, Kasugayama High School

Attack: 32 STR: 8 Affinity: None
Defense: 29 VIT: 7
Magic Attack: 16 TEC: 5 Strong Against: Physical
Magic Defense: 15 AGI: 6 Weak Against: Magic
LUC: 5

Special Attacks: Raku Kaja, Straight Slash

Normal Item: Medicine

Rare Item: Raku Kaja Card

Tarot Cards: 12 CHARIOT

Free Tarot: 9 FREE
=====

Name: MINOTAUR

Comment: Half-bull, half-man of Greek myth. Trapped in Cretin
labyrinth.

Level: 15 HP: 120

Location: GOLD, Bomb Shelter (Area 1), Seedy CD 2F-3F

Attack: 54 STR: 13 Affinity: Earth
Defense: 66 VIT: 17
Magic Attack: 32 TEC: 10 Strong Against: Physical
Magic Defense: 33 AGI: 11 Weak Against: Magic
LUC: 8

Special Attacks: Roar, Sonic Punch, Tackle

Normal Item: Gala Gala Drink
Rare Item: Taru Kaja Card
Tarot Cards: 20 CHARIOT
Free Tarot: 15 FREE

=====

Name: TARANIS

Level: 27 HP: 216
Location: Science Laboratory, Sumaru TV, Smile Mall,
Bomb Shelter (Area 3)

Attack: 105 STR: 26 Affinity: Wind
Defense: 96 VIT: 23
Magic Attack: 59 TEC: 19 Strong Against: Physical
Magic Defense: 58 AGI: 18 Weak Against: Magic
LUC: 21

Special Attacks: Killer Wind, Straight Slash, Tackle

Normal Item: Silver Manisha
Rare Item: Garula Card
Tarot Cards: 40 CHARIOT
Free Tarot: 30 FREE

=====

Name: RAKSHASA

Level: 39 HP: 312
Location: Nichinmaru, Ocean Ruins, Bomb Shelter (Area 5),
Seedy CD 4F-5F

Attack: 150 STR: 37 Affinity: None
Defense: 129 VIT: 30
Magic Attack: 87 TEC: 28 Strong Against: Physical
Magic Defense: 85 AGI: 33 Weak Against: Magic
LUC: 27

Special Attacks: Taru Kaja, Blade of Fury

Normal Item: Bead of Protection
Rare Item: Taru Kaja Card
Tarot Cards: 55 CHARIOT
Free Tarot: 41 FREE

=====

Name: ARES

Level: 50 HP: 400
Location: Subway Tunnel, Torifune (B1-B3), Bomb Shelter (Area 6)

Attack: 194 STR: 48 Affinity: None
Defense: 170 VIT: 40
Magic Attack: 108 TEC: 34 Strong Against: Fire
Magic Defense: 105 AGI: 39 Weak Against: Water
LUC: 38

Special Attacks: Agidyne, Bersac, Twin Slash

Normal Item: Muscle Drink
Rare Item: Flame Card
Tarot Cards: 65 CHARIOT

Free Tarot: 48 FREE

=====
Name: GIRIMEKARA

Level: 58 HP: 464

Location: Torifune (B6-B8), Sumaru Castle, Bomb Shelter (Area 7)

Attack: 202 STR: 48 Affinity: None
Defense: 190 VIT: 44
Magic Attack: 128 TEC: 41 Reflects: Physical
Magic Defense: 124 AGI: 44 Weak Against: Magic
LUC: 42

Special Attacks: Ziodyne, Tackle, Self Explosion

Normal Item: Bead of Protection

Rare Item: Lightning Card

Tarot Cards: 75 CHARIOT

Free Tarot: 56 FREE

=====
Name: BERSERK

Level: 65 HP: 520

Location: Monado Mandala, Bomb Shelter (Area 8)

Attack: 251 STR: 62 Affinity: Fire
Defense: 209 VIT: 48
Magic Attack: 142 TEC: 45 Reflects: Sword/Attack
Magic Defense: 136 AGI: 57 Voids: Holy/Darkness
LUC: 47

Special Attacks: Taru Kaja, Roar, Death Bound

Normal Item: Gem

Rare Item: Gem Ring

Tarot Cards: 80 CHARIOT

Free Tarot: 60 FREE

=====
Name: TALOS

Level: 74 HP: 592

Location: Monado Mandala, Bomb Shelter (Area 8)

Attack: 284 STR: 70 Affinity: Earth
Defense: 257 VIT: 61
Magic Attack: 153 TEC: 47 Voids: Physical
Magic Defense: 147 AGI: 55 Weak Against: Magic
LUC: 62

Special Attacks: Brain Shake, Viper Smash, Megaton Press

Normal Item: Awaken

Rare Item: None

Tarot Cards: 95 CHARIOT

Free Tarot: 71 FREE

=====

***** VIII. STRENGTH CLASS DEMONS *****

=====

Name: APEP

Comment: Huge snake that lives in the Nile River. Ra's
archenemy.

Level: 9 HP: 74

Location: Mifune Trail, Sanitarium, Kasugayama High School 1F-2F

Attack: 27 STR: 6 Affinity: Water
Defense: 33 VIT: 8
Magic Attack: 19 TEC: 6 Strong Against: Water
Magic Defense: 19 AGI: 9 Weak Against: Fire
LUC: 6

Special Attacks: Aqua, Bite

Normal Item: Bufu Card

Rare Item: None

Tarot Cards: 13 STRENGTH

Free Tarot: 9 FREE

=====

Name: KIYOHIME

Comment: Snakewoman whose love was unrequited. Destroyed
temples.

Level: 17 HP: 136

Location: GOLD, Club Zodiac, Bomb Shelter (Area 2),
Seedy CD (2F-3F)

Attack: 47 STR: 10 Affinity: Fire
Defense: 56 VIT: 13
Magic Attack: 45 TEC: 16 Voids: Fire
Magic Defense: 46 AGI: 17 Absorbs: Nuclear
LUC: 11 Weak Against: Water

Special Attacks:

Marin Karin, Fire Breath, Ninety Nine Needles

Normal Item: Antidote

Rare Item: Marin Karin Card

Tarot Cards: 27 STRENGTH

Free Tarot: 20 FREE

=====

Name: KEREPPRES

Level: 29 HP: 239

Location: Smile Mall, Aoba Park (2nd Visit),
Bomb Shelter (Area 4)

Attack: 101 STR: 24 Affinity: Water
Defense: 107 VIT: 26
Magic Attack: 65 TEC: 21 Strong Against: Ice/Lightning/Nuke
Magic Defense: 65 AGI: 23 Weak Against: Strike/Attack
LUC: 21

Special Attacks: Blizzard Breath, Bite, Wing Beat

Normal Item: Bufu Card

Rare Item: None

Tarot Cards: 40 STRENGTH
Free Tarot: 30 FREE

=====
Name: PYTHON

Level: 35 HP: 280
Location: Factory, Nichinmaru, Bomb Shelter (Area 4)

Attack: 119 STR: 28 Affinity: None
Defense: 131 VIT: 32
Magic Attacks: 82 TEC: 27 Strong Against: Ice/Lightning/Nuke
Magic Defense: 83 AGI: 24 Weak Against: Strike/Attack
LUC: 28

Special Attacks: Zionga, Poison Breath, Roar, Wing Beat

Normal Item: Silver Manisha
Rare Item: None
Tarot Cards: 45 STRENGTH
Free Tarot: 33 FREE

=====
Name: TAKSHAKA

Level: 43 HP: 604
Location: Ocean Ruins, Iwato Mountain, Bomb Shelter (Area 5),
Seedy CD (4F-5F)

Attack: 145 STR: 34 Affinity: Fire
Defense: 157 VIT: 38
Magic Attack: 102 TEC: 34 Voids: Mind/Nerve
Magic Defense: 104 AGI: 35 Weak Against: Lightning
LUC: 30

Special Attacks: Photon Cannon, Fire Breath

Normal Item: Bead of Protection
Rare Item: None
Tarot Cards: 60 STRENGTH
Free Tarot: 45 FREE

=====
Name: FAFNIR

Level: 53 HP: 424
Location: Torifune (B4-B8), Bomb Shelter (Area 7)

Attack: 179 STR: 42 Affinity: None
Defense: 203 VIT: 50
Magic Attack: 120 TEC: 39 Strong Against: Ice/Lightning/Nuke
Magic Defense: 122 AGI: 42 Weak Against: Strike/Attack
LUC: 38

Special Attacks: Poison Breath, Violent Rage, Petrifying Glare

Normal Item: Bead of Power
Rare Item: None
Tarot Cards: 72 STRENGTH
Free Tarot: 54 FREE

=====
Name: VASUKI

Level: 63 HP: 544
Location: Monado Mandala, Bomb Shelter (Area 8)

Attack: 213 STR: 50 Affinity: Water
Defense: 240 VIT: 59
Magic Attack: 140 TEC: 45 Voids: Water
Magic Defense: 141 AGI: 49 Absorbs: Ice
LUC: 48 Weak Against: Fire

Special Attacks: Poison Breath, Blizzard Breath, Paralyzing Bite

Normal Item: Disguise Goods
Rare Item: Byondite
Tarot Cards: 90 STRENGTH
Free Tarot: 67 FREE

=====
Name: AZI DAHAKA

Level: 78 HP: 999
Location: Monado Mandala

Attack: 273 STR: 65 Affinity: Earth
Defense: 282 VIT: 68
Magic Attack: 178 TEC: 58 Reflects: Earth
Magic Defense: 179 AGI: 63 Weak Against: Fire
LUC: 57

Special Attacks: Anger of the Earth, Poisonous Scratch,
Megaton Press

Normal Item: ALL Incense
Rare Item: None
Tarot Cards: N/A
Free Tarot: N/A

=====

***** IX. HERMIT CLASS DEMONS *****

=====
Name: RATATOSK
Comment: A squirrel telling of Fresburg and Nidheg's slander
in Celtic legends.

Level: 4 HP: 24
Location: Seven Sisters High School, Mifune Trail,
Kasugayama High School (1F-2F)

Attack: 13 STR: 3 Affinity: Earth
Defense: 10 VIT: 2
Magic Attack: 9 TEC: 3 Strong Against: Earth
Magic Defense: 8 AGI: 4 Weak Against: Wind
LUC: 3

Special Attacks: Magna, Scratch

Normal Item: Seed of Escape
Rare Item: Maguna Card
Tarot Cards: 8 HERMIT

Free Tarot: 6 FREE

=====
Name: NEKOMATA

Comment: A two-tail cat ghost who gained power over a long
period of time.

Level: 14 HP: 112

Location: GOLD, Bomb Shelter (Areas 1 and 2)

Attack: 47 STR: 11 Affinity: None
Defense: 44 VIT: 10
Magic Attack: 31 TEC: 10 Reflects: Mind/Nerve
Magic Defense: 30 AGI: 13
LUC: 11

Special Attacks: Maha Garu, Throw a Kiss, Scratch

Normal Item: Gala Gala Drink

Rare Item: None

Tarot Cards: 20 HERMIT

Free Tarot: 15 FREE
=====

Name: KUN ANUN

Level: 27 HP: 216

Location: Science Laboratory, Sumaru TV, Bomb Shelter (Area 3)

Attack: 96 STR: 23 Affinity: None
Defense: 84 VIT: 19
Magic Attack: 55 TEC: 17 Strong Against: Physical
Magic Defense: 51 AGI: 27 Weak Against: Mind/Nerve
LUC: 21

Special Attacks: Poisonous Bite, Kamikaze Charge

Normal Item: Chewing Soul

Rare Item: Poisuma Card

Tarot Cards: 35 HERMIT

Free Tarot: 26 FREE
=====

Name: CATOBLEPAS

Level: 42 HP: 336

Location: Ocean Ruins, Iwato Mountain, Mu Continent (3F-4F),
Bomb Shelter (Area 5)

Attack: 144 STR: 34 Affinity: Earth
Defense: 162 VIT: 40
Magic Attack: 89 TEC: 28 Strong Against: Physical
Magic Defense: 90 AGI: 32 Weak Against: Mind/Nerve
LUC: 33

Special Attacks: Poison Breath, Bite, Petrifying Glare

Normal Item: Gem

Rare Item: Magdyne Card

Tarot Cards: 58 HERMIT

Free Tarot: 43 FREE
=====

Name: KINICH AHAU

Level: 56 HP: 448

Location: Torifune (B6-B8), Sumaru Castle, Bomb Shelter (Area 7)

Attack: 203 STR: 49 Affinity: Fire
Defense: 185 VIT: 43
Magic Attack: 124 TEC: 40 Strong Against: Physical
Magic Defense: 121 AGI: 47 Weak Against: Mind/Nerve
LUC: 44

Special Attacks: Roar, Fire Breath, Paralyzing Bite

Normal Item: Precious Egg
Rare Item: Agidyne Card
Tarot Cards: 76 HERMIT
Free Tarot: 57 FREE

=====

Name: APAOSHA

Level: 68 HP: 646

Location: Monado Mandala, Bomb Shelter (Area 8)

Attack: 251 STR: 61 Affinity: Fire
Defense: 215 VIT: 49
Magic Attack: 156 TEC: 51 Voids: Fire
Magic Defense: 156 AGI: 62 Voids: Holy/Darkness
LUC: 48

Special Attacks: Heat Kaiser, Whirlwind Blast, Kamikaze Charge

Normal Item: Crisis Powder
Rare Item: None
Tarot Cards: 89 HERMIT
Free Tarot: 66 FREE

=====

***** X. FORTUNE CLASS DEMONS *****

=====

Name: WANYUUDO

Level: 33 HP: 264

Location: Aoba Park (2nd visit), Factory, Bomb Shelter (Area 4)

Attack: 126 STR: 31 Affinity: None
Defense: 111 VIT: 26
Magic Attack: 66 TEC: 20 Reflects: Darkness
Magic Defense: 63 AGI: 25 Weak Against: Holy
LUC: 29

Special Attacks: Agilao, Mudo, Double Thrust

Normal Item: Bead of Protection
Rare Item: Agilao Card
Tarot Cards: 33 FORTUNE
Free Tarot: 24 FREE

=====

Name: ORTHROS

Level: 40 HP: 320
Location: Nichinmaru, Ocean Ruins, Bomb Shelter (Area 5),
Mu Continent (3F-4F)

Attack: 142 STR: 34 Affinity: Earth
Defense: 130 VIT: 30
Magic Attack: 90 TEC: 29 Strong vs: Physical
Magic Defense: 87 AGI: 32 Weak vs: Mind and Nerve Magic
LUC: 34

Special Attacks: Roar, Mirage Breath, Poisonous Bite, Tackle

Normal Item: STR Card
Rare Item: None
Tarot Cards: 55 FORTUNE
Free Tarot: 41 FREE

=====
Name: CERBERUS

Level: 51 HP: 408
Location: Torifune (B1-B5), Bomb Shelter (Area 7)

Attack: 183 STR: 44 Affinity: Earth
Defense: 168 VIT: 39
Magic Attack: 118 TEC: 39 Voids: Earth
Magic Defense: 116 AGI: 40 Reflects: Ice/Lightning/Nuclear
LUC: 41 Weak Against: Wind

Special Attacks: High Pressure, Fire Breath, Bite

Normal Item: Agidyne Card
Rare Item: None
Tarot Cards: 68 FORTUNE
Free Tarot: 51 FREE

=====
Name: FENRIR

Level: 70 HP: 560
Location: Monado Mandala, Bomb Shelter (Area 8)

Attack: 259 STR: 63 Affinity: Fire
Defense: 226 VIT: 52
Magic Attack: 150 TEC: 47 Voids: Fire
Magic Defense: 143 AGI: 59 Voids: Holy/Darkness
LUC: 58

Special Attacks: Fire Storm, Paralyzing Bite, Tackle,
Violent Rage

Normal Item: ALL Incense
Rare Item: None
Tarot Cards: 80 FORTUNE
Free Tarot: 60 FREE

=====

***** XI. JUSTICE CLASS DEMONS *****

=====
Name: NATA

Level: 38 HP: 800
Location: Aoba Park

Attack: 158 STR: 40 Affinity: Wind
Defense: 128 VIT: 30
Magic Attack: 84 TEC: 27 Voids: Mind/Nerve
Magic Defense: 82 AGI: 39 Weak Against: Lightning
LUC: 25

Special Attacks: Taru Kaja, Sonic Punch, Tackle

Normal Item: Paopei (Material Card)
Rare Item: None
Tarot Cards: N/A
Free Tarot: N/A

=====

***** XII. HANGEDMAN CLASS DEMONS *****

=====
Name: GUZFAN

Comment: Second-rank demon in hell who sends air into hell's
forge.

Level: 3 HP: 20
Location: Seven Sisters High School, Mifune Trail,
Kasugayama High School (Floors 1-2)

Attack: 12 STR: 3 Affinity: Fire
Defense: 9 VIT: 2
Magic Attack: 8 TEC: 3 Strong Against: Fire
Magic Defense: 8 AGI: 4 Weak Against: Water
LUC: 3

Special Attacks: Agi, Fire Breath

Normal Item: Antidote
Rare Item: None
Tarot Cards: 8 HANGEDMAN
Free Tarot: 6 FREE

=====
Name: NISROC

Comment: Second-rank demon in hell. Beelzebub's cook.

Level: 10 HP: 73
Location: Sanitarium, Kasugayama High School 3F

Attack: 31 STR: 7 Affinity: Fire
Defense: 28 VIT: 6
Magic Attack: 30 TEC: 11 Voids: Fire
Magic Defense: 30 AGI: 9 Reflects: Nuclear
LUC: 6 Weak Against: Water

Special Attacks: Maha Agi, Unhappy Hula Dance

Normal Item: Agi Card
Rare Item: Agilao Card
Tarot Cards: 15 HANGEDMAN
Free Tarot: 11 FREE

=====

Name: SHAX

Level: 17 HP: 136
Location: GOLD, Club Zodiac, Bomb Shelter (Area 2)

Attack: 50 STR: 11 Affinity: Water
Defense: 47 VIT: 10
Magic Attack: 47 TEC: 17 Voids: Water
Magic Defense: 47 AGI: 19 Strong Against: Sword/Attack
LUC: 10 Weak Against: Shot/Fire/Earth

Special Attacks: Bufu, Zio

Normal Item: Zio Card
Rare Item: Zionga Card
Tarot Cards: 23 MAGICIAN
Free Tarot: 17 FREE

=====

Name: KABANDA

Level: 24 HP: 192
Location: Sewers, Science Laboratory, Sumaru TV,
Bomb Shelter (Area 3), Mu Continent (1F-2F)

Attack: 75 STR: 17 Affinity: Water
Defense: 87 VIT: 21
Magic Attack: 65 TEC: 23 Voids: Water
Magic Defense: 67 AGI: 18 Weak Against: Fire
LUC: 16

Special Attacks: Maha Aqua, Makarakarn, Bite, Tackle

Normal Item: Anti-Magic Bead
Rare Item: Anti-Magic Card
Tarot Cards: 35 HANGEDMAN
Free Tarot: 26 FREE

=====

Name: ZAEBOTH

Level: 32 HP: 256
Location: Smile Mall, Aoba Park (Revisited),
Bomb Shelter (Area 4)

Attack: 113 STR: 27 Affinity: Water
Defense: 101 VIT: 23
Magic Attack: 85 TEC: 30 Voids: Darkness
Magic Defense: 86 AGI: 24 Weak Against: Light
LUC: 23

Special Attacks: Maha Aques, Hypnotic Wave, Twin Slash

Normal Item: Aques Card
Rare Item: Aquadyne Card
Tarot Cards: 42 HANGEDMAN
Free Tarot: 31 FREE

=====
Name: BARBATOS

Level: 41 HP: 328

Location: Ocean Ruins, Bomb Shelter (Area 5)

Attack: 131 STR: 30 Affinity: Earth
Defense: 125 VIT: 28
Magic Attack: 108 TEC: 38 Reflects: Earth
Magic Defense: 109 AGI: 33 Weak Against: Wind
LUC: 34

Special Attacks: Zanma, Triple Down, Great Magnas (Rumor)

Normal Item: Zanma Card
Rare Item: Shockwave Card
Tarot Cards: 55 HANGEDMAN
Free Tarot: 41 FREE

=====
Name: PUCEL

Level: 48 HP: 384

Location: Subway Tunnel, Bomb Shelter (Area 6)

Attack: 171 STR: 41 Affinity: None
Defense: 147 VIT: 33
Magic Attack: 128 TEC: 45 Voids: Darkness
Magic Defense: 128 AGI: 37 Weak Against: Holy
LUC: 35

Special Attacks:
Bufudyne, Mudoonn, Rain of Arrows, Rapidfire

Normal Item: Bufula Card
Rare Item: Ice Card
Tarot Cards: 63 HANGEDMAN
Free Tarot: 47 FREE

=====
Name: ADRAMELECH

Level: 57 HP: 456

Location: Sumaru Castle, Bomb Shelter (Area 7)

Attack: 189 STR: 44 Affinity: None
Defense: 183 VIT: 42
Magic Attack: 149 TEC: 52 Reflects: Darkness
Magic Defense: 151 AGI: 50 Weak Against: Holy
LUC: 43

Special Attacks: Grydyne, Throw a Kiss, Trial of Darkness,
Scratch

Normal Item: Gryva Card
Rare Item: Pressure Card
Tarot Cards: 78 HANGEDMAN
Free Tarot: 58 FREE

=====

***** XIII. DEATH CLASS DEMONS *****

=====
Name: IXTAB

Comment: Mayan death god that seems to be hanging from a
rope in the sky.

Level: 13 HP: 65

Location: Science Museum, GOLD, Kasugayama High School 3F,
Bomb Shelter (Area 1)

Attack: 46 STR: 11 Affinity: None
Defense: 43 VIT: 10
Magic Attack: 36 TEC: 13 Voids: Holy/Darkness
Magic Defense: 37 AGI: 9
LUC: 10

Special Attacks: Magna, Gry

Normal Item: Silver Manisha

Rare Item: Gry Card

Tarot Cards: 20 DEATH

Free Tarot: 15 FREE
=====

Name: HEL

Level: 22 HP: 176

Location: Aoba Park (1st Visit), Sewers, Sumaru TV,
Bomb Shelter (Area 3)

Attack: 70 STR: 16 Affinity: None
Defense: 64 VIT: 14
Magic Attack: 57 TEC: 20 Voids: Holy/Darkness
Magic Defense: 47 AGI: 16
LUC: 17

Special Attacks: Magnas, Frei, Mudo, Acid Rain

Normal Item: Maguna Card

Rare Item: Magnus Card

Tarot Cards: 37 DEATH

Free Tarot: 27 FREE
=====

Name: HUNHAU

Level: 30 HP: 240

Location: Smile Mall, Aoba Park (revisited),
Bomb Shelter (Area 4), Mu Continent (1F-2F)

Attack: 117 STR: 29 Affinity: None
Defense: 96 VIT: 22
Magic Attack: 60 TEC: 12 Voids: Holy/Darkness
Magic Defense: 56 AGI: 27
LUC: 23

Special Attacks: Stagnant Air, Roar, Lightning Strike

Normal Item: Gala Gala Drink

Rare Item: None

Tarot Cards: 45 DEATH

Free Tarot: 33 FREE

=====
Name: ANKOU

Level: 44 HP: 352

Location: Iwato Mountain, Bomb Shelter (Area 6)

Attack: 155 STR: 37 Affinity: None
Defense: 143 VIT: 33
Magic Attack: 107 TEC: 36 Voids: Holy/Darkness
Magic Defense: 106 AGI: 35
LUC: 30

Special Attacks: Mahamudo, Senpu Jin, Heat Wave,
Hyper Zionga (rumor)

Normal Item: Bead of Darkness

Rare Item: None

Tarot Cards: 52 DEATH

Free Tarot: 39 FREE
=====

Name: KISHIN

Level: 60 HP: 480

Location: Sumaru Castle, Bomb Shelter (Area 7)

Attack: 201 STR: 47 Affinity: None
Defense: 213 VIT: 51
Magic Attack: 134 TEC: 43 Voids: Holy/Darkness
Magic Defense: 132 AGI: 50
LUC: 48

Special Attacks: Maha Garudyne, Mudoonn, Trial of Darkness

Normal Item: Garula Card

Rare Item: Garudyne Card

Tarot Cards: 65 DEATH

Free Tarot: 48 FREE
=====

Name: AH PUCH

Level: 66 HP: 528

Location: Sumaru Castle, Monado Mandala,
Bomb Shelter (Areas 7-8)

Attack: 228 STR: 54 Affinity: None
Defense: 216 VIT: 50
Magic Attack: 172 TEC: 60 Voids: Holy/Darkness
Magic Defense: 175 AGI: 54
LUC: 49

Special Attacks: Mudoonn, Anger of the Earth, Death Bound

Normal Item: Megido Card

Rare Item: Annihilation Card

Tarot Cards: 80 DEATH

Free Tarot: 60 FREE
=====

=====

Name: HARPIE

Comment: Half-human, half-bird monster from Greek mythology.

Level: 5 HP: 40

Location: Mifune Trail, Kasugayama High School (Floors 1-2)

Attack: 17 STR: 4 Affinity: Wind
Defense: 14 VIT: 3
Magic Attack: 12 TEC: 4 Strong Against: Sword/Attack
Magic Defense: 11 AGI: 5 Weak Against: Shot/Earth
LUC: 3

Special Attacks: Garu, Zan, Dia, Scratch

Normal Item: Sedative
Rare Item: Garu Card
Tarot Cards: 10 TEMPERANCE
Free Tarot: 7 FREE

=====

Name: MOU SHOBO

Comment: Spirit of a girl who died without love and turned into a bird.

Level: 12 HP: 88

Location: Sanitarium, Science Museum, Kasugayama High School, Shelter (Area 1)

Attack: 36 STR: 8 Affinity: Wind
Defense: 39 VIT: 9
Magic Attack: 25 TEC: 8 Strong Against: Sword/Attack
Magic Defense: 24 AGI: 11 Weak Against: Shot/Earth
LUC: 11

Special Attacks: Zan, Maha Garu, Final Strike, Possession

Normal Item: Antidote
Rare Item: Zan Card
Tarot Cards: 18 TEMPERANCE
Free Tarot: 13 FREE

=====

Name: FEARAL

Comment: Rooster in Norse mythology. Signals approach of Ragnarok.

Level: 19 HP: 152

Location: Zodiac, Aoba Park, Shelter (Area 2), Seedy CD

Attack: 64 STR: 15 Affinity: Wind
Defense: 55 VIT: 12
Magic Attack: 43 TEC: 14 Strong Against: Sword/Attack
Magic Defense: 41 AGI: 20 Weak Against: Shot/Earth
LUC: 14

Special Attacks: Maha Garu, Wing Beat

Normal Item: Ball of Returning
Rare Item: Incense of Life

Tarot Cards: 25 TEMPERANCE

Free Tarot: 18 FREE

=====
Name: KAMASOS

Level: 28 HP: 208

Location: Science Laboratory, Sumaru TV, Bomb Shelter (Area 3)

Attack: 106 STR: 26 Affinity: Wind
Defense: 91 VIT: 21
Magic Attack: 52 TEC: 15 Reflects: Shot/Throw
Magic Defense: 47 AGI: 27
LUC: 14

Special Attacks: Poison Needle, Blood Suck

Normal Item: Chewing Soul

Rare Item: Precious Egg

Tarot Cards: 35 TEMPERANCE

Free Tarot: 26 FREE
=====

Name: STUPARIDETH

Level: 37 HP: 296

Location: Nichinmaru, Bomb Shelter (Area 5), Mu Continent 3F-4F

Attack: 127 STR: 30 Affinity: Wind
Defense: 124 VIT: 29
Magic Attack: 105 TEC: 38 Voids: Wind
Magic Defense: 109 AGI: 24 Strong Against: Sword/Attack
LUC: 26 Weak Against: Shot/Earth

Special Attacks: Zanma, Pulinpa, Mafui, Dangerous Garula (Rumor)

Normal Item: Mafui Card

Rare Item: Shockwave Card

Tarot Cards: 40 TEMPERANCE

Free Tarot: 30 FREE
=====

Name: VUCUB-KAKISH

Level: 45 HP: 360

Location: Iwato Mountain, Subway Tunnel, Bomb Shelter (Area 6)

Attack: 150 STR: 35 Affinity: Wind
Defense: 171 VIT: 42
Magic Attack: 100 TEC: 32 Voids: Wind
Magic Defense: 101 AGI: 37 Strong Against: Sword/Attack
LUC: 32 Weak Against: Shot/Earth

Special Attacks: Maha Garudyne, Assault Dive, Wing Beat

Normal Item: Garudyne Card

Rare Item: None

Tarot Cards: 48 TEMPERANCE

Free Tarot: 36 FREE
=====

Name: PHOENIX

Level: 54 HP: 432

Location: Torifune (B6-B8), Sumaru Castle, Bomb Shelter (Area 7)

Attack: 189 STR: 45 Affinity: Fire
Defense: 153 VIT: 33
Magic Attack: 129 TEC: 43 Voids: Fire/Holy/Darkness
Magic Defense: 123 AGI: 52
 LUC: 42

Special Attacks: Sama Recarm, Fire Breath, Kamikaze Charge

Normal Item: Incense of Life
Rare Item: Divine Light Card
Tarot Cards: 54 TEMPERANCE
Free Tarot: 40 FREE

=====
Name: KAU

Level: 62 HP: 496
Location: Monado Mandala, Bomb Shelter (Area 8)

Attack: 212 STR: 50 Affinity: Fire
Defense: 200 VIT: 46
Magic Attack: 145 TEC: 48 Voids: Fire
Magic Defense: 143 AGI: 58 Strong Against: Sword/Attack
 LUC: 45 Weak Against: Shot/Water/Earth

Special Attacks: Fire Breath, Assault Dive, Kamikaze Charge

Normal Item: Bead of Flame
Rare Item: Flame Card
Tarot Cards: 70 TEMPERANCE
Free Tarot: 52 FREE

=====

***** XV. DEVIL CLASS DEMONS *****

=====
Name: GHOST

Comment: Spirit of the dead for those with regret in this world.

Level: 1 HP: 9
Location: Seven Sisters High School, Kasugayama High School 1F-2F

Attack: 10 STR: 3 Affinity: None
Defense: 7 VIT: 2
Magic Attack: 4 TEC: 2 Strong vs: Physical (except Sword)
Magic Defense: 6 AGI: 4 Weak against: Sword/Holy
 LUC: 2

Special Attacks: Aqua, Dormina

Normal Item: Antidote
Rare Item: None
Tarot Cards: 2 DEVIL
Free Tarot: 1 FREE

=====
Name: POLTERGEIST

Comment: Ghost who makes things float. Its name means "loud"

ghost".

Level: 2 HP: 12

Location: Seven Sisters High School, Kasugayama High School 1F-2F

Attack: 11 STR: 3 Affinity: None
Defense: 8 VIT: 2
Magic Attack: 7 TEC: 3 Voids: Darkness
Magic Defense: 8 AGI: 4 Weak Against: Holy
LUC: 3

Special Attacks: Magna, Iluzone, Self Explosion

Normal Item: Medicine

Rare Item: None

Tarot Cards: 4 DEVIL

Free Tarot: 3 FREE

=====
Name: PHANTOM

Comment: Spirit of the dead with a grudge.

Level: 6 HP: 48

Location: Mifune Trail, Kasugayama High School 3F

Attack: 27 STR: 7 Affinity: None
Defense: 21 VIT: 5
Magic Attack: 18 TEC: 7 Strong vs: Physical (except sword)
Magic Defense: 19 AGI: 7 Weak Against: Sword/Holy
LUC: 6

Special Attacks: Zio, Mafui, Possession

Normal Item: Awaken G

Rare Item: Zio Card

Tarot Cards: 10 DEVIL

Free Tarot: 7 FREE

=====
Name: WRAITH

Comment: Spirit of the dead with a grudge. Seen as a hooded skeleton.

Level: 16 HP: 128

Location: GOLD, Zodiac, Bomb Shelter (Area 2), Seedy CD

Attack: 52 STR: 12 Affinity: None
Defense: 55 VIT: 13
Magic Attack: 42 TEC: 15 Strong vs: Physical (except sword)
Magic Defense: 43 AGI: 12 Weak Against: Sword/Holy
LUC: 11

Special Attacks: Maha Magna, Mudo, Possession

Normal Item: Lucky Bag

Rare Item: Magnus Card

Tarot Cards: 16 DEVIL

Free Tarot: 12 FREE

=====
Name: LICH

Level: 25 HP: 240

Location: Sewers, Science Laboratory, Sumaru TV,
Bomb Shelter (Area 3)

Attack: 79 STR: 18 Affinity: None
Defense: 79 VIT: 18
Magic Attack: 70 TEC: 25 Voids: Darkness
Magic Defense: 71 AGI: 21 Weak Against: Holy
 LUC: 17

Special Attacks: Pulinpa, Absolute Zero, Violent Rage

Normal Item: Pulinpa Card
Rare Item: None
Tarot Cards: 30 DEVIL
Free Tarot: 22 FREE

=====
Name: DAIROKU TENMAOU

Level: 34 HP: 272
Location: Factory, Bomb Shelter (Area 4), Seedy CD

Attack: 121 STR: 29 Affinity: None
Defense: 115 VIT: 27
Magic Attack: 83 TEC: 28 Voids: Darkness
Magic Defense: 83 AGI: 26 Weak Against: Holy
 LUC: 25

Special Attacks: Gryva, Triple Down, Aimed Shot

Normal Item: Awaken G
Rare Item: Gryva Card
Tarot Cards: 44 DEVIL
Free Tarot: 33 FREE

=====
Name: BIYARKY

Level: 42 HP: 336
Location: Bomb Shelter (Area 4)

Attack: 150 STR: 36 Affinity: None
Defense: 147 VIT: 35
Magic Attack: 105 TEC: 36 Strong Against: Everything
Magic Defense: 107 AGI: 29
 LUC: 31

Special Attacks: Photon Cannon, Blood Suck, Retreat

Normal Item: Seed of Escape
Rare Item:
Tarot Cards: 55 DEVIL
Free Tarot: 41 FREE

=====
Name: LUCIFUGUS

Level: 46 HP: 368
Location: Iwato Mountain, Subway Tunnel, Bomb Shelter (Area 6)

Attack: 148 STR: 34 Affinity: None
Defense: 151 VIT: 35
Magic Attack: 124 TEC: 44 Voids: Magic
Magic Defense: 127 AGI: 37 Weak Against: Physical

LUC: 35

Special Attacks:

Grydyne, Tetrakarn, Makarakarn, Magic Seal

Normal Item: Anti-Magic Bead

Rare Item: Anti-Force Card

Tarot Cards: 66 DEVIL

Free Tarot: 49 FREE

=====

Name: TZITZIMITL

Level: 59 HP: 472

Location: Sumaru Castle, Bomb Shelter (Area 7)

Attack: 197 STR: 46 Affinity: None
Defense: 206 VIT: 49
Magic Attack: 149 TEC: 51 Voids: Holy/Darkness
Magic Defense: 151 AGI: 43
LUC: 42

Special Attacks: Maha Magdyne, Bufudyne, Hypnotic Wave,
Gigantic Fist

Normal Item: Lucky Bag

Rare Item: Ice Card

Tarot Cards: 85 DEVIL

Free Tarot: 63 FREE

=====

Name: SHU

Level: 76 HP: 2500

Location: Monado Mandala

Attack: 268 STR: 64 Affinity: None
Defense: 256 VIT: 60
Magic Attack: 182 TEC: 61 Strong Against: Everything
Magic Defense: 182 AGI: 57
LUC: 61

Special Attacks: Deadly Burn, Death Bound, Dark Baptism

Normal Item: Disguise Goods

Rare Item: Akashik Ring

Tarot Cards: N/A

Free Tarot: N/A

=====

***** XVI. TOWER CLASS DEMONS *****

=====

Name: SLIME

Comment: Liquid form of life with a strong digestive tract.

Level: 1 HP: 8

Location: Seven Sisters High School, Kasugayama High School

Attack: 10 STR: 3 Affinity: None
Defense: 7 VIT: 2

Magic Attack: 6 TEC: 3 Strong Against: Darkness
Magic Defense: 8 AGI: 3 Weak Against: Holy
LUC: 2

Special Attacks: None

Normal Item: Medicine

Rare Item: None

Tarot Cards: 3 TOWER

Free Tarot: 2 FREE

=====
Name: BLOB

Comment: Liquid form of life that feeds on humans and grows
endlessly.

Level: 5 HP: 40

Location: Mifune Trail, Kasugayama High School 3F

Attack: 26 STR: 7 Affinity: None
Defense: 20 VIT: 5
Magic Attack: 14 TEC: 5 Strong Against: Darkness
Magic Defense: 14 AGI: 8 Weak Against: Holy
LUC: 6

Special Attacks: Poisma, Corrosive Fluid

Normal Item: Poisma Card

Rare Item: None

Tarot Cards: 6 TOWER

Free Tarot: 4 FREE

=====
Name: OCHRE JELLY

Comment: Liquid form of life with a strong digestive tract.

Level: 13 HP: 84

Location: Science Museum, GOLD, Kasugayama High School 3F,
Bomb Shelter (Area 1)

Attack: 43 STR: 10 Affinity: None
Defense: 49 VIT: 12
Magic Attack: 28 TEC: 9 Strong Against: Darkness
Magic Defense: 28 AGI: 10 Weak Against: Holy
LUC: 10

Special Attacks: Corrosive Fluid, Self Explosion

Normal Item: Chewing Soul

Rare Item: Damascus Steel

Tarot Cards: 20 TOWER

Free Tarot: 15 FREE

=====
Name: KANALOA

Level: 24 HP: 192

Location: Sewers, Science Laboratory, Sumaru TV,
Bomb Shelter (Area 3)

Attack: 81 STR: 19 Affinity: Water
Defense: 93 VIT: 23
Magic Attack: 53 TEC: 17 Voids: Holy/Darkness

Magic Defense: 53 AGI: 16 Voids: Water
LUC: 20

Special Attacks: Maha Aques, Media, Transfixion,
Wonderful Aques (rumor)

Normal Item: Dia Card
Rare Item: Diarama Card
Tarot Cards: 35 TOWER
Free Tarot: 26 FREE

=====

Name: SHOGGOTH

Level: 35 HP: 270

Location: Factory, Nichinmaru, Bomb Shelter (Area 4), Seedy CD

Attack: 113 STR: 26 Affinity: None
Defense: 158 VIT: 41
Magic Attack: 52 TEC: 12 Voids: Physical
Magic Defense: 50 AGI: 34 Weak Against: Sword/Holy
LUC: 26

Special Attacks: Poisma, Stagnant Air, Possession

Normal Item: Sedative
Rare Item: None
Tarot Cards: 40 TOWER
Free Tarot: 30 FREE

=====

Name: AESHMA

Level: 42 HP: 336

Location: Ocean Ruins, Iwato Mountain, Bomb Shelter (Area 5)

Attack: 132 STR: 30 Affinity: None
Defense: 141 VIT: 33
Magic Attack: 109 TEC: 38 Voids: Holy/Darkness
Magic Defense: 111 AGI: 32
LUC: 34

Special Attacks:
Aquadyne, Freila, Maha Mudo, Magic Seal

Normal Item: Gala Gala Drink
Rare Item: Freila Card
Tarot Cards: 52 TOWER
Free Tarot: 39 FREE

=====

Name: SEKER

Level: 50 HP: 400

Location: Subway Tunnel, Torifune (B1-B3), Bomb Shelter (Area 6)

Attack: 158 STR: 36 Affinity: Earth
Defense: 161 VIT: 37
Magic Attack: 124 TEC: 42 Voids: Darkness
Magic Defense: 123 AGI: 45 Strong Against: Sword/Attack
LUC: 39 Weak Against: Shot/Earth

Special Attacks: Maha Magdyne, Mudoonn, Wing Beat, Assault Dive

Normal Item: Crisis Powder
Rare Item: None
Tarot Cards: 60 TOWER
Free Tarot: 45 FREE

=====

Name: TEZCATLIPOCA

Level: 59 HP: 472
Location: Sumaru Castle, Bomb Shelter (Area 7)

Attack: 221 STR: 54 Affinity: None
Defense: 200 VIT: 47
Magic Attack: 135 TEC: 44 Strong Against: Everything
Magic Defense: 133 AGI: 46
LUC: 44

Special Attacks: Maha Aquadyne, Mighty Swing, Heat Wave

Normal Item: Magdyne Card
Rare Item: None
Tarot Cards: 75 TOWER
Free Tarot: 56 FREE

=====

Name: SHUB-NIGGURATH

Level: 64 HP: 512
Location: Monado Mandala, Bomb Shelter (Area 8)

Attack: 220 STR: 52 Affinity: None
Defense: 226 VIT: 54
Magic Attack: 149 TEC: 49 Reflects: Magic
Magic Defense: 149 AGI: 47 Weak Against: Physical
LUC: 53

Special Attacks: Freidyne, Turbid Mist, Chaos Element, Possession

Normal Item: Bead of Impact
Rare Item: Torment Card
Tarot Cards: 100 TOWER
Free Tarot: 75 FREE

=====

***** XVII. STAR CLASS DEMONS *****

=====

Name: AGATHION
Comment: Protecting devil appearing in the day. Sometimes
locked in a jar.

Level: 8 HP: 58
Location: Mifune Trail, Sanitarium, Kasugayama High School 3F

Attack: 26 STR: 6 Affinity: Fire
Defense: 26 VIT: 6
Magic Attack: 20 TEC: 7 Voids: Fire
Magic Defense: 20 AGI: 7 Weak Against: Water
LUC: 5

Special Attacks: Agi, Dormina, Dia, Retreat

Normal Item: Agi Card

Rare Item: None

Tarot Cards: 12 STAR

Free Tarot: 9 FREE

=====
Name: KIMNARA

Comment: Half-human, half-horse god. The best musician of
the heavens.

Level: 12 HP: 96

Location: Science Museum, GOLD, Kasugayama High School 3F,
Bomb Shelter (Area 1)

Attack: 36 STR: 8 Affinity: Fire
Defense: 45 VIT: 11
Magic Attack: 29 TEC: 10 Voids: Fire
Magic Defense: 30 AGI: 11 Weak Against: Water
LUC: 7

Special Attacks: Maha Agi, Hama, Soothing Melody

Normal Item: Devil Capote

Rare Item: Maha Agi Card

Tarot Cards: 20 STAR

Free Tarot: 15 FREE

=====
Name: GANDHARVA

Comment: Half-man, half-bird spirit of gold wings. A musician
of the heavens.

Level: 23 HP: 184

Location: Aoba Park (1st visit), Sewers, Sumaru TV,
Bomb Shelter (Area 3)

Attack: 80 STR: 19 Affinity: Fire
Defense: 86 VIT: 21
Magic Attack: 52 TEC: 17 Absorbs: Fire
Magic Defense: 52 AGI: 18 Weak Against: Water
LUC: 16

Special Attacks: Agilao, Mafui, Marvelous Dance

Normal Item: Silver Manisha

Rare Item: Agilao Card

Tarot Cards: 30 STAR

Free Tarot: 22 FREE

=====
Name: PICOLLUS

Level: 30 HP: 240

Location: Smile Mall, Bomb Shelter (Area 4), Mu Continent

Attack: 93 STR: 21 Affinity: Water
Defense: 96 VIT: 22
Magic Attack: 80 TEC: 28 Voids: Water/Ice
Magic Defense: 81 AGI: 25 Weak Against: Fire
LUC: 23

Special Attacks: Aques, Hula of Misfortune, Possession

Normal Item: Seed of Escape

Rare Item: Aques Card

Tarot Cards: 40 STAR

Free Tarot: 30 FREE

=====

Name: HEINER

Level: 38 HP: 304

Location: Nichinmaru, Bomb Shelter (Area 5)

Attack: 122 STR: 28 Affinity: None
Defense: 128 VIT: 30
Magic Attack: 84 TEC: 27 Voids: Shot/Throw
Magic Defense: 82 AGI: 28
LUC: 38

Special Attacks: Maha Garula, Zionga, Twin Slash

Normal Item: Lucky Bag

Rare Item: Zionga Card

Tarot Cards: 48 STAR

Free Tarot: 36 FREE

=====

Name: YAKSHA

Level: 49 HP: 392

Location: Subway Tunnel, Bomb Shelter (Area 6)

Attack: 193 STR: 48 Affinity: None
Defense: 157 VIT: 36
Magic Attack: 103 TEC: 32 Strong Against: Physical
Magic Defense: 98 AGI: 43 Weak Against: Magic
LUC: 36

Special Attacks: Taru Kaja, Blade of Fury

Normal Item: Precious Egg

Rare Item: Taru Kaja Card

Tarot Cards: 60 STAR

Free Tarot: 45 FREE

=====

Name: VALKYRIE

Level: 60 HP: 480

Location: Monado Mandala, Bomb Shelter (Area 8)

Attack: 225 STR: 55 Affinity: None
Defense: 192 VIT: 44
Magic Attack: 140 TEC: 46 Strong Against: Physical
Magic Defense: 137 AGI: 52 Weak Against: Magic
LUC: 42

Special Attacks: Zandyne, Straight Slash, Mighty Swing

Normal Item: Gem

Rare Item: Shockwave Card

Tarot Cards: 70 STAR

Free Tarot: 52 FREE

=====

***** XVIII. MOON CLASS DEMONS *****

=====
Name: NIGHTMARE

Comment: Known as an ominous dream.

Level: 3 HP: 24

Location: Seven Sisters High School, Mifune Trail,
Kasugayama High School 1F-2F

Attack: 9 STR: 2 Affinity: None
Defense: 9 VIT: 2
Magic Attack: 6 TEC: 2 Strong Against: Phys (except sword)
Magic Defense: 6 AGI: 3 Weak Against: Sword/Holy
LUC: 2

Special Attacks: Dormina, Pulinpa, Iluzone

Normal Item: Ball of Returning

Rare Item: None

Tarot Cards: 6 MOON

Free Tarot: 4 FREE

=====
Name: ERINYS

Comment: One of 3 goddesses of revenge with snake hair and
a whip.

Level: 10 HP: 72

Location: Sanitarium, Kasugayama High School 3F

Attack: 28 STR: 6 Affinity: None
Defense: 31 VIT: 7
Magic Attack: 26 TEC: 9 Voids: Shot/Attack
Magic Defense: 25 AGI: 10 Voids: Holy/Darkness
LUC: 7 Voids: Mind/Nerve

Special Attacks: Maha Aqua, Marvelous Dance

Normal Item: Aques Card

Rare Item: None

Tarot Cards: 20 MOON

Free Tarot: 15 FREE

=====
Name: PARIKER

Comment: Zoroastrian beauty demon that is seen as a shooting
star.

Level: 20 HP: 160

Location: Aoba Park (1st visit), Sewers, Sumaru TV,
Bomb Shelter (Area 3)

Attack: 62 STR: 14 Affinity: None
Defense: 65 VIT: 15
Magic Attack: 50 TEC: 17 Voids: Physical (Except Sword)
Magic Defense: 49 AGI: 19 Weak Against: Sword/Holy

Special Attacks: Garula, Bersac, Paralyzing Bite

Normal Item: Medicine

Rare Item: Garula Card

Tarot Cards: 35 MOON

Free Tarot: 26 FREE

=====
Name: LILIM

Level: 33 HP: 264

Location: Aoba Park (revisited), Factory, Bomb Shelter (Area 4),
Seedy CD 4F-5F

Attack: 114 STR: 27 Affinity: None

Defense: 108 VIT: 25

Magic Attack: 94 TEC: 34 Voids: Darkness

Magic Defense: 97 AGI: 28 Weak Against: Holy

LUC: 25

Special Attacks: Garula, Bufula, Throw a Kiss

Normal Item: Bufula Card

Rare Item: Maha Garula Card

Tarot Cards: 56 MOON

Free Tarot: 42 FREE

=====
Name: SUCCUBUS

Level: 47 HP: 376

Location: Iwato Mountain, Subway Tunnel, Bomb Shelter (Area 6),
Mu Continent 3F-4F

Attack: 149 STR: 34 Affinity: None

Defense: 149 VIT: 34

Magic Attack: 127 TEC: 45 Strong Against: Magic

Magic Defense: 129 AGI: 38 Weak Against: Physical

LUC: 40

Special Attacks: Ziodyne, Marin Karin, Hypnotic Wave

Normal Item: Ball of Returning

Rare Item: Lightning Card

Tarot Cards: 67 MOON

Free Tarot: 50 FREE

=====
Name: JAHI

Level: 56 HP: 448

Location: Sumaru Castle, Bomb Shelter (Area 7)

Attack: 182 STR: 42 Affinity: None

Defense: 176 VIT: 40

Magic Attack: 150 TEC: 53 Strong Against: Magic

Magic Defense: 152 AGI: 45 Weak Against: Physical

LUC: 43

Special Attacks: Bufudyne, Zandyne, Marin Karin, Whirlwind Blast

Normal Item: Shockwave Card
Rare Item: None
Tarot Cards: 78 MOON
Free Tarot: 58 FREE

***** XIX. SUN CLASS DEMONS *****

=====
Name: VIROCANA

Level: 73 HP: 2800
Location: Bomb Shelter (Area 7)

Attack: 229 STR: 52 Affinity: Fire
Defense: 238 VIT: 55
Magic Attack: 196 TEC: 69 Voids: Fire
Magic Defense: 199 AGI: 62 Voids: Holy/Darkness
LUC: 59

Special Attacks: Deadly Burn, Divine Judgement, Magic Seal,
Rain of Arrows

Normal Item: 1000 Lotus Petals
Rare Item: None
Tarot Cards: N/A
Free Tarot: N/A

=====

***** XX. JUDGEMENT CLASS DEMONS *****

=====
Name: ANGEL

Comment: Angel tasked with watching and helping human life.

Level: 14 HP: 112
Location: GOLD, Bomb Shelter (Areas 1 and 2)

Attack: 47 STR: 11 Affinity: Water
Defense: 47 VIT: 11
Magic Attack: 33 TEC: 11 Voids: Holy
Magic Defense: 32 AGI: 11 Weak Against: Darkness
LUC: 11

Special Attacks: Maha Aqua, Hama, Dia

Normal Item: Dia Card
Rare Item: None
Tarot Cards: 25 JUDGEMENT
Free Tarot: 18 FREE

=====
Name: ARCHANGEL

Comment: Despite a low ranking, an angel with the most important
task.

Level: 21 HP: 168
Location: Aoba Park (1st visit), Sewers, Sumaru TV,
Bomb Shelter (Area 3)

Attack: 72 STR: 17 Affinity: Wind
Defense: 72 VIT: 17
Magic Attack: 50 TEC: 17 Voids: Holy
Magic Defense: 50 AGI: 16 Weak Against: Darkness
LUC: 16

Special Attacks: Garula, Raku Kaja, Straight Slash

Normal Item: Clean Salt
Rare Item: None
Tarot Cards: 30 JUDGEMENT
Free Tarot: 22 FREE

=====
Name: PRINCIPALITY

Level: 29 HP: 232
Location: Science Laboratory, Sumaru TV, Smile Mall,
Bomb Shelter (Area 3), Mu Continent 1F-2F

Attack: 98 STR: 23 Affinity: Earth
Defense: 98 VIT: 23
Magic Attack: 69 TEC: 23 Voids: Holy
Magic Defense: 68 AGI: 23 Weak Against: Darkness
LUC: 23

Special Attacks: Heat Wave, Magnas, Bufula, Mahanma

Normal Item: Chewing Soul
Rare Item: Magnus Card
Tarot Cards: 40 JUDGEMENT
Free Tarot: 30 FREE

=====
Name: POWER

Level: 36 HP: 288
Location: Factory, Nichinmaru, Bomb Shelter (Area 4)

Attack: 123 STR: 29 Affinity: Earth
Defense: 123 VIT: 29
Magic Attack: 84 TEC: 28 Voids: Holy
Magic Defense: 84 AGI: 29 Weak Against: Darkness
LUC: 28

Special Attacks: Tetrakarn, Rock Fall, Brain Shake

Normal Item: Clean Salt
Rare Item: None
Tarot Cards: 54 JUDGEMENT
Free Tarot: 40 FREE

=====
Name: VIRTUE

Level: 44 HP: 352
Location: Iwato Mountain, Bomb Shelter (Area 6)

Attack: 149 STR: 35 Affinity: Water
Defense: 149 VIT: 35

Magic Attack: 105 TEC: 35 Reflects: Holy
Magic Defense: 104 AGI: 35 Weak Against: Darkness
LUC: 35

Special Attacks: Maha Aquadyne, Mahanma, Recarm

Normal Item: Ball of Returning

Rare Item: None

Tarot Cards: 60 JUDGEMENT

Free Tarot: 45 FREE

=====
Name: DOMINION

Level: 52 HP: 416

Location: Torifune (B1-B5), Bomb Shelter (Area 7)

Attack: 175 STR: 41 Affinity: Fire
Defense: 178 VIT: 42
Magic Attack: 125 TEC: 42 Reflects: Holy
Magic Defense: 125 AGI: 41 Weak Against: Darkness
LUC: 41

Special Attacks: Megido, Diarahan, Heat Wave

Normal Item: Clean Salt

Rare Item: None

Tarot Cards: 69 JUDGEMENT

Free Tarot: 51 FREE

=====
Name: THRONE

Level: 57 HP: 456

Location: Sumaru Castle, Monado Mandala, Bomb Shelter (Areas 7-8)

Attack: 195 STR: 46 Affinity: Fire
Defense: 192 VIT: 45
Magic Attack: 137 TEC: 46 Voids: Holy
Magic Defense: 137 AGI: 45 Weak Against: Darkness
LUC: 45

Special Attacks: Maha Agidyne, Hamaonn, Double Thrust

Normal Item: Gem

Rare Item: Agidyne Card

Tarot Cards: 75 JUDGEMENT

Free Tarot: 57 FREE

=====
Name: CHERUB

Level: 64 HP: 512

Location: Monado Mandala, Bomb Shelter (Area 8)

Attack: 217 STR: 51 Affinity: Wind
Defense: 217 VIT: 51
Magic Attack: 153 TEC: 51 Reflects: Holy
Magic Defense: 152 AGI: 51 Weak Against: Darkness
LUC: 51

Special Attacks: Sama Recarm, Baptism by Thunder, Alpha Blaster,
Rain of Arrows

Normal Item: Incense of Life
Rare Item: Divine Light Card
Tarot Cards: 87 JUDGEMENT
Free Tarot: 65 FREE

***** XXI. WORLD CLASS DEMONS *****

=====
Name: COCKATRICE
Comment: A snake/chicken born from a toad warming a chicken's
egg.

Level: 11 HP: 81
Location: Sanitarium, Science Museum, Kasugayama High School 3F,
Bomb Shelter (Area 1)

Attack: 44 STR: 11 Affinity: Wind
Defense: 36 VIT: 8
Magic Attack: 20 TEC: 6 Strong Against: Sword/Attack
Magic Defense: 19 AGI: 10 Weak Against: Shot/Earth
LUC: 8

Special Attacks: Poison Breath, Wing Beat

Normal Item: Bersac Card
Rare Item: None
Tarot Cards: 9 WORLD
Free Tarot: 6 FREE

=====
Name: KRAKEN

Level: 23 HP: 192
Location: Sewers, Bomb Shelter (Area 3)

Attack: 77 STR: 18 Affinity: Water
Defense: 92 VIT: 23
Magic Attack: 48 TEC: 15 Voids: Water
Magic Defense: 48 AGI: 17 Weak Against: Fire
LUC: 18

Special Attacks: Maha Aques, Transfixion

Normal Item: Sedative
Rare Item: Aques Card
Tarot Cards: 25 WORLD
Free Tarot: 18 FREE

=====
Name: DEMETER

Level: 31 HP: 248
Location: Smile Mall, Aoba Park (Revisited),
Bomb Shelter (Area 4)

Attack: 91 STR: 20 Affinity: None
Defense: 94 VIT: 21
Magic Attack: 80 TEC: 28 Voids: Holy/Darkness
Magic Defense: 80 AGI: 27

LUC: 26

Special Attacks: Maha Magnas, Marin Karin, Diarama,
Ultra Freila (Rumor)

Normal Item: Gala Gala Drink

Rare Item: Diarama Card

Tarot Cards: 30 WORLD

Free Tarot: 22 FREE

=====
Name: LEVIATHAN

Level: 39 HP: 312

Location: Nichinmaru, Ocean Ruins, Bomb Shelter (Area 5),
Seedy CD

Attack: 135 STR: 32 Affinity: Water
Defense: 147 VIT: 36
Magic Attack: 97 TEC: 33 Absorbs: Water
Magic Defense: 100 AGI: 28 Weak Against: Fire
LUC: 26

Special Attacks: Acid Rain, Mighty Swing

Normal Item: Devil Capote

Rare Item: Clean Salt

Tarot Cards: 45 WORLD

Free Tarot: 33 FREE

=====
Name: HUNAB KU

Level: 46 HP: 368

Location: Iwato Mountain, Subway Tunnel, Bomb Shelter (Area 6)

Attack: 154 STR: 36 Affinity: Earth
Defense: 163 VIT: 39
Magic Attack: 106 TEC: 35 Voids: Earth
Magic Defense: 106 AGI: 37 Strong Against: Lightning/Ice/Nuke
LUC: 36 Weak Against: Wind

Special Attacks: Magdyne, Maha Magdyne

Normal Item: Magdyne Card

Rare Item: None

Tarot Cards: 52 WORLD

Free Tarot: 39 FREE

=====
Name: MUCALINDA

Level: 54 HP: 432

Location: Torifune (B4-B8), Sumaru Castle, Bomb Shelter (Area 7)

Attack: 177 STR: 41 Affinity: Water
Defense: 180 VIT: 42
Magic Attack: 141 TEC: 49 Strong Against: Magic
Magic Defense: 143 AGI: 44 Weak Against: Physical
LUC: 39

Special Attacks: Maha Aquadyne, Megidora, Makarakarn,
Blizzard Breath

Normal Item: Anti-Magic Card
Rare Item: None
Tarot Cards: 60 WORLD
Free Tarot: 45 FREE

=====
Name: UROBOROS

Level: 62 HP: 496
Location: Monado Mandala, Bomb Shelter (Areas 7-8)

Attack: 206 STR: 48 Affinity: Earth
Defense: 227 VIT: 55
Magic Attack: 147 TEC: 49 Strong Against: Ice/Lightning/Nuke
Magic Defense: 149 AGI: 48 Weak against: Strike/Attack
LUC: 47

Special Attacks: Recarm Dora, Poison Breath, Transfixion

Normal Item: Seed of Escape
Rare Item: Sacrifice Card
Tarot Cards: 72 WORLD
Free Tarot: 54 FREE

=====

***** HUMAN CLASS *****

=====
Name: FANG RENG
Comment: Member of the Tien Tao Lien.

Level: 18 HP: 144
Location: Club Zodiac

Attack: 69 STR: 17 Affinity: None
Defense: 60 VIT: 14
Magic Attack: 36 TEC: 11 Voids: Holy
Magic Defense: 34 AGI: 16
LUC: 13

Special Attacks: Rapidfire

Normal Item: Miracle Soda
Rare Item: None
Tarot Cards: N/A
Free Tarot: N/A

=====
Name: RYUMAN
Comment: Member of the Tien Tao Lien.

Level: 20 HP: 160
Location: Club Zodiac

Attack: 74 STR: 18 Affinity: None
Defense: 68 VIT: 16
Magic Attack: 40 TEC: 12 Voids: Holy
Magic Defense: 38 AGI: 18
LUC: 15

Special Attacks: Single Shot, Rapidfire

Normal Item: Medical Powder

Rare Item: None

Tarot Cards: N/A

Free Tarot: N/A

=====
Name: GARRISON

Level: 25 HP: 200

Location: Science Laboratory

Attack: 88 STR: 21 Affinity: None

Defense: 88 VIT: 21

Magic Attack: 56 TEC: 18 Voids: Holy

Magic Defense: 55 AGI: 20

LUC: 19

Special Attacks: Single Shot, Anasthetic Snap

Normal Item: Bead of Power

Rare Item: None

Tarot Cards: N/A

Free Tarot: N/A

=====
Name: RED BERET

Level: 28 HP: 224

Location: Science Laboratory

Attack: 97 STR: 23 Affinity: None

Defense: 97 VIT: 23

Magic Attack: 64 TEC: 21 Voids: Holy

Magic Defense: 63 AGI: 22

LUC: 22

Special Attacks: Anaesthetic Snap, Rapidfire

Normal Item: Bead of Protection

Rare Item: None

Tarot Cards: N/A

Free Tarot: N/A

=====
Name: TENCHU HEKUIN

Level: 37 HP: 296

Location: Factory, Nichinmaru, Torifune

Attack: 127 STR: 30 Affinity: None

Defense: 127 VIT: 30

Magic Attack: 79 TEC: 25 Voids: Holy

Magic Defense: 77 AGI: 30

LUC: 32

Special Attacks: Rapidfire, Anaesthetic Snap

Normal Item: Anti-Magic Bead

Rare Item: None

Tarot Cards: N/A

Free Tarot: N/A

=====
Name: TENCHU MOCHIZUKI

Level: 40 HP: 320

Location: Nichinmaru, Ocean Ruins, Torifune

Attack: 136 STR: 32 Affinity: None
Defense: 142 VIT: 34
Magic Attack: 88 TEC: 28 Voids: Holy
Magic Defense: 87 AGI: 33
LUC: 32

Special Attacks: Anaesthetic Snap, Triple Down

Normal Item: Anti-Force Bead

Rare Item: None

Tarot Cards: N/A

Free Tarot: N/A

=====
Name: TENCHU MYOJOU

Level: 45 HP: 360

Location: Ocean Ruins, Subway Tunnel, Torifune

Attack: 156 STR: 37 Affinity: None
Defense: 153 VIT: 36
Magic Attack: 104 TEC: 34 Voids: Holy
Magic Defense: 103 AGI: 37
LUC: 35

Special Attacks: Flare Shot, Triple Down

Normal Item: Bead of Speed

Rare Item: None

Tarot Cards: N/A

Free Tarot: N/A

=====
Name: TENCHU AKATSUKI

Level: 52 HP: 408

Location: Subway Tunnel, Torifune

Attack: 184 STR: 44 Affinity: None
Defense: 178 VIT: 42
Magic Attack: 115 TEC: 37 Voids: Holy
Magic Defense: 113 AGI: 43
LUC: 41

Special Attacks: Rapidfire, Triple Down

Normal Item: Bead of Magic Wall

Rare Item: None

Tarot Cards: N/A

Free Tarot: N/A

=====

***** ZOMBIE CLASS *****

=====
Name: ZOMBIE SCHOOLGIRL

Comment: Undead exchange student. Victim of a reckless
country.

Level: 4 HP: 28

Location: Seven Sisters High School, Mifune Trail

Attack: 16 STR: 4 Affinity: None
Defense: 13 VIT: 3
Magic Attack: 9 TEC: 3 Strong Against: Physical
Magic Defense: 8 AGI: 4 Voids: Darkness
LUC: 3 Weak Against: Fire, Holy

Special Attacks: Tackle

Normal Item: Medicine

Rare Item: None

Tarot Cards: N/A

Free Tarot: N/A
=====

Name: ZOMBIE KAMIKAZE

Comment: Old Japanese soldier turned into a zombie. Imperial
Japan is gone...

Level: 7 HP: 56

Location: Mifune Trail

Attack: 31 STR: 8 Affinity: None
Defense: 22 VIT: 5
Magic Attack: 11 TEC: 3 Strong Against: Physical
Magic Defense: 9 AGI: 7 Voids: Darkness
LUC: 4 Weak Against: Fire, Holy

Special Attacks: Rapidfire, Kamikaze Charge

Normal Item: Gala Gala Drink

Rare Item: None

Tarot Cards: N/A

Free Tarot: N/A
=====

Name: ZOMBIE JUNKIE

Comment: Junk food junkie turned zombie.

Level: 9 HP: 68

Location: Sanitarium

Attack: 39 STR: 10 Affinity: None
Defense: 36 VIT: 9
Magic Attack: 13 TEC: 3 Strong Against: Physical
Magic Defense: 11 AGI: 8 Voids: Darkness
LUC: 5 Weak Against: Fire, Holy

Special Attacks: Poisonous Scratch, Dormina

Normal Item: Awaken G

Rare Item: None

Tarot Cards: N/A

Free Tarot: N/A

=====
Name: ZOMBIE DJ

Level: 19 HP: 152
Location: Club Zodiac, Seedy CD

Attack: 79 STR: 20 Affinity: None
Defense: 73 VIT: 18
Magic Attack: 21 TEC: 3 Strong Against: Physical
Magic Defense: 16 AGI: 18 Voids: Darkness
LUC: 16 Weak Against: Fire, Holy

Special Attacks: Paralyzing Scratch, Pulinpa

Normal Item: Ball of Returning
Rare Item: None
Tarot Cards: N/A
Free Tarot: N/A

PERSONA LIST

***** I. MAGICIAN CLASS PERSONAS *****

=====
Name: TENGU

Comment: Monk monster with a long nose. His nose shows
arrogance.

Level: 16 SP: 15 Level-Up Bonus: TEC+1
Summoning Requirements: 64 MAGICIAN Cards

Attack: 61 STR: 15 Affinity: Wind
Defense: 55 VIT: 13
Magic Attack: 50 TEC: 19 Voids: Wind
Magic Defense: 53 AGI: 17 Weak Against: Earth
LUC: 11

Special Attacks: Maha Garu (1), Gry (2), Iluzone (3),
Wall of Air (5), Recarm (7), Blade of Fury (8),
Killer Wind (Mutation)

Personality: Arrogant, Wise
Return Item: Maha Garu Card

Could Morph to: ROD Hotei
Unknown Power: Assist-Type

Quote: "I am Tengu, the wielder of godly powers!
Huh...? So you are a part of me?
Well then, my powers become yours!"

=====
Name: AGRIPPA

Level: 34 SP: 24 Level-Up Bonus: TEC+1

Summoning Requirements: 136 MAGICIAN CARDS

Attack: 115 STR: 27 Affinity: Fire
Defense: 118 VIT: 28
Magic Attack: 97 TEC: 35 Strong Against: Magic
Magic Defense: 101 AGI: 28 Weak Against: Physical
 LUC: 29

Special Attacks: Poisma (1), Agilao (2), Curse (5), Megido (6),
 Agidyne (8), Summon Spirit (Mutation)

Personality: Bluff, Wise
Return Item: Maha Agionn Card

Could Morph to: CUP Galahad
Unknown Power: Restoration-Type

=====

Name: ABE NO SEIMEI

Level: 49 SP: 31 Level-Up Bonus: TEC+1
Summoning Requirements: 196 MAGICIAN Cards

Attack: 169 STR: 40 Affinity: None
Defense: 163 VIT: 38
Magic Attack: 137 TEC: 49 Reflects: Magic
Magic Defense: 141 AGI: 41 Weak Against: Physical
 LUC: 39

Special Attacks: Dream Needle (1), Card of Binding (3),
 Hamaonn (5), Samakaja (6), Grydyne (7),
 Summon Spirit (8), Deadly Needle (Mutation)

Personality: Wise
Return Item: Agidyne Card

Could Morph to: CUP Bacchus
Unknown Power: Assist-Type

=====

Name: MANANAN

Level: 55 SP: 34 Level-Up Bonus: TEC+1
Summoning Requirements: 220 MAGICIAN Cards

Attack: 190 STR: 45 Affinity: Water
Defense: 181 VIT: 42
Magic Attack: 154 TEC: 55 Reflects: Water
Magic Defense: 158 AGI: 46 Weak Against: Fire
 LUC: 43

Special Attacks: Aquadyne (1), Bersac (2), Maka Kaja (4),
 Heat Wave (6), Fear Torrent (8),
 Divine Judgement (Mutation)

Personality: Arrogant, Wise
Return Item: Maka Kaja Card

Could Morph to: SWORD Arthur
Unknown Power: Attack-Type

=====

Name: ISIS

Level: 62 SP: 39 Level-Up Bonus: TEC+1
Summoning Requirements: 248 MAGICIAN CARDS

Attack: 200 STR: 46 Affinity: Earth
Defense: 206 VIT: 48
Magic Attack: 171 TEC: 61 Reflects: Magic
Magic Defense: 176 AGI: 54 Weak vs: Physical
LUC: 50

Special Attacks: Magdyne (1), Me Patra (2), Makarakarn (3),
Ziodhain (5), Maha Magdyne (6), Freidyne (8),
Magma Drop (Mutation)

Personality: Wise
Return Item: Megidola Card

Could Morph to: PENTACLE Sarasvati
Unknown Power: Protection-Type

=====
Name: RANGDA

Level: 69 SP: 42 Level-Up Bonus: TEC+1
Summoning Requirements: 276 MAGICIAN Cards +
Material Card 'Dancing Mask'

Attack: 228 STR: 53 Affinity: None
Defense: 216 VIT: 49
Magic Attack: 197 TEC: 71 Reflects: Physical
Magic Defense: 201 AGI: 62 Weak Against: Holy
LUC: 52

Special Attacks: Scratch (1), Marin Karin (2), Megidola (3),
Medirama (5), Mudoonn (6), Recarm Dora (8),
Tetrakarn (mutation)

Personality: Wise
Return Item: Sacrifice Card

Could Morph to: N/A
Unknown Power:

=====

***** II. PRIESTESS CLASS PERSONAS *****

=====
Name: TENSEN NYAN NYAN
Comment: A well admired goddess of ancient religious sects.

Level: 27 SP: 21 Level-Up Bonus: VIT+1
Summoning Requirements: 81 PRIESTESS Cards

Attack: 93 STR: 22 Affinity: None
Defense: 87 VIT: 20
Magic Attack: 75 TEC: 27 Reflects: Mind/Nerve
Magic Defense: 77 AGI: 24
LUC: 26

Special Attacks: Ninety Nine Needles (1), Me Patra (3),
Fata Morgana (4), Dream Needle (6),
Marin Karin (7), Medirama (8),
Recarm (Mutation)

Personality: Wise
Return Item: Medirama Card

Could Morph to: ROD Nankyoku Roujin
Unknown Power: Assist-Type

Quote: "Hi! I'm Tensen Nyan Nyan!! I was born in
your ocean. I think I truly understand you.
You're not alone. I'll take care of you (heart)

=====

Name: SIF

Level: 34 SP: 24 Level-Up Bonus: VIT+1
Summoning Requirements: 102 PRIESTESS Cards

Attack: 121 STR: 29 Affinity: Wind
Defense: 112 VIT: 26
Magic Attack: 87 TEC: 30 Voids: Wind
Magic Defense: 88 AGI: 33 Reflects: Lightning
LUC: 29 Weak Against: Earth

Special Attacks: Zionga (1), Tetraja (2), Diarama (4),
Kotoludi (5), Hypnotic Wave (6),
Vile Thunderbolt (8), Taru-Kaja (Mutation)

Personality: Wise
Return Item: Tetraja Card

Could Morph to: CUP Galahad
Unknown Power: Attack-Type

=====

Name: PARVATI

Level: 41 SP: 28 Level-Up Bonus: VIT+1
Summoning Requirements: 123 PRIESTESS Cards

Attack: 143 STR: 34 Affinity: Water
Defense: 131 VIT: 30
Magic Attack: 114 TEC: 41 Voids: Holy
Magic Defense: 117 AGI: 37 Weak vs: Darkness
LUC: 33

Special Attacks: Maha Aques (1), Kotoludi (2), Wall of Water (4),
Refresh Ring (5), Recarm (6), Bufudyne (8),
Mahanma (Mutation)

Personality: Wise
Return Item: Hit Point Source

Could Morph to: ROD Nodens
Unknown Power: Recovery-Type

=====

Name: IZANAMI

Level: 51 SP: 33 Level-Up Bonus: VIT+1

Summoning Requirements: 153 PRIESTESS Cards +
Material Card 'Path to Hades'

Attack: 150 STR: 33 Affinity: Water
Defense: 165 VIT: 38
Magic Attack: 152 TEC: 56 Voids: Water
Magic Defense: 159 AGI: 45 Voids: Holy/Darkness
LUC: 43

Special Attacks: Marin Karin (1), Affectionate Prayer (3),
Fata Morgana (4), Maha Aquadyne (5),
Deadly Needle (7), Diamond Dust (8),
Dance of Protection (Mutation)

Personality: Wise
Return Item: Sacrifice Card

Could Morph to: N/A
Unknown Power: Restoration-Type

=====
Name: HATHOR

Level: 55 SP: 34 Level-Up Bonus: VIT+1
Summoning Requirements: 165 PRIESTESS Cards

Attack: 187 STR: 44 Affinity: None
Defense: 196 VIT: 47
Magic Attack: 146 TEC: 51 Voids: Holy/Darkness
Magic Defense: 150 AGI: 46
LUC: 43

Special Attacks: Gryva (1), Alluring Mazurka (2), Medirama (4),
High Pressure (6), Estoma (8),
Makarakarn (Mutation)

Personality: Wise
Return Item: Patra Card

Could Morph to: SWORD Arthur
Unknown Power: Protection-Type

=====
Name: SCATHACH

Level: 64 SP: 39 Level-Up Bonus: VIT+1
Summoning Requirements: 192 PRIESTESS Cards

Attack: 232 STR: 56 Affinity: Wind
Defense: 214 VIT: 50
Magic Attack: 159 TEC: 54 Reflects: Sword, Attack
Magic Defense: 160 AGI: 55 Voids: Holy/Darkness
LUC: 52

Special Attacks: Garudyne (1), Wall of Air (2), Tetraja (3),
Spiral Shot (5), Mepatra (6), Senpu Jin (8),
Heat Wave (Mutation)

Personality: Wise
Return Item: Garudyne Card

Could Morph to: PENTACLE Sarasvati OR JUSTICE Pallas Athena

(see RARE PERSONA LIST)

Unknown Power: Attack-Type

=====
Name: LAKSHMI

Level: 71 HP: 43 Level-UP Bonus: VIT+1
Summoning Requirements: 213 PRIESTESS Cards +
Material Card 'Water Lotus Petal'

Attack: 209 STR: 46 Affinity None
Defense: 230 VIT: 53
Magic Attack: 178 TEC: 61 Voids: Holy
Magic Defense: 178 AGI: 58 Recovery spells are more effective
LUC: 77

Special Attacks: Diarahan (1), Raku Kaja (2), Zandyne (3),
Sama Recarm (5), Trafuri (7),
Dance of Bravery (8), Mediarahan (Mutation)

Personality: Wise
Return Item: Avatarah

Could Morph to: N/A
Unknown Power: Recovery-Type

=====

***** III. EMPRESS CLASS PERSONAS *****

=====
Name: ARIANRHOD

Comment: Goddess of England. She brought peace to earth with
a rainbow.

Level: 15 SP: 14 Level-Up Bonus: VIT+1
Summoning Requirements: 45 EMPRESS Cards

Attack: 69 STR: 18 Affinity: Wind
Defense: 54 VIT: 13
Magic Attack: 36 TEC: 12 Strong Against: Physical
Magic Defense: 36 AGI: 15 Weak Against: Magic
LUC: 13

Special Attacks: Zan (1), Straight Slash (2), Hama (3), Dia (5),
Wall of Air (6), Zionga (8), Mahanma (Mutation)

Personality: Arrogant, Bluff
Return Item: Damascus Steel

Could Morph to: ROD Hotei
Unknown Power: Protection-Type

Quote: "I am the silver wheel, Arianrhod... The one
who destroys evil with the rainbow.... I'll
be etched with you on the scribes of fate!"

=====
Name: NEMESIS

Comment: Greek goddess of destiny.

Level: 26 SP: 21 Level-Up Bonus: VIT+1
Summoning Requirements: 78 EMPRESS Cards

Attack: 86 STR: 20 Affinity: None
Defense: 104 VIT: 26
Magic Attack: 64 TEC: 22 Voids: Mind/Nerve
Magic Defense: 68 AGI: 23
LUC: 24

Special Attacks: Aques (1), Marvelous Dance (3), Triple Down (5),
Mudo (6), Media (7), Absolute Zero (8),
Estoma (Mutation)

Personality: Arrogant, Bluff
Return Item: Aques Card

Could Morph to: ROD Nankyoku Roujin
Unknown Power: Recovery-Type

Quote: "People tell me I'm the goddess of revenge...
But I don't know what I'm supposed to do.
Can you help me out?"

=====
Name: SEIOUBO

Level: 36 SP: 25 Level-Up Bonus: VIT+1
Summoning Requirements: 108 EMPRESS Cards

Attack: 117 STR: 27 Affinity: None
Defense: 129 VIT: 31
Magic Attack: 98 TEC: 35 Strong Against: Physical
Magic Defense: 102 AGI: 29 Weak Against: Magic
LUC: 33

Special Attacks: Holy Light (1), Dream Needle (2), Zanma (3),
Taru Kaja (6), Megido (7), Whirlwind Blast (8),
Soothing Melody (Mutation)

Personality: Arrogant, Bluff
Return Item: Mystic Peach

Could Morph to: CUP Galahad
Unknown Power: Assist-Type

=====
Name: RINOK

Level: 48 SP: 31 Level-Up Bonus: VIT+1
Summoning Requirements: 144 EMPRESS Cards

Attack: 180 STR: 44 Affinity: Earth
Defense: 186 VIT: 46
Magic Attack: 112 TEC: 37 Absorbs: Earth
Magic Defense: 115 AGI: 40 Weak Against: Wind
LUC: 36

Special Attacks: Maha Magnus (1), Fata Morgana (2),
Straight Slash (4), Refresh Ring (5),
Wall of Earth (6), Magma Drop (8),
Baptism by Thunder (Mutation)

Personality: Arrogant, Bluff
Return Item: STR Card

Could Morph to: SWORD Chu Chulainn
Unknown Power: Protection-Type

=====

Name: KALI

Level: 61 SP: 37 Level-Up Bonus: VIT+1
Summoning Requirements: 183 EMPRESS Cards +
 Material Card 'Necklace of Heads'

Attack: 241 STR: 60 Affinity: Fire
Defense: 214 VIT: 51
Magic Attack: 136 TEC: 44 Absorbs Fire
Magic Defense: 135 AGI: 57 Voids: Holy/Nuclear
 LUC: 43 Weak Against: Water/Ice

Special Attacks: Blade of Fury (1), Curse (2), Grydyne (3),
 Diarahan (5), Death Bound (6), Heat Kaiser (8),
 Mudoonn (Mutation)

Personality: Arrogant, Bluff
Return Item: Hurricane Card

Could Morph to: N/A
Unknown Power: Attack-Type

=====

Name: GAIA

Level: 78 SP: 46 Level-Up Bonus: VIT+1
Summoning Requirements: 234 EMPRESS Cards +
 Material Card 'Cradle of Creation'

Attack: 258 STR: 60 Affinity: Earth
Defense: 300 VIT: 74
Magic Attack: 198 TEC: 68 Voids: Earth
Magic Defense: 207 AGI: 63 Voids: Holy/Darkness
 LUC: 58

Special Attacks: Magdyne (1), Freidyne (2), Wall of Earth (4),
 Tetra-Karn (5), Rain of Arrows (7),
 Anger of the Earth (8), Diarama (Mutation)

Personality: Arrogant, Bluff
Return Item: Divine Light Card

Could Morph to: N/A
Unknown Power: Special-Type

=====

***** IV. EMPEROR CLASS PERSONAS *****

=====

Name: AIRGET LAM
Comment: Ruling Celtic god of bravery who fought against
 Barol.

Level: 9 SP: 9 Level-Up Bonus: TEC+1
Summoning Requirements: 27 EMPEROR Cards

Attack: 42 STR: 11 Affinity: Earth
Defense: 36 VIT: 9
Magic Attack: 27 TEC: 10 Strong Against: Earth
Magic Defense: 29 AGI: 9 Weak Against: Wind
LUC: 8

Special Attacks: Magna (1), Kotoludi (3), Straight Slash (4),
Tetraja (5), Purinpa (7), Maha Magna (8),
Magnus (Mutation)

Personality: Bluff, Wise
Return Item: Soldier's Manual

Could Morph to: CUP Matsuo-sama
Unknown Power: Attack-Type

Quote: "I am the silver arm of Nuadu, king who
thwarts the darkness with an invincible
sword. Together, we begin a new legend..."

=====
Name: MARDUK

Comment: Babylonian creator who formed earth from Tiamat's
corpse.

Level: 28 SP: 21 Level-Up Bonus: TEC+1
Summoning Requirements: 84 EMPEROR Cards

Attack: 115 STR: 29 Affinity: Fire
Defense: 109 VIT: 27
Magic Attack: 62 TEC: 20 Voids: Fire
Magic Defense: 63 AGI: 23 Weak Against: Water
LUC: 24

Special Attacks: Agilao (1), Posumdi (3), Bersac (4),
Twin Slash (6), Maha Agionn (8),
Freila (mutation)

Personality: Bluff, Wise
Return Item: Agility Source

Could Morph to: ROD Nankyoku Roujin
Unknown Power: Attack-Type

Quote: "I am Marduk... Your name shall become one
of the 50 names I hold... Let us follow
the way to become a shield of discipline!"

=====
Name: BAAL

Level: 37 SP: 25 Level-Up Bonus: TEC+1
Summoning Requirements: 111 EMPEROR Cards

Attack: 109 STR: 24 Affinity: Water
Defense: 121 VIT: 28
Magic Attack: 123 TEC: 47 Absorbs: Water
Magic Defense: 131 AGI: 31 Weak Against: Fire
LUC: 29

Special Attacks: Aques (1), Recarm (3), Medirama (5),
Blizzard Breath (6), Acid Rain (7),
Megidola (8), Photon Cannon (Mutation)

Personality: Bluff, Wise
Return Item: Recarm Card

Could Morph to: PENTACLE Peri
Unknown Power: Recovery-Type

=====
Name: HURAKAN

Level: 45 SP: 30 Level-Up Bonus: TEC+1
Summoning Requirements: 135 EMPEROR Cards

Attack: 165 STR: 40 Affinity: Wind
Defense: 159 VIT: 38
Magic Attack: 118 TEC: 41 Absorbs: Wind
Magic Defense: 121 AGI: 35 Weak Against: Earth
LUC: 37

Special Attacks: Straight Slash (1), Pulinpa (2), De Kaja (3),
Heat Wave (5), Senpu Jin (7), Taru Kaja (8),
Sama Recarm (Mutation)

Personality: Bluff, Wise
Return Item: Sacrifice Card

Could Morph to: SWORD Chu Chulainn
Unknown Power: Recovery-Type

=====
Name: INDRA

Level: 52 SP: 33 Level-Up Bonus: TEC+1
Summoning Requirements: 156 EMPEROR Cards

Attack: 199 STR: 49 Affinity: Wind
Defense: 178 VIT: 42
Magic Attack: 131 TEC: 45 Voids: Wind
Magic Defense: 133 AGI: 43 Reflects: Thunder
LUC: 40 Weak Against: Earth

Special Attacks: Blade of Fury (1), Zionga (2), Wall of Air (4),
Maha Garudyne (5), Raku Kaja (6), Ziodyne (8),
Baptism by Thunder (Mutation)

Personality: Bluff, Wise
Return Item: Soma x 10

Could Morph to: CUP Bacchus
Unknown Power: Attack-Type

=====
Name: ODIN

Level: 65 SP: 40 Level-Up Bonus: TEC+1
Summoning Requirements: 195 EMPEROR Cards +
Material Card 'Runic Monument'

Attack: 221 STR: 52 Affinity: None

Defense: 227 VIT: 54
Magic Attack: 172 TEC: 60 Voids: Magic
Magic Defense: 177 AGI: 55 Weak Against: Physical
 LUC: 50

Special Attacks: Grydyne (1), Maka Kaja (2),
 Baptism by Thunder (4), Mudoonn (5),
 Death Bound (7), Trial of Darkness (8),
 Omega Cluster (Mutation)

Personality: Bluff, Wise
Return Item: Pressure Card

Could Morph to: N/A
Unknown Power: Protection-Type

=====
Name: LUGH

Level: 72 SP: 43 Level-Up Bonus: TEC+1
Summoning Requirements: Morph from SUN Il-dana, afterwards could
 be summoned in the Velvet Room for 216
 EMPEROR Cards

Attack: 264 STR: 64 Affinity: Wind
Defense: 246 VIT: 58
Magic Attack: 181 TEC: 62 Reflects: Sword/Attack
Magic Defense: 184 AGI: 56 Voids: Holy/Darkness
 LUC: 59

Special Attacks: Straight Slash (1), Maha Garudyne (3),
 De Kaja (4), Death Bound (7),
 Divine Judgement (8), Hieros Glupaine (Mutation)

Personality: Bluff, Wise
Return Item: De Kaja Card

Could Morph to: N/A
Unknown Power: Attack-Type

=====
Name: VISHNU

Level: 86 SP: 51 Level-Up Bonus: TEC+1
Summoning Requirements: 258 EMPEROR Cards +
 Material Card 'Avatarah'

Attack: 305 STR: 73 Affinity: None
Defense: 293 VIT: 69
Magic Attack: 218 TEC: 75 Strong Against: Everything
Magic Defense: 221 AGI: 68
 LUC: 70

Special Attacks: Bufudyne (1), Mediarahan (2), Maha Agidyne (4),
 Blade of Fury (5), Hamaoonn (6),
 Megidolaonn (8), Sthiti (Mutation)

Personality: Bluff, Wise
Return Item: Soma x 10

Could Morph to: N/A
Unknown Power: Assist-Type

***** V. HIEROPHANT CLASS PERSONAS *****

=====
Name: GENJO

Comment: Famous monk and author of the "Daitoku Saijouki"
journal.

Level: 14 SP: 13 Level-Up Bonus: STR+1
Summoning Requirements: 42 HIEROPHANT Cards

Attack: 44 STR: 10 Affinity: None
Defense: 56 VIT: 14
Magic Attack: 47 TEC: 18 Voids: Mind/Nerve
Magic Defense: 52 AGI: 15
LUC: 10

Special Attacks: Zan (1), Iluone (3), Media (4), Mafui (5),
Me Patra (6), Holy Light (8), Diarama (mutation)

Personality: Wise
Return Item: Mafui Card

Could Morph to: ROD Hotei
Unknown Power: Recovery-Type

Quote: "Excuse me... But are you my incarnation?
Ah, that's what I thought... I am Genjo...
Now, let us hurry on our way."

=====
Name: AIZEN MYOYOU

Level: 20 SP: 18 Level-Up Bonus: STR+1
Summoning Requirements: None, Nate's starting Persona

Attack: 80 STR: 20 Affinity: Earth
Defense: 74 VIT: 18
Magic Attack: 52 TEC: 18 Voids: Earth
Magic Defense: 54 AGI: 20 Voids: Holy/Darkness
LUC: 16

Special Attacks: Hama (1), Sonic Punch (3), Suku Kaja (4),
Holy Light (6), Maha Magnus (8),
Maka Kaja (mutation)

Personality: Wise
Return Item: Maha Magnus Card

Could Morph to: N/A
Unknown Power: Assist-Type

=====
Name: UMayado no Ouji

Comment: Imperial prince of virtue who handled foreign affairs.

Level: 23 SP: 19 Level-Up Bonus: STR+1
Summoning Requirements: 69 HIEROPHANT Cards

Attack: 77 STR: 18 Affinity: None
Defense: 77 VIT: 18
Magic Attack: 62 TEC: 22 Reflects: Shot/Throw
Magic Defense: 64 AGI: 19
 LUC: 26

Special Attacks: Dormina (1), Scratch (2), Pulinpa (4),
 Diarama (5), Trafuri (7), Estoma (8),
 Paralyzing Scratch (mutation)

Personality: Wise
Return Item: LUC Card

Could Morph to: SWORD Kanshou
Unknown Power: Protection-Type

Quote: "I'm Umayado no Ouji!
 Without question, you must reform those
 misguided people you come across!"

=====
Name: SHAKA
Comment: Religious founder, Siddartha Gautama.

Level: 29 SP: 23 Level-Up Bonus: STR+1
Summoning Requirements: 87 HIEROPHANT Cards +
 Material Card 'Yuiga Dokuson'

Attack: 92 STR: 21 Affinity: Earth
Defense: 95 VIT: 22
Magic Attack: 87 TEC: 32 Strong Against: Everything
Magic Defense: 91 AGI: 24
 LUC: 28

Special Attacks: Holy Light (1), Recarm (3), Mafui (4),
 Hypnotic Wave (5), Nirvana (7),
 Vile Thunderbolt (8), Refresh Ring (Mutation)

Personality: Wise
Return Item: Recarm Card

Could Morph to: N/A
Unknown Power: Restoration-Type

Quote: "I am Shaka... One who has awakened...
 If the reality is an illusion bound by the ego,
 let us together attain enlightenment..."

=====
Name: YAMA

Level: 39 SP: 27 Level-Up Bonus: STR+1
Summoning Requirements: 117 HIEROPHANT Cards

Attack: 144 STR: 35 Affinity: Earth
Defense: 138 VIT: 33
Magic Attack: 107 TEC: 38 Voids: Earth
Magic Defense: 111 AGI: 32 Voids: Holy/Darkness
 LUC: 29

Special Attacks: Blade of Fury (1), Kotoludi (2), Mahanma (4),
 Maha Mudo (5), Posumdi (6),

Trial of Darkness (8), Taru Kaja (mutation)

Personality: Wise
Return Item: Maha Aques Card

Could Morph to: PENTACLE Peri
Unknown Power: Protection-Type

=====
Name: MITHRA

Level: 53 SP: 34 Level-Up Bonus: STR+1
Summoning Requirements: 159 HIEROPHANT Cards

Attack: 188 STR: 45 Affinity: Water
Defense: 197 VIT: 48
Magic Attack: 128 TEC: 43 Absorbs: Water
Magic Defense: 131 AGI: 43 Weak Against: Fire
LUC: 44

Special Attacks: Poisonous Bite (1), Pulinpa (2),
Fear Torrent (4), Megidola (6),
Photon Cannon (8), Trafuri (mutation)

Personality: Wise
Return Item: Maha Agionn Card

Could Morph to: SWORD Arthur
Unknown Power: Recovery-Type

=====
Name: VARUNA

Level: 67 SP: 40 Level-Up Bonus: STR+1
Summoning Requirements: 201 HIEROPHANT Cards

Attack: 220 STR: 51 Affinity: Water
Defense: 226 VIT: 53
Magic Attack: 175 TEC: 61 Voids: Water
Magic Defense: 178 AGI: 59 Voids: Holy/Darkness
LUC: 55

Special Attacks: Dormina (1), Tetraja (2), Maha Aquadyne (3),
Circular Reasoning (5), Spiral Shot (6),
Aquary Tide (8), Medirama (Mutation)

Personality: Wise
Return Item: Agidyne Card

Could Morph to: CUP Dagda
Unknown Power: Assist-Type

=====
Name: ALFRED

Level: 75 SP: 45 Level-Up Bonus: STR+1
Summoning Requirements: 225 HIEROPHANT Cards +
Material Card 'Amber Eyeglasses'

Attack: 243 STR: 56 Affinity: None
Defense: 237 VIT: 54
Magic Attack: 204 TEC: 72 Voids: Wind/Lightning/Holy
Magic Defense: 207 AGI: 63 Voids: Mind/Nerve

Special Attacks: Zandyne (1), Hypnotic Wave (2),
Rain of Arrows (3), Diarahan (4), Mahanma (5),
Guardian Hammer (8), Makarakarn (Mutation)

Personality: Wise
Return Item: Recovery Card

Could Morph to: N/A
Unknown Power:

=====

Name: BRAHMA

Level: 82 SP: 48 Level-Up Bonus: STR+1
Summoning Requirements: 246 HIEROPHANT Cards +
Material Card 'Eyepatch'

Attack: 262 STR: 60 Affinity: None
Defense: 256 VIT: 58
Magic Attack: 229 TEC: 82 Reflects: Magic
Magic Defense: 234 AGI: 67 Weak Against: Physical
LUC: 72

Special Attacks: Grydyne (1), Circular Reasoning (2),
Sama Recarm (4), Sama Kaja (5), Megidolaonn (7),
Alpha Blaster (8), Sristi (Mut.)

Personality: Wise
Return Item: Flame Card

Could Morph to: N/A
Unknown Power: Restoration-Type

=====

***** VI. LOVERS CLASS PERSONAS *****

=====

Name: PIXIE
Comment: English trickster fairy. Dances to music at night.

Level: 2 SP: 6 Level-Up Bonus: AGI+1
Summoning Requirements: 8 LOVERS Cards

Attack: 8 STR: 2 Affinity: Wind
Defense: 8 VIT: 2
Magic Attack: 7 TEC: 3 Strong Against: Wind
Magic Defense: 8 AGI: 5 Weak Against: Earth
LUC: 3

Special Attacks: Dia (1), Garu (2), Kotoludi (3), Zio (5),
Maha Garu (6), Megido (8), Suku Kaja (Mutation)

Personality: Bluff, Cheerful
Return Item: Dia Card

Could Morph to: CUP Matsuo-sama
Unknown Power: Recovery-Type

Quote: "Wow! You're a pixie, too?
Um, nice to meet you!"

=====

Name: ROBIN GOODFELLOW

Comment: English domestic fairy who does tricks. Helps with
chores at night.

Level: 11 SP: 10 Level-Up Bonus: AGI+1
Summoning Requirements: 44 LOVERS Cards

Attack: 41 STR: 10 Affinity: Earth
Defense: 32 VIT: 7
Magic Attack: 24 TEC: 8 Strong Against: Earth
Magic Defense: 23 AGI: 10 Weak Against: Wind
LUC: 8

Special Attacks: Magna (1), Poisuma (2), Dormina (3),
Fata Morgana (5), Posumudi (6),
Maha Magna (8), Magnus (Mutation)

Personality: Cheerful, Foolish
Return Item: Maha Magna Card

Could Morph to: CUP Matsuo-sama
Unknown Power: Restoration-Type

Quote: "Myo myo myo myo myo!
I'm Robin Goodfellow!
Let's go, MYO!"

=====

Name: JACK FROST

Comment: Frost fairy made of snow and ice. Friendly and speaks
candidly.

Level: 18 SP: 16 Level-Up Bonus: AGI+1
Summoning Requirements: 72 LOVERS Cards

Attack: 63 STR: 15 Affinity: Water
Defense: 54 VIT: 12
Magic Attack: 44 TEC: 15 Voids: Water
Magic Defense: 43 AGI: 18 Absorbs: Ice
LUC: 12 Weak Against: Fire

Special Attacks: Bufu (1), Sonic Punch (2), Patra (4),
Suku Kaja (6), Bufula (8),
Blizzard Breath (mutation),
Atomic Bufula (rumor)

Personality: Cheerful, Foolish
Return Item: Bufula Card

Could Morph to: PENTACLE Fukurokuju
Unknown Power: Assist-Type

Quote: "HIHO!!
I'm Jack Frost, HO!!
You're my friend, HO!!"

=====

Name: JACK O' LANTERN

Comment: English fire spirit, said to be a human reincarnate.

Level: 26 SP: 21 Level-Up Bonus: AGI+1
Summoning Requirements: 104 LOVERS Cards

Attack: 80 STR: 18 Affinity: Fire
Defense: 92 VIT: 22
Magic Attack: 58 TEC: 19 Absorbs: Fire
Magic Defense: 58 AGI: 25 Weak Against: Water
LUC: 19

Special Attacks: Agilao (1), Dormina (2), Maha Agi (4),
Devil's Smile (6), Maha Agionn (8),
Frei (mutation), Dynamic Agilao (Rumor)

Personality: Bluff, Cheerful, Foolish
Return Item: Maha Agionn Card

Could Morph to: ROD Nankyokuroujin
Unknown Power: Assist-Type

Quote: "HIHO!!
I'm Jack O' Lantern, HO!!
Nice to meet ya, HO!!"

=====
Name: VIVIAN

Level: 42 SP: 28 Level-Up Bonus: AGI+1
Summoning Requirements: 168 LOVERS Cards

Attack: 141 STR: 33 Affinity: Water
Defense: 135 VIT: 31
Magic Attack: 115 TEC: 41 Voids: Water
Magic Defense: 117 AGI: 36 Weak Against: Fire
LUC: 38

Special Attacks: Diarama (1), Alluring Mazurka (2), Posumudi (4),
Bufudyne (5), Hypnotic Wave (6),
Maha Aquadyne (8), Recarm Dora (Mutation)

Personality: Cheerful
Return Item: Torrent Card

Could Morph to: ROD Nodens
Unknown Power: Restoration-Type

=====
Name: ALICE

Level: 80 SP: 48 Level-Up Bonus: AGI+1
Summoning Requirements: 320 LOVERS Cards +
Material Card 'Champion'

Attack: 254 STR: 58 Affinity: None
Defense: 257 VIT: 59
Magic Attack: 214 TEC: 75 Strong Against: Everything
Magic Defense: 216 AGI: 72
LUC: 67

Special Attacks: Scratch (1), Mediarahan (2), Hypnotic Wave (3),
Makarakarn (5), Omega Cluster (6),

Personality: Arrogant, Cheerful, Foolish
Return Item: Annihilation Card

Could Morph to: N/A
Unknown Power: Special-Type

=====

***** VII. CHARIOT CLASS PERSONAS *****

=====
Name: MINOTAUR
Comment: Half-bull, half-man of Greek myth. Trapped in
Cretin labyrinth.

Level: 15 SP: 14 Level-Up Bonus: STR+1
Summoning Requirements: 60 CHARIOT Cards

Attack: 54 STR: 13 Affinity: Earth
Defense: 66 VIT: 17
Magic Attack: 32 TEC: 10 Strong Against: Physical
Magic Defense: 33 AGI: 11 Weak Against: Earth
LUC: 8

Special Attacks: Sonic Punch (1), Body Blow (3), Kotoludi (4),
Wall of Earth (7), Roar (8),
Brain Shake (Mutation)

Personality: Temper, Foolish
Return Item: Warlord's Manual

Could Morph to: ROD Hotei
Unknown Power: Attack-Type

Quote: "I, Minotaur!
You, Minotaur!
Everyone, Minotaur!! Grrrrr!!"

=====
Name: TARANIS
Comment: Symbol of nature's destructive power. Cruel Celtic
thunder god.

Level: 27 SP: 21 Level-Up Bonus: STR+1
Summoning Requirements: 108 CHARIOT Cards

Attack: 106 STR: 26 Affinity: Wind
Defense: 96 VIT: 23
Magic Attack: 59 TEC: 19 Strong Against: Physical
Magic Defense: 58 AGI: 18 Weak Against: Magic
LUC: 21

Special Attacks: Garula (1), Straight Slash (3), Roar (4),
Killer Wind (6), Tackle (8),
Raku Kaja (mutation)

Personality: Temper, Foolish
Return Item: Garula Card

Could Morph to: ROD Nankyoku Roujin
Unknown Power: Attack-Type

Quote: "I, Taranis, ride through the sky with the
lightning chariot... Mercy is of no use. I shall
teach you that power means everything."

=====

Name: SEITEN TAISEI

Level: 35 SP: 26 Level-Up Bonus: STR+1
Summoning Requirements: 140 CHARIOT Cards

Attack: 143 STR: 36 Affinity: Fire
Defense: 103 VIT: 23
Magic Attack: 98 TEC: 35 Voids: Fire
Magic Defense: 98 AGI: 31 Weak Against: Water
LUC: 26

Special Attacks: Maha Agionn (1), Kotoludi (2),
Straight Slash (3), Double Thrust (5),
Sama-Kaja (6), Megido (8),
Killer Wind (mutation)

Personality: Temper
Return Item: Megido Card

Could Morph to: CUP Galahad
Unknown Power: Attack-Type

=====

Name: SUSANO-O

Level: 43 SP: 29 Level-Up Bonus: STR+1
Summoning Requirements: 172 CHARIOT Cards

Attack: 163 STR: 40 Affinity: None
Defense: 151 VIT: 36
Magic Attack: 86 TEC: 26 Strong Against: Physical
Magic Defense: 83 AGI: 29 Weak Against: Magic
LUC: 28

Special Attacks: Agilao (1), Mighty Swing (3), Patra (4),
Heat Wave (5), Ziodyne (7) Taru Kaja (8),
De Kaja (mutation)

Personality: Temper
Return Item: Taru Kaja Card

Could Morph to: ROD Nodens
Unknown Power: Attack-Type

=====

Name: ARES

Level: 50 SP: 33 Level-Up Bonus: STR+1
Summoning Requirements: 200 CHARIOT Cards

Attack: 194 STR: 48 Affinity: None
Defense: 170 VIT: 40
Magic Attack: 108 TEC: 34 Strong Against: Fire
Magic Defense: 105 AGI: 39 Weak Against: Water

LUC: 38

Special Attacks: Straight Slash (1), Dormina (2), Agidyne (4), Bersac (6), Twin Slash (8), Tetrakarn (mutation)

Personality: Temper, Bluff, Cheerful
Return Item: Agidyne Card

Could Morph to: CUP Bacchus
Unknown Power: Attack-Type

=====

Name: MAHAKALA

Level: 59 SP: 38 Level-Up Bonus: STR+1
Summoning Requirements: 236 CHARIOT Cards

Attack: 239 STR: 60 Affinity: Fire
Defense: 227 VIT: 56
Magic Attack: 121 TEC: 37 Reflects: Physical
Magic Defense: 120 AGI: 46 Weak Against: Magic
LUC: 40

Special Attacks: Mighty Swing (1), Roar (3), Tetraja (5), Heat Wave (6), Inferno (7), Death Bound (8), Freidyne (mutation)

Personality: Temper
Return Item: Growth Hammer

Could Morph to: ROD Quetzalcoatl
Unknown Power: Attack-Type

=====

Name: SIVA

Level: 85 SP: 49 Level-Up Bonus: STR+1
Summoning Requirements: 340 CHARIOT Cards +
Material Card 'Maximum Tempest'

Attack: 334 STR: 83 Affinity: None
Defense: 289 VIT: 68
Magic Attack: 188 TEC: 60 Strong Against: Everything
Magic Defense: 184 AGI: 73
LUC: 67

Special Attacks: Ziodyne (1), Blade of Fury (2), Taru Kaja (4), Grydyne (5), Death Bound (6), Nuclear Missile (8), Puraraya (mutation)

Personality: Temper
Return Item: Lightning Card

Could Morph to: N/A
Unknown Power: Attack-Type

=====

***** VIII. STRENGTH CLASS PERSONAS *****

=====

Name: RYUME

Comment: Dragon able to turn into a horse. He went with
Sanzou in Saiyuuki.

Level: 12 SP: 11 Level-Up Bonus: STR+1

Summoning Requirements: 48 STRENGTH Cards

Attack: 39 STR: 9 Affinity: Water
Defense: 54 VIT: 14
Magic Attack: 31 TEC: 11 Strong Against: Ice/Lightning/Nuke
Magic Defense: 34 AGI: 8 Weak Against: Strike/Attack
LUC: 5

Special Attacks: Aqua (1), Mirage Breath (2), Kotoludi (3),
Blizzard Breath (5), Posumudi (6),
Sama Kaja (8), Recarm (mutation)

Personality: Bluff

Return Item: STR Card

Could Morph to: ROD Hotei

Unknown Power: Restoration-Type

Quote: "I'm Ryume... The road ahead may be arduous,
but if your mind is made up, I'll go with you.
My alter ego, let us go forth!!"

=====
Name: OTOHIME

Comment: Daughter of Ootunami-hiko. Her true form is a
crocodile.

Level: 21 SP: 18 Level-Up Bonus: STR+1

Summoning Requirements: 84 STRENGTH Cards

Attack: 60 STR: 13 Affinity: Water
Defense: 84 VIT: 21
Magic Attack: 60 TEC: 22 Absorbs: Water
Magic Defense: 65 AGI: 14 Weak Against: Fire
LUC: 13

Special Attacks: Mirage Breath (1), Ninety Nine Needles (2),
Aques (3), Dream Needle (5), Diarama (6),
Maha Aques (8), Soothing Melody (mutation)

Personality: Bluff

Return Item: Diarama Card

Could Morph to: SWORD Kanshou

Unknown Power: Assist-Type

Quote: "I am Otohime...I am you...You are me...
I shall protect you with all my strength."

=====
Name: KEREPPRES

Comment: Blood-sucking, winged dragon from an underground
Spanish lake.

Level: 29 SP: 22 Level-Up Bonus: STR+1

Summoning Requirements: 116 STRENGTH Cards

Attack: 101 STR: 24 Affinity: Water
Defense: 107 VIT: 26
Magic Attack: 65 TEC: 21 Strong Against: Ice/Lightning/Nuke
Magic Defense: 65 AGI: 23 Weak Against: Strike/Attack
 LUC: 21

Special Attacks: Bite (1), Roar (2), Acid Rain (4),
 Blizzard Breath (6), Wing Beat (8),
 Paralyzing Bite (mutation)

Personality: Bluff, Wise
Return Item: VIT Card

Could Morph to: PENTACLE Yebisu
Unknown Power: Recovery-Type

Quote: "Nuu!! ...I, Kerepres!!
 I protect treasure!! You protect treasure
 too! Nuu!! Treasure is in your soul!!"

=====

Name: TAKSHAKA

Level: 43 SP: 28 Level-Up Bonus: STR+1
Summoning Requirements: 172 STRENGTH Cards

Attack: 145 STR: 34 Affinity: Fire
Defense: 157 VIT: 38
Magic Attack: 102 TEC: 34 Voids: Mind/Nerve
Magic Defense: 104 AGI: 35 Weak Against: Lightning
 LUC: 30

Special Attacks: Corrosive Fluid (1), Agilao (3),
 Poisonous Bite (4), Fire Breath (6),
 Wall of Flame (7), Grydyne (8),
 Photon Cannon (Mutation)

Personality: Bluff, Gloomy, Wise
Return Item: Pressure Card

Could Morph to: ROD Nodens
Unknown Power: Protection-Type

=====

Name: VRITRA

Level: 56 SP: 36 Level-Up Bonus: STR+1
Summoning Requirements: 224 STRENGTH Cards

Attack: 197 STR: 47 Affinity: Earth
Defense: 194 VIT: 46
Magic Attack: 136 TEC: 46 Strong Against: Ice/Lightning/Nuke
Magic Defense: 138 AGI: 42 Weak Against: Strike/Attack
 LUC: 42

Special Attacks: Bite (1), Poison Breath (3), Ziodyne (4),
 High Pressure (6) Omega Cluster (8),
 Stagnant Air (mutation)

Personality: Bluff
Return Item: Lightning Card

Could Morph to: SWORD Arthur
Unknown Power: Protection-Type

=====
Name: WONG LONG

Level: 68 SP: 42 Level-Up Bonus: STR+1
Summoning Requirements: 272 STRENGTH Cards

Attack: 263 STR: 65 Affinity: Wind
Defense: 269 VIT: 67
Magic Attack: 158 TEC: 52 Strong Against: Ice/Lightning/Nuke
Magic Defense: 163 AGI: 46 Weak Against: Strike/Attack
LUC: 50

Special Attacks: Fire Breath (1), Transfixion (2),
Blizzard Breath (3), Tetraja (5), Taru Kaja (6),
Violent Rage (8), Sama Recarm (mutation)

Personality: Bluff
Return Item: Tetraja Card

Could Morph to: CUP Dagda OR WORLD Shokuin
(see RARE PERSONAS)

Unknown Power: Restoration-Type
=====

***** IX. HERMIT CLASS PERSONAS *****

=====
Name: NEKOMATA

Comment: A two-tail cat ghost who gained power over a long
period of time.

Level: 14 SP: 14 Level-Up Bonus: VIT+1
Summoning Requirements: 56 HERMIT Cards

Attack: 47 STR: 11 Affinity: None
Defense: 44 VIT: 10
Magic Attack: 31 TEC: 10 Reflects: Mind/Nerve
Magic Defense: 30 AGI: 13
LUC: 11

Special Attacks: Scratch (1), Maha Garu (3), Throw a Kiss (5),
Aques (7), Zanma (8), Poison Scratch (Mutation)

Personality: Arrogant, Cheerful, Foolish
Return Item: Meow Claw

Could Morph to: ROD Hotei
Unknown Power: Recovery-Type

Quote: "You are Nekomata's soul mate?
Hmmm... I like you, meow!!
Purrrrrr..."

=====
Name: TENHOU GENSUI

Comment: A pig faced demon who went with Sanzou. He holds a
large rake.

Level: 22 SP: 18 Level-Up Bonus: VIT+1
Summoning Requirements: 88 HERMIT Cards

Attack: 64 STR: 14 Affinity: Earth
Defense: 106 VIT: 28
Magic Attack: 55 TEC: 19 Voids: Earth
Magic Defense: 61 AGI: 10 Weak Against: Wind
LUC: 16

Special Attacks: Magna (1), Straight Slash (2), Magnus (4),
Poisuma (5), Double Thrust (7), Raku Kaja (8),
Trafuri (mutation)

Personality: Foolish
Return Item: Raku Kaja Card

Could Morph to: SWORD Kanshou
Unknown Power: Assist-Type

Quote: "My name's Tenhou Gensui.
I'm the general of the Amanogawa navy!
I'll show you what I can do!!"

=====
Name: GRINBULSTI

Comment: From Norse mythology, the golden wild boar held by
Frey.

Level: 28 SP: 21 Level-Up Bonus: VIT+1
Summoning Requirements: 112 HERMIT Cards

Attack: 91 STR: 21 Affinity: Earth
Defense: 91 VIT: 21
Magic Attack: 68 TEC: 23 Somewhat strong against: Earth
Magic Defense: 67 AGI: 23 Weak Against: Mind/Nerve
LUC: 23

Special Attacks: Magnus (1), Invitation to Sleep (2),
Roar (4), Maha Magnus (6), Lightning Strike (8),
Raku Kaja (Mutation)

Personality: Foolish
Return Item: Noatun

Could Morph to: ROD Nankyoku Roujin
Unknown Power: Assist-Type

Quote: "I am Grinbulsti... I may not look it, but
I can outrun any horse. Remember, true
nature cannot be measured from looks."

=====
Name: BYAKKO

Level: 33 SP: 24 Level-Up Bonus: VIT+1
Summoning Requirements: 132 HERMIT Cards

Attack: 126 STR: 31 Affinity: Water
Defense: 102 VIT: 23
Magic Attack: 68 TEC: 21 Voids: Water/Ice
Magic Defense: 63 AGI: 34 Weak Against: Fire

LUC: 22

Special Attacks: Bite (1), Suku Kaja (3), Blizzard Breath (4),
Wall of Water (5), Acid Rain (8),
Absolute Zero (mutation)

Personality: Foolish
Return Item: Do or Die

Could Morph to: CUP Galahad
Unknown Power: Restoration-Type

=====

Name: GENBU

Level: 40 SP: 27 Level-Up Bonus: VIT+1
Summoning Requirements: 160 HERMIT Cards

Attack: 130 STR: 30 Affinity: Earth
Defense: 172 VIT: 44
Magic Attack: 88 TEC: 28 Voids: Earth
Magic Defense: 92 AGI: 27 Strong Against: Ice/Lightning/Nuke
 LUC: 30 Weak Against: Wind

Special Attacks: Paralyzing Bite (1), Wall of Earth (3),
Turbid Mist (4), Raku Kaja (5), Magdyne (6),
Maha Magdyne (8), Rockfall (Mutation)

Personality: Foolish
Return Item: Hiranya

Could Morph to: PENTACLE Peri
Unknown Power: Protection-Type

=====

Name: KINICH AHAU

Level: 56 SP: 36 Level-Up Bonus: VIT+1
Summoning Requirements: 224 HERMIT Cards

Attack: 203 STR: 49 Affinity: Fire
Defense: 185 VIT: 43
Magic Attack: 124 TEC: 40 Somewhat Strong Against: Physical
Magic Defense: 121 AGI: 47 Weak Against: Mind/Nerve
 LUC: 44

Special Attacks: Paralyzing Bite (1), Fire Breath (3), Roar (5),
Tackle (6), Freidyne (8),
Wall of Flame (mutation)

Personality: Arrogant, Bluff, Foolish
Return Item: Sacrifice Card

Could Morph to: SWORD Arthur
Unknown Power: Attack-Type

=====

Name: TISHTORIYA

Level: 71 SP: 43 Level-Up Bonus: VIT+1
Summoning Requirements: 284 HERMIT Cards

Attack: 272 STR: 67 Affinity: Water

Defense: 251 VIT: 60
Magic Attack: 176 TEC: 50 Absorbs: Water
Magic Defense: 175 AGI: 63 Weak Against: Fire
 LUC: 55

Special Attacks: Aquadyne (1), Acid Rain (3),
 Soothing Melody (4), Refresh Ring (5),
 Alpha Blaster (7), Aquary Tide (8),
 Makarakarn (mutation)

Personality: Arrogant, Bluff, Foolish
Return Item: Aquadyne Card

Could Morph to: SWORD Futsuno Mitama
Unknown Power: Assist-Type

=====

***** X. FORTUNE CLASS PERSONAS *****

=====
Name: CERBERUS

Level: 51 SP: 32 Level-Up Bonus: LUC+1
Summoning Requirements: 204 FORTUNE Cards

Attack: 183 STR: 44 Affinity: Earth
Defense: 168 VIT: 39
Magic Attack: 118 TEC: 39 Voids: Earth
Magic Defense: 116 AGI: 40 Reflects: Ice/Lightning/Nuclear
 LUC: 41 Weak Against: Wind

Special Attacks: Fire Breath (1), Diarahan (2), Bite (4),
 Tackle (5), Sama Recarm (6), High Pressure (8),
 Wall of Earth (mutation)

Personality: Bluff, Wise
Return Item: Recovery Card

Could Morph to: N/A
Unknown Power: Recovery-Type

=====
Name: URD

Level: 64 SP: 40 Level-Up Bonus: LUC+1
Summoning Requirements: 256 FORTUNE Cards

Attack: 169 STR: 35 Affinity: None
Defense: 205 VIT: 47
Magic Attack: 165 TEC: 57 Voids: Light
Magic Defense: 165 AGI: 49 Weak Against: Darkness
 LUC: 67

Special Attacks: Zandyne (1), Sama Recarm (2), Me Patra (3),
 Marin Karin (5), Sama Kaja (6),
 Trial of Darkness (8), Mudoonn (mutation)

Personality: Bluff
Return Item: Blessing Card

Could Morph to: N/A
Unknown Power: Assist-Type

=====

Name: VERDANDI

Level: 65 SP: 40 Level-Up Bonus: LUC+1
Summoning Requirements: 260 FORTUNE Cards

Attack: 170 STR: 35 Affinity: None
Defense: 218 VIT: 51
Magic Attack: 166 TEC: 57 Voids: Darkness
Magic Defense: 167 AGI: 49 Weak Against: Holy
 LUC: 67

Special Attacks: Grydyne (1), Diarahan (2), Posumdi (3),
 Pulinpa (5), Maka Kaja (7),
 Divine Judgement (8), Hamaonn (mutation)

Personality: Bluff
Return Item: Pressure Card

Could Morph to: N/A
Unknown Power: Recovery-Type

=====

Name: SKULD

Level: 66 SP: 40 Level-Up Bonus: LUC+1
Summoning Requirements: 264 FORTUNE Cards +
 Material Card "Urdrbrunn"

Attack: 171 STR: 35 Affinity: None
Defense: 231 VIT: 55
Magic Attack: 166 TEC: 57 Voids: Holy/Darkness
Magic Defense: 169 AGI: 49
 LUC: 67

Special Attacks: Freidyne (1), Kotoludi (2), Dormina (3),
 Makarakarn (5), Hieros Glupaine (7),
 Medirama (8), Multi Dimension (mutation)

Personality: Bluff
Return Item: Kotoludi Card

Could Morph to: N/A
Unknown Power: Attack-Type

=====

Name: FENRIR

Level: 70 SP: 42 Level-Up Bonus: LUC+1
Summoning Requirements: 280 FORTUNE Cards

Attack: 259 STR: 63 Affinity: Fire
Defense: 226 VIT: 52
Magic Attack: 150 TEC: 47 Voids: Fire
Magic Defense: 143 AGI: 59 Voids: Holy/Darkness
 LUC: 58

Special Attacks: Poison Breath (1), Paralyzing Bite (3),
 Tackle (4), Roar (5), Deadly Burn (6),

Violent Rage (8), Raku Kaja (mutation)

Personality: Arrogant, Temper, Bluff
Return Item: Annihilation Card

Could Morph to: N/A
Unknown Power: Attack-Type

=====
Name: GYOKUKOUJOUTEI

Level: 77 SP: 46 Level-Up Bonus: LUC+1
Summoning Requirements: 308 FORTUNE Cards

Attack: 251 STR: 58 Affinity: None
Defense: 263 VIT: 62
Magic Attack: 201 TEC: 70 Strong Against: Magic
Magic Defense: 206 AGI: 57 Weak Against: Physical
LUC: 72

Special Attacks: Mighty Swing (1), Magic Seal (3), Tetraja (4),
Affectionate Prayer (5), Divine Judgement (6),
Whirlwind Blast (8), Hieros Glupaine (Mutation)

Personality: Arrogant, Temper, Bluff
Return Item: Tetraja Card

Could Morph to: N/A
Unknown Power: Protection-Type

=====

***** XI. JUSTICE CLASS PERSONAS *****

=====
Name: HELIOS

Comment: Sun god in Greek mythology. Rides a golden-wheeled
sun chariot.

Level: 1 SP: 5 Level-Up Bonus: STR+1
Summoning Requirements: None, Katsuya's starting Persona

Attack: 13 STR: 4 Affinity: Fire
Defense: 10 VIT: 3
Magic Attack: 6 TEC: 3 Voids: Fire
Magic Defense: 8 AGI: 2 Weak Against: Water
LUC: 3

Special Attacks: Agi (1), Single Shot (2), Patra (4),
Scratch (5), Maha Agi (8), Zio (mutation)

Personality: Bluff, Wise
Return Item: STR Incense

Could Morph to: N/A
Unknown Power: Recovery-Type

Quote: "I am Helios...Bearing the ancient sun,
I am the one who violates the night!
I shall become your loyal chariot!"

=====
Name: MARS

Comment: Roman god of war and agriculture. Leader of the
Roman empire.

Level: 25 SP: 20 Level-Up Bonus: STR+1
Summoning Requirements: 75 JUSTICE Cards

Attack: 94 STR: 23 Affinity: Fire
Defense: 91 VIT: 22
Magic Attack: 70 TEC: 25 Strong Against: Fire
Magic Defense: 73 AGI: 23 Weak Against: Water
LUC: 18

Special Attacks: Agilao (1), Straight Slash (2), Hama (4),
Media (6), Twin Slash (8), Fire Storm (mutation)

Personality: Bluff, Wise
Return Item: Strength Source

Could Morph to: ROD Nankyoku Roujin
Unknown Power: Protection-Type

Quote: "I am the war god Mars, known as the Gladius.
If you say that you are me, then show me
your skills as the champion of war!"

=====
Name: NATA

Level: 38 SP: 27 Level-Up Bonus: STR+1
Summoning Requirements: 114 JUSTICE Cards +
Material Card "Paopei"

Attack: 158 STR: 40 Affinity: Wind
Defense: 128 VIT: 30
Magic Attack: 84 TEC: 27 Voids: Mind/Nerve
Magic Defense: 82 AGI: 39 Weak Against: Lightning
LUC: 25

Special Attacks: Sonic Punch (1), Taru Kaja (3), Body Blow (4),
Killer Wind (5), Brain Shake (6),
Tetrakarn (8), Kotoludi (mutation)

Personality: Bluff, Wise
Return Item: Akashic Ring

Could Morph to: N/A
Unknown Power: Protection-Type

=====
Name: GUNDARI MYOYOU

Level: 44 SP: 30 Level-Up Bonus: STR+1
Summoning Requirements: 132 JUSTICE Cards

Attack: 173 STR: 43 Affinity: Fire
Defense: 158 VIT: 38
Magic Attack: 111 TEC: 38 Voids: Fire/Nuclear
Magic Defense: 114 AGI: 34 Weak Against: Water
LUC: 34

Special Attacks: Agilao (1), Dormina (3), Heat Wave (5),
Megidola (6), Spiral Shot (8),
Maha Agionn (mutation)

Personality: Bluff, Wise
Return Item: Megidola Card

Could Morph to: ROD Nodens
Unknown Power: Assist-Type

=====
Name: SKANDA

Level: 52 SP: 33 Level-Up Bonus: STR+1
Summoning Requirements: 156 JUSTICE Cards

Attack: 208 STR: 52 Affinity: Fire
Defense: 157 VIT: 35
Magic Attack: 113 TEC: 36 Strong Against: Physical
Magic Defense: 107 AGI: 54 Weak Against: Magic
 LUC: 38

Special Attacks: Mighty Swing (1), Suku Kaja (3),
Blade of Fury (4), Tetrakarn (6),
Maha Agionn (8), Tetraja (mutation)

Personality: Bluff, Wise
Return Item: Maximum Tempest

Could Morph to: CUP Bacchus
Unknown Power: Attack-Type

=====
Name: BISHAMONTEN

Level: 59 SP: 37 Level-Up Bonus: STR+1
Summoning Requirements: 177 JUSTICE Cards +
 Material Card 'Chess Piece'

Attack: 260 STR: 67 Affinity: Fire
Defense: 221 VIT: 54
Magic Attack: 129 TEC: 41 Reflects: Fire
Magic Defense: 129 AGI: 53 Weak Against: Water
 LUC: 44

Special Attacks: Agidyne (1), Blade of Fury (2),
Maha Agidyne (4), Heat Wave (5), Grydyne (6),
Maha Mudo (8), Alpha Blaster (mutation)

Personality: Bluff, Wise
Return Item: Agidyne Card

Could Morph to: N/A
Unknown Power: Special-Type

=====
Name: HYPERION

Level: 63 SP: 39 Level-Up Bonus: STR+1
Summoning Requirements: 189 JUSTICE Cards +
 Material Card 'Ancient Sun'

Attack: 240 STR: 59 Affinity: Fire

Defense: 228 VIT: 55
Magic Attack: 150 TEC: 50 Voids: Fire/Nuclear
Magic Defense: 152 AGI: 46 Voids: Holy
 LUC: 53 Weak Against: Water/Ice

Special Attacks: Flare Shot (1), Fata Morgana (2),
 Maha Agidyne (3), Triple Down (5),
 Heat Kaiser (7), Justice Shot (8),
 Mahanma (mutation)

Personality: Bluff, Wise
Return Item: Flame Card

Could Morph to: N/A
Unknown Power: Assist-Type

=====

Name: PALLAS ATHENA

Level: 74 SP: 45 Level-Up Bonus: STR+1
Summoning Requirements: Morph from PRIESTESS Scathach, afterwards
 could be summoned in the Velvet Room for
 222 JUSTICE cards

Attack: 281 STR: 69 Affinity: None
Defense: 245 VIT: 57
Magic Attack: 185 TEC: 63 Reflects: Sword/Attack
Magic Defense: 185 AGI: 62 Voids: Holy/Darkness
 LUC: 56

Special Attacks: Zandyne (1), Mighty Swing (3), Taru Kaja (4),
 Tetrakarn (5), Deadly Burn (7), Death Bound (8),
 Divine Judgement (Mutation)

Personality: Bluff, Wise
Return Item: Anti-Force Card

Could Morph to: N/A
Unknown Power: Restoration-Type

=====

***** XII. HANGEDMAN CLASS PERSONAS *****

=====

Name: ODYSSEUS
Comment: Trojan war hero and protagonist of Homer's "Odyssey".

Level: 6 SP: 8 Level-Up Bonus: LUC+1
Summoning Requirements: None, Baofu's starting Persona

Attack: 33 STR: 9 Affinity: Wind
Defense: 21 VIT: 5
Magic Attack: 18 TEC: 7 Voids: Wind/Lightning
Magic Defense: 19 AGI: 8 Weak Against: Earth
 LUC: 6

Special Attacks: Garu (1), Iluzone (3), Ninety Nine Needles (4),
 Invitation to Sleep (6), Maha Garu (8),
 Soothing Melody (mutation)

Personality: Bluff
Return Item: TEC Incense

Could Morph to: N/A
Unknown Power: Assist-Type

=====
Name: SHAX
Comment: Duke of hell. Appears in the form of a lying, white
stork.

Level: 17 SP: 15 Level-Up Bonus: LUC+1
Summoning Requirements: 68 HANGEDMAN Cards

Attack: 50 STR: 11 Affinity: Water
Defense: 47 VIT: 10
Magic Attack: 47 TEC: 17 Voids: Water
Magic Defense: 47 AGI: 19 Strong Against: Sword/Attack
LUC: 10 Weak Against: Shot/Fire/Earth

Special Attacks: Bufu (1), Zio (2), Roar (4), Fata Morgana (5),
Bufula (8), Zionga (mutation)

Personality: Bluff, Wise
Return Item: HP Incense x 2

Could Morph to: PENTACLE Fukurokuju
Unknown Power: Assist-Type

Quote: "I am Shax, the grand marquis of hell.
So, you are my other half? Hahahahaha!
You don't need to bow down before me!"

=====
Name: KABANDA
Comment: Former sacred spirit, but angered Indra and was cast
to Asura.

Level: 24 SP: 19 Level-Up Bonus: LUC+1
Summoning Requirements: 96 HANGEDMAN Cards

Attack: 75 STR: 17 Affinity: Water
Defense: 87 VIT: 21
Magic Attack: 65 TEC: 23 Voids: Water
Magic Defense: 67 AGI: 18 Weak Against: Fire
LUC: 16

Special Attacks: Aqua (1), Bite (2), Aques (4),
Wall of Water (5), Maha Aques (6),
Tackle (8), Acid Rain (mutation)

Personality: Bluff, Cheerful
Return Item: Maha Aques Card

Could Morph to: ROD Nankyoku Roujin
Unknown Power: Recovery-Type

Quote: "Kabanda! Kabanda!
Strong! Kabanda!
Great! Kabanda!"

=====

Name: BARBATOS

Level: 41 SP: 28 Level-Up Bonus: LUC+1
Summoning Requirements: 164 HANGEDMAN Cards

Attack: 131 STR: 30 Affinity: Earth
Defense: 125 VIT: 28
Magic Attack: 108 TEC: 38 Reflects: Earth
Magic Defense: 109 AGI: 33 Weak Against: Wind
LUC: 34

Special Attacks: Zanma (1), Devil's Smile (3), Magdyne (4),
Triple Down (6), Magma Drop (8),
Aimed Shot (mutation), Great Magnus (rumor)

Personality: Bluff, Gloomy, Wise
Return Item: Pulinpa Card

Could Morph to: ROD Nodens
Unknown Power: Assist-Type

=====
Name: ADRAMELECH

Level: 57 SP: 36 Level-Up Bonus: LUC+1
Summoning Requirements: 228 HANGEDMAN Cards

Attack: 189 STR: 44 Affinity: None
Defense: 183 VIT: 42
Magic Attack: 149 TEC: 52 Reflects: Darkness
Magic Defense: 151 AGI: 50 Weak Against: Holy
LUC: 43

Special Attacks: Scratch (1), Posumudi (2), Throw a Kiss (3),
Maha Garudyne (5), Grydyne (6),
Trial of Darkness (8), Megidora (mutation)

Personality: Temper, Bluff, Wise
Return Item: Dream Droplet

Could Morph to: ROD Quetzalcoatl
Unknown Power: Protection-Type

=====
Name: PROMETHEUS

Level: 61 SP: 38 Level-Up Bonus: LUC+1
Summoning Requirements: 244 HANGEDMAN Cards +
Material Card 'Bronze Ring'

Attack: 205 STR: 48 Affinity: None
Defense: 226 VIT: 55
Magic Attack: 156 TEC: 54 Strong Against: Physical
Magic Defense: 162 AGI: 45 Weak Against: Lightning
LUC: 48

Special Attacks: Zandyne (1), Magic Seal (3),
Ninety Nine Needles (4), Maka Kaja (6),
Baptism by Thunder (7), Wiseman Snap (8),
Magdyne (mutation)

Personality: Bluff

Return Item: Shockwave Card

Could Morph to: N/A

Unknown Power: Attack-Type

=====

Name: AZAZEL

Level: 90 SP: 52 Level-Up Bonus: LUC+1

Summoning Requirements: 360 HANGEDMAN Cards +
Material Card 'Black Goat'

Attack: 315 STR: 75 Affinity: Earth
Defense: 303 VIT: 71
Magic Attack: 220 TEC: 74 Absorbs: Magic
Magic Defense: 220 AGI: 72 Voids: Mind/Nerve
LUC: 67

Special Attacks: Heat Wave (1), Devil's Smile (2),
Trial of Darkness (4), Hypnotic Wave (5),
Anger of the Earth (6), Guillotine Fake (8),
Chaos Element (Mutation)

Personality: Bluff
Return Item: ALL Card

Could Morph to: N/A

Unknown Power: Special-Type

=====

***** XIII. DEATH CLASS PERSONAS *****

=====

Name: HEL

Comment: Loki's half-dead daughter of Helmheim.

Level: 22 SP: 18 Level-Up Bonus: STR+1

Summoning Requirements: 88 DEATH Cards

Attack: 70 STR: 16 Affinity: None
Defense: 64 VIT: 14
Magic Attack: 57 TEC: 20 Voids: Holy/Darkness
Magic Defense: 57 AGI: 16
LUC: 17

Special Attacks: Mudo (1), Magnus (3), Frei (5), Bufula (6),
Maha Garula (7), Fire Storm (8),
Acid Rain (mutation)

Personality: Gloomy, Wise
Return Item: TEC Card

Could Morph to: SWORD Kanshou

Unknown Power: Recovery-Type

Quote: "I am Hel...
I am thou... Thou art I...
I shall send your enemies to Niflheim..."

=====

Name: ANKOU

Level: 44 SP: 29 Level-Up Bonus: STR+1

Summoning Requirements: 176 DEATH Cards

Attack: 155 STR: 37 Affinity: None
Defense: 143 VIT: 33
Magic Attack: 107 TEC: 36 Voids: Holy/Darkness
Magic Defense: 106 AGI: 35
LUC: 30

Special Attacks: Mighty Swing (1), Maha Mudo (2), Ziodyne (4),
Heat Wave (6), Senpu Jin (8), Curse (mutation),
Hyper Zionga (rumor)

Personality: Temper, Gloomy, Wise
Return Item: Obsidian

Could Morph to: ROD Nodens
Unknown Power: Assist-Type

=====
Name: CHARON

Level: 47 SP: 31 Level-Up Bonus: STR+1

Summoning Requirements: 188 DEATH Cards +
Material Card 'Styx'

Attack: 137 STR: 30 Affinity: None
Defense: 149 VIT: 34
Magic Attack: 127 TEC: 45 Reflects: Darkness
Magic Defense: 129 AGI: 35 Weak Against: Holy
LUC: 43

Special Attacks: Zandyne (1), Mahanma (3), Maha Mudo (4),
Grydyne (6), Magic Seal (8), Megidola (mutation)

Personality: Gloomy
Return Item: Shockwave Card

Could Morph to: N/A
Unknown Power: Restoration-Type

=====
Name: MOT

Level: 74 SP: 44 Level-Up Bonus: STR+1

Summoning Requirements: Morph from the TOWER class Seth Persona,
afterwards could be summoned in the
Velvet Room for 296 DEATH cards (see
"RARE PERSONAS" list)

Attack: 257 STR: 61 Affinity: None
Defense: 248 VIT: 58
Magic Attack: 207 TEC: 74 Reflects: Holy/Darkness
Magic Defense: 214 AGI: 56
LUC: 58

Special Attacks: Magdyne (1), Mudoonn (2), Mighty Swing (3),
Megidola (5), Death Bound (6),
Omega Cluster (8), Megidolaonn (Mutation)

Personality: Gloomy
Return Item: Annihilation Card

Could Morph to: N/A
Unknown Power: Attack-Type

=====

***** XIV. TEMPERANCE CLASS PERSONAS *****

=====
Name: HARPIE
Comment: Half-human, half-bird monster from Greek mythology.

Level: 5 SP: 7 Level-Up Bonus: LUC+1
Summoning Requirements: 20 TEMPERANCE Cards

Attack: 17 STR: 4 Affinity: Wind
Defense: 14 VIT: 3
Magic Attack: 12 TEC: 4 Strong Against: Sword/Attack
Magic Defense: 11 AGI: 5 Weak Against: Shot/Earth
LUC: 3

Special Attacks: Scratch (1), Garu (2), Zan (4), Maha Garu (5),
Kotoludi (6), Paralyzing Scratch (8),
Dia (mutation)

Personality: Arrogant, Wise
Return Item: FREE TAROT x 10

Could Morph to: CUP Matsuo-sama
Unknown Power: Protection-Type

Quote: "Hohoho... So you chose me, huh?
My name is Harpie...
I think we can get along fine!"

=====
Name: FEARAL
Comment: Rooster of Norse mythology. Signals approach of
Ragnarok.

Level: 19 SP: 16 Level-Up Bonus: LUC+1
Summoning Requirements: 76 TEMPERANCE Cards

Attack: 64 STR: 15 Affinity: Wind
Defense: 55 VIT: 12
Magic Attack: 43 TEC: 14 Strong Against: Sword/Attack
Magic Defense: 41 AGI: 20 Weak Against: Shot/Earth
LUC: 14

Special Attacks: Maha Garu (1), Tackle (3), Garula (4), Roar (5),
Wing Beat (6), Wall of Earth (8),
Maha Garula (mutation)

Personality: Cheerful, Wise
Return Item: Maha Garu Card

Could Morph to: PENTACLE Fukurokuju
Unknown Power: Recovery-Type

Quote: "I am Fearal... The one who speaks of the
'Twilight of the Gods'... When my voice
rings, the world will cease to exist..."

=====
Name: STUPARIDETH

Level: 37 SP: 26 Level-Up Bonus: LUC+1
Summoning Requirements: 148 TEMPERANCE Cards

Attack: 127 STR: 30 Affinity: Wind
Defense: 124 VIT: 29
Magic Attack: 105 TEC: 38 Voids: Wind
Magic Defense: 109 AGI: 24 Strong Against: Sword/Attack
LUC: 26 Weak Against: Shot/Earth

Special Attacks: Zanma (1), Pulinpa (3), Mafui (5), Roar (6),
Gryva (8), Trafuri (Mutation),
Dangerous Garula (Rumor)

Personality: Temper, Wise
Return Item: Gryva Card

Could Morph to: PENTACLE Peri
Unknown Power: Assist-Type

=====
Name: PHOENIX

Level: 54 SP: 34 Level-Up Bonus: LUC+1
Summoning Requirements: 216 TEMPERANCE Cards

Attack: 189 STR: 45 Affinity: Fire
Defense: 153 VIT: 33
Magic Attack: 129 TEC: 43 Voids: Fire
Magic Defense: 123 AGI: 52 Voids: Holy/Darkness
LUC: 42

Special Attacks: Fire Breath (1), Sama Recarm (2), Wing Beat (4),
Assault Dive (6) Recarm Dora (8),
Estoma (Mutation)

Personality: Timid, Wise
Return Item: Eternal Desire

Could Morph to: SWORD Arthur
Unknown Power: Restoration-Type

=====
Name: SUZAKU

Level: 63 SP: 39 Level-Up Bonus: LUC+1
Summoning Requirements: 252 TEMPERANCE Cards +
Material Card 'Scarlet Wings'

Attack: 198 STR: 45 Affinity: Fire
Defense: 177 VIT: 38
Magic Attack: 154 TEC: 52 Voids: Fire
Magic Defense: 149 AGI: 56 Strong Against: Sword/Attack
LUC: 44 Weak Against: Shot/Water/Earth

Special Attacks: Agidyne (1), Wing Beat (2), Fire Breath (4),

Mahanma (5), Hieros Glupaine (7),
Inferno (8), Wall of Flame (mutation)

Personality: Wise
Return Item: Legenbright

Could Morph to: N/A
Unknown Power: Attack-Type

***** XV. DEVIL CLASS PERSONAS *****

=====
Name: POLTERGEIST
Comment: Ghost who makes things float. Its name means
"loud ghost".

Level: 2 SP: 4 Level-Up Bonus: STR+1
Summoning Requirements: 8 DEVIL Cards

Attack: 11 STR: 3 Affinity: None
Defense: 8 VIT: 2
Magic Attack: 7 TEC: 3 Voids: Darkness
Magic Defense: 8 AGI: 4 Weak Against: Holy
LUC: 3

Special Attacks: Magna (1), Posumudi (2), Iluzone (4),
Sonic Punch (6), Gry (8), Maha Magna (mutation)

Personality: Timid, Gloomy, Foolish
Return Item: Posumdi Card

Could Morph to: CUP Matsuo-sama
Unknown Power: Recovery-Type

Quote: "You are me?..."
Oh yeah, you do resemble me...
OKAY... Let's play tricks together!"

=====
Name: SURT

Level: 39 SP: 27 Level-Up Bonus: STR+1
Summoning Requirements: 156 DEVIL Cards

Attack: 156 STR: 39 Affinity: Fire
Defense: 138 VIT: 33
Magic Attack: 67 TEC: 18 Reflects: Fire
Magic Defense: 61 AGI: 34 Weak Against: Water
LUC: 31

Special Attacks: Straight Slash (1), Patra (3), Maha Agionn (4),
Heat Wave (6), Wall of Flame (7), Agidyne (8),
Maha Mudo (mutation)

Personality: Gloomy
Return Item: War God's Manual

Could Morph to: PENTACLE Peri

Unknown Power: Attack-Type

=====
Name: BEELZEBUB

Level: 61 SP: 37 Level-Up Bonus: STR+1
Summoning Requirements: 244 DEVIL Cards

Attack: 190 STR: 43 Affinity: None
Defense: 250 VIT: 63
Magic Attack: 164 TEC: 58 Reflects: Darkness
Magic Defense: 176 AGI: 42 Weak Against: Holy
 LUC: 49

Special Attacks: Ziodyne (1), Grydyne (2), Maha Mudo (3),
 Megidola (5), Petrifying Glare (6),
 Chaos Element (8), Baptism by Thunder (Mut.)

Personality: Gloomy
Return Item: Megidola Card

Could Morph to: PENTACLE Sarasvati
Unknown Power: Restoration-Type

=====
Name: LUCIFER

Level: 99 SP: 66 Level-Up Bonus: STR+1

Attack: 345 STR: 82 Affinity: None
Defense: 342 VIT: 81
Magic Attack: 253 TEC: 87 Strong Against: Everything
Magic Defense: 257 AGI: 80
 LUC: 77

Special Attacks: Trial of Darkness (1), Photon Cannon (2),
 Omega Cluster (3), Megidolaonn (4),
 Another Dimension (8), Chaos Element (Mutation)

Personality: Gloomy
Return Item: Gun of Might

Could Morph to: N/A
Unknown Power: Special-Type

=====

***** XVI. TOWER CLASS PERSONAS *****

=====
Name: KANALOA

Comment: Creation legend's evil god that is vengeful like a
 squid.

Level: 24 SP: 20 Level-Up Bonus: VIT+1
Summoning Requirements: 96 TOWER Cards

Attack: 81 STR: 19 Affinity: Water
Defense: 93 VIT: 23
Magic Attack: 53 TEC: 17 Voids: Water
Magic Defense: 53 AGI: 16 Voids: Holy/Darkness

LUC: 20

Special Attacks: Ninety Nine Needles (1), Mudo (3), Media (4),
Turbid Mist (5), Maha Aques (8),
Transfixion (mutation), Wonderful Aques (rumor)

Personality: Temper, Foolish
Return Item: Media Card

Could Morph to: SWORD Kanshou
Unknown Power: Recovery-Type

Quote: "Ah, it was the sea of your soul I was in...
Let it be, one who holds the same soul...
Heh... Feast freely on my power."

=====
Name: LOKI

Level: 36 SP: 25 Level-Up Bonus: VIT+1
Summoning Requirements: 144 TOWER Cards

Attack: 117 STR: 27 Affinity: None
Defense: 108 VIT: 24
Magic Attack: 86 TEC: 29 Reflects: Sword/Attack
Magic Defense: 84 AGI: 36 Voids: Holy/Darkness
LUC: 27

Special Attacks: Zionga (1), Bufula (2), Hypnotic Wave (3),
Pulinpa (5), Poison Needle (6),
Absolute Zero (8), Alluring Mazurka (mutation)

Personality: Foolish
Return Item: ALL Card

Could Morph to: CUP Galahad
Unknown Power: Assist-Type

=====
Name: AESHMA

Level: 42 SP: 28 Level-Up Bonus: VIT+1
Summoning Requirements: 168 TOWER Cards

Attack: 132 STR: 30 Affinity: None
Defense: 141 VIT: 33
Magic Attack: 109 TEC: 38 Voids: Holy/Darkness
Magic Defense: 111 AGI: 32
LUC: 34

Special Attacks: Maha Aques (1), Berserk (2), Aquadyne (3),
Magic Seal (5), Fata Morgana (6),
Maha Aquadyne (8), Maha Mudo (mutation)

Personality: Temper, Foolish
Return Item: Bersac Card

Could Morph to: ROD Nodens
Unknown Power: Attack-Type

=====
Name: SEKER

Level: 50 SP: 33 Level-Up Bonus: VIT+1
Summoning Requirements: 200 TOWER Cards

Attack: 158 STR: 36 Affinity: Earth
Defense: 161 VIT: 37
Magic Attack: 124 TEC: 42 Voids: Darkness
Magic Defense: 123 AGI: 45 Strong Against: Sword/Attack
LUC: 39 Weak Against: Shot/Earth

Special Attacks: Magdyne (1), Stagnant Air (2), Assault Dive (4),
Wing Beat (5), Maha Magdyne (8),
Magma Drop (mutation)

Personality: Arrogant, Gloomy, Foolish
Return Item: Earthquake Card

Could Morph to: CUP Bacchus
Unknown Power: Protection-Type

=====
Name: HASTUR

Level: 62 SP: 39 Level-Up Bonus: VIT+1
Summoning Requirements: 248 TOWER Cards +
Material Card 'King in Yellow'

Attack: 200 STR: 46 Affinity: Water
Defense: 242 VIT: 60
Magic Attack: 177 TEC: 64 Reflects: Water
Magic Defense: 190 AGI: 48 Weak Against: Physical
LUC: 41

Special Attacks: Stagnant Air (1), Curse (2), Mudoonn (3),
Trial of Darkness (5), Omega Cluster (7),
Aquary Tide (8), Chaos Element (mutation)

Personality: Foolish
Return Item: ALL Incense

Could Morph to: N/A
Unknown Power: Attack-Type

=====
Name: SETH

Level: 68 SP: 42 Level-Up Bonus: VIT+1
Summoning Requirements: 272 TOWER Cards

Attack: 215 STR: 49 Affinity: Water
Defense: 254 VIT: 62
Magic Attack: 186 TEC: 66 Voids: Water
Magic Defense: 196 AGI: 50 Voids: Holy/Darkness
LUC: 44

Special Attacks: Straight Slash (1), Aquadyne (2), Mudoonn (4),
Maka Kaja (5), Death Bound (6), Aquary Tide (8),
Trial of Darkness (mutation)

Personality: Foolish
Return Item: Lightning Card

Could Morph to: CUP Dagda

Unknown Power: Attack-Type

***** XVII. STAR CLASS PERSONAS *****

=====
Name: CALLISTO

Comment: Moon goddess of Greek myth. She is a follower of
Artemis.

Level: 1 SP: 5 Level-Up Bonus: AGI+1
Summoning Requirements: None, Ulala's starting Persona

Attack: 10 STR: 3 Affinity: Earth
Defense: 10 VIT: 3
Magic Attack: 6 TEC: 3 Strong Against: Earth
Magic Defense: 8 AGI: 4 Weak Against: Wind
LUC: 2

Special Attacks: Magna (1), Poisuma (3), Zan (4),
Marin Karin (6), Magnus (8), Mafui (mutation)

Personality: Cheerful
Return Item: AGI Incense

Could Morph to: N/A
Unknown Power: Recovery-Type

Quote: "I am Callisto...The one known as the most
beautiful of the nymphs... One who is
weary of romance, I will show you true love."

=====
Name: KIMNARA

Comment: God with the body of a horse. The best musician
of the heavens.

Level: 12 SP: 12 Level-Up Bonus: AGI+1
Summoning Requirements: 48 STAR Cards

Attack: 36 STR: 8 Affinity: Fire
Defense: 45 VIT: 11
Magic Attack: 29 TEC: 10 Voids: Fire
Magic Defense: 30 AGI: 11 Weak Against: Water
LUC: 7

Special Attacks: Agi (1), Soothing Melody (3), Maha Agi (4),
Hama (5), Trafuri (7), Agilao (8),
Pulinpa (mutation)

Personality: Temper, Cheerful, Foolish
Return Item: Escape Card

Could Morph to: CUP Matsuo-sama
Unknown Power: Recovery-Type

Quote: "Following the melody that rocks my soul...
So you're my soul mate? ...I am Kimnara...
The partner in the duet 'Life'."

=====

Name: IRIS

Comment: Messenger of the Greek gods; the essence of a rainbow.

Level: 18 SP: 16 Level-Up Bonus: AGI+1

Summoning Requirements: 72 STAR Cards +

Material Card 'Rainbow Gleam'

Attack: 45 STR: 9 Affinity: Earth

Defense: 54 VIT: 12

Magic Attack: 56 TEC: 21 Absorbs: Earth

Magic Defense: 58 AGI: 20 Weak Against: Wind

LUC: 9

Special Attacks: Maha Magna (1), Scratch (2), Throw a Kiss (4),
Magnus (5), Media (6), Maha Magnus (8),
Zionga (mutation)

Personality: Cheerful

Return Item: Magnus Card

Could Morph to: N/A

Unknown Power: Recovery-Type

Quote: "I'm Iris. I have a rainbow ribbon.
I'll give you a rainbow ribbon, too.
Let's go together!"

=====

Name: GANDHARVA

Comment: Half-man, half-bird spirit of gold wings. A musician
of the heavens.

Level: 23 SP: 19 Level-Up Bonus: AGI+1

Summoning Requirements: 92 STAR Cards

Attack: 80 STR: 19 Affinity: Fire

Defense: 86 VIT: 21

Magic Attack: 52 TEC: 17 Absorbs: Fire

Magic Defense: 52 AGI: 18 Weak Against: Water

LUC: 16

Special Attacks: Agi (1), Maha Agi (2), Marvelous Dance (5),
Agilao (6), Soothing Melody (8), Mudo (mutation)

Personality: Arrogant, Cheerful

Return Item: Agilao Card

Could Morph to: SWORD Kanshou

Unknown Power: Assist-Type

Quote: "I am Gandharva... The music of silence and
protection for heroes... Allow me to fill
your heart with the music of the heavens."

=====

Name: KENREN TAISHOU

Comment: Water spirit that accompanied Sanzou with his mighty
staff.

Level: 30 SP: 22 Level-Up Bonus: AGI+1

Summoning Requirements: 120 STAR Cards

Attack: 96 STR: 22 Affinity: Water
Defense: 87 VIT: 19
Magic Attack: 68 TEC: 22 Voids: Water
Magic Defense: 64 AGI: 20 Absorbs: Ice
 LUC: 19 Weak Against: Fire

Special Attacks: Aques (1), Double Thrust (2), Maha Mudo (4),
 Maha Aques (5), Tetraja (6), Acid Rain (8),
 Wall of Water (mutation)

Personality: Cheerful
Return Item: Meteorite S

Could Morph to: PENTACLE Yebisu
Unknown Power: Recovery-Type

Quote: "I am Kenren Taishou, protector of the
 heavens. I appear evil, due to my sins.
 Let me join you, fellow sinner..."

=====
Name: HEINIR

Level: 38 SP: 27 Level-Up Bonus: AGI+1
Summoning Requirements: 152 STAR Cards

Attack: 122 STR: 28 Affinity: None
Defense: 128 VIT: 30
Magic Attack: 84 TEC: 27 Reflects: Shot, Throw
Magic Defense: 82 AGI: 28
 LUC: 38

Special Attacks: Garula (1), De Kaja (3), Straight Slash (4),
 Zionga (6), Garudyne (7), Twin Slash (8),
 Killer Wind (mutation)

Personality: Arrogant, Timid, Cheerful
Return Item: Obsidian

Could Morph to: PENTACLE Peri
Unknown Power: Assist-Type

=====
Name: VALKYRIE

Level: 60 SP: 37 Level-Up Bonus: AGI+1
Summoning Requirements: 240 STAR Cards

Attack: 225 STR: 55 Affinity: None
Defense: 192 VIT: 44
Magic Attack: 140 TEC: 46 Strong Against: Physical
Magic Defense: 137 AGI: 52 Weak Against: Magic
 LUC: 42

Special Attacks: Straight Slash (1), Zandyne (4),
 Mighty Swing (6), High Pressure (7),
 Heat Wave (8), Hamaonn (mutation)

Personality: Arrogant, Bluff, Cheerful
Return Item: Meteorite S

Could Morph to: ROD Quetzalcoat1
Unknown Power: Attack-Type

=====

Name: ASTRIA

Level: 62 SP: 38 Level-Up Bonus: AGI+1
Summoning Requirements: 248 STAR Cards +
Material Card 'Ortyx'

Attack: 215 STR: 51 Affinity: Wind
Defense: 200 VIT: 46
Magic Attack: 157 TEC: 54 Voids: Wind/Holy
Magic Defense: 158 AGI: 53 Reflects: Mind/Nerve
LUC: 49 Weak Against: Earth

Special Attacks: Garudyne (1), Alluring Mazurka (3),
Dream Needle (5), Me Patra (6),
Twinkle Nebula (8), De Kaja (mutation)

Personality: Arrogant, Bluff, Cheerful
Return Item: Me Patra Card

Could Morph to: N/A
Unknown Power: Recovery-Type

=====

Name: HANUMAN

Level: 66 SP: 40 Level-Up Bonus: AGI+1
Summoning Requirements: 264 STAR Cards

Attack: 246 STR: 60 Affinity: Wind
Defense: 213 VIT: 49
Magic Attack: 142 TEC: 45 Voids: Wind
Magic Defense: 136 AGI: 57 Absorbs: Lightning
LUC: 52 Weak Against: Earth

Special Attacks: Poison Scratch (1), Garudyne (3), Raku Kaja (4),
Maha Garudyne (5), Tetraja (6),
Whirlwind Blast (8), Taru Kaja (mutation)

Personality: Cheerful
Return Item: Obsidian

Could Morph to: CUP Dagda
Unknown Power: Attack-Type

=====

Name: FARIEDONE

Level: 70 SP: 42 Level-Up Bonus: AGI+1
Summoning Requirements: 280 STAR Cards

Attack: 262 STR: 64 Affinity: Wind
Defense: 229 VIT: 53
Magic Attack: 170 TEC: 57 Reflects: Wind
Magic Defense: 168 AGI: 55 Weak Against: Earth
LUC: 54

Special Attacks: Ziodyne (1), Recarm (3), Twin Slash (4),
Refresh Ring (6), Senpu Jin (7),
Alpha Blaster (8), Whirlwind Blast (mutation)

Personality: Cheerful
Return Item: Lightning Card

Could Morph to: SWORD Futsu no Mitama
Unknown Power: Attack-Type

***** XVIII. MOON CLASS PERSONAS *****

=====
Name: MAIA
Comment: From Greek myth, one of Atlas' daughters. Mother of
Hermes.

Level: 3 SP: 5 Level-Up Bonus: AGI+1
Summoning Requirements: None, Maya's Starting Persona

Attack: 12 STR: 3 Affinity: None
Defense: 15 VIT: 4
Magic Attack: 12 TEC: 5 Voids: Holy/Darkness
Magic Defense: 14 AGI: 5 Voids: Mind/Nerve
LUC: 4

Special Attacks: Hama (1), Dia (2), Aqua (3), Media (6),
Multi Dimension (8), Diarama (mutation)

Personality: Gloomy
Return Item: VIT Incense

Could Morph to: MOON Maia Custom (see RARE PERSONAS)
Unknown Power: Assist-Type

Quote: "I am thou...Thou art I...
I cometh from the sea of thy heart...
I am the brilliant mother, Maia...

=====
Name: PARIKER
Comment: Zoroastrian beauty demon that is seen as a shooting
star.

Level: 20 SP: 18 Level-Up Bonus: AGI+1
Summoning Requirements: 80 MOON Cards

Attack: 62 STR: 14 Affinity: None
Defense: 65 VIT: 15
Magic Attack: 50 TEC: 17 Voids: Physical (except Sword)
Magic Defense: 49 AGI: 19 Weak Against: Sword/Holy
LUC: 14

Special Attacks: Zan (1), Bersac (3), Maha Garu (5),
Paralyzing Scratch (6), Maha Garula (8),
Zanma (mutation)

Personality: Gloomy, Wise
Return Item: Obsidian

Could Morph to: SWORD Kanshou

Unknown Power: Recovery-Type

Quote: "So, you're my partner? ...Life is like a shooting star. Better enjoy it before it passes. I'll make life memorable!"

=====

Name: MAYA CUSTOM

Comment: From Greek myth, one of Atlas' daughters. Mother of Hermes.

Level: 31 SP: 22 Level-Up Bonus: AGI+1

Summoning Requirements: Can only be obtained by morphing the LV. 3 MOON Maia Persona (see RARE PERSONAS list for more details)

Attack: 109 STR: 26 Affinity: None
Defense: 94 VIT: 21
Magic Attack: 92 TEC: 34 Voids: Holy/Darkness
Magic Defense: 95 AGI: 24 Voids: Mind/Nerve
LUC: 30

Special Attacks: Hama (1), Invitation to Sleep (2), Scratch (3), Maha Aques (5), Medirama (6), Multi Dimension (8), Recarm (mutation)

Personality: Gloomy

Return Item: VIT Card

Could Morph to: N/A

Unknown Power: Assist-Type

Quote: "My name is Maia... One awakened to true powers... Flowers for the past... Fertility to you... Let the lunar moon again be..."

=====

Name: SUCCUBUS

Level: 47 SP: 31 Level-Up Bonus: AGI+1

Summoning Requirements: 188 MOON Cards

Attack: 149 STR: 34 Affinity: None
Defense: 149 VIT: 34
Magic Attack: 127 TEC: 45 Strong Against: Magic
Magic Defense: 129 AGI: 38 Weak Against: Physical
LUC: 40

Special Attacks: Dormina (1), Marin Karin (3), Ziodyne (4), Hypnotic Wave (6), Diamond Dust (8), Mudoonn (mutation), Super Megido (rumor)

Personality: Arrogant, Timid, Gloomy

Return Item: Marin Karin Card

Could Morph to: SWORD Chu Chulainn

Unknown Power: Assist-Type

=====

Name: TSUKUYOMI

Level: 51 SP: 33 Level-Up Bonus: AGI+1

Summoning Requirements: 204 MOON Cards

Attack: 177 STR: 42 Affinity: Earth
Defense: 171 VIT: 40
Magic Attack: 150 TEC: 55 Voids: Earth
Magic Defense: 157 AGI: 38 Voids: Holy/Darkness
 LUC: 40

Special Attacks: Poison Needle (1), Sama Kaja (3), Maka Kaja (4),
 Zandyne (5), Magic Seal (6), Mudoonn (8),
 Trial of Darkness (mutation)

Personality: Gloomy
Return Item: Moon of Ur

Could Morph to: CUP Bacchus
Unknown Power: Assist-Type

=====
Name: MAIHIME AMANO

Level: 54 SP: 35 Level-Up Bonus: AGI+1
Summoning Requirements: 216 MOON Cards (see "RARE PERSONAS" list)

Attack: 129 STR: 25 Affinity: None
Defense: 150 VIT: 32
Magic Attack: 183 TEC: 70 Voids: Water/Holy/Darkness
Magic Defense: 191 AGI: 46
 LUC: 42

Special Attacks: Affectionate Prayer (1), Dance of Protection (8)

Personality: Gloomy
Return Item: TEC Card

Could Morph to: N/A
Unknown Power: Recovery-Type

=====
Name: ARTEMIS

Level: 63 SP: 39 Level-Up Bonus: AGI+1
Summoning Requirements: 252 MOON Cards +
 Material Card 'Silver Bow'

Attack: 231 STR: 56 Affinity: None
Defense: 189 VIT: 42
Magic Attack: 148 TEC: 49 Reflects: Magic
Magic Defense: 143 AGI: 47 Weak Against: Physical
 LUC: 53

Special Attacks: Bufudyne (1), Hypnotic Wave (3),
 Absolute Zero (4), Diarahan (6),
 Crescent Mirror (8), Diamond Dust (mutation)

Personality: Gloomy
Return Item: Sacrifice Card

Could Morph to: N/A
Unknown Power: Recovery-Type

=====
Name: NANNAR

Level: 73 SP: 43 Level-Up Bonus: AGI+1
Summoning Requirements: 301 MOON Cards +
Material Card 'Moon of Ur'

Attack: 226 STR: 51 Affinity: None
Defense: 235 VIT: 54
Magic Attack: 186 TEC: 64 Reflects: Darkness
Magic Defense: 187 AGI: 66 Weak Against: Light
LUC: 56

Special Attacks: Gryva (1), Maha Agidyne (3), Maha Aquadyne (4),
Maha Garudyne (5), Maha Magudyne (6),
Mediarahan (8), Trafuri (mutation)

Personality: Gloomy
Return Item: Blessing Card

Could Morph to: N/A
Unknown Power: Attack-Type

***** XIX. SUN CLASS PERSONAS *****

=====
Name: SURYA
Comment: Sun god who rides the sky in a chariot.

Level: 13 SP: 12 Level-Up Bonus: AGI+1
Summoning Requirements: 39 SUN Cards

Attack: 58 STR: 15 Affinity: Fire
Defense: 49 VIT: 12
Magic Attack: 30 TEC: 10 Reflects: Fire
Magic Defense: 31 AGI: 13 Weak Against: Water
LUC: 13

Special Attacks: Agi (1), Maha Agi (2), Maha Garu (4),
Spiral Shot (6) Tetraja (7), Agilao (8),
Garula (mutation)

Personality: Bluff, Cheerful, Wise
Return Item: Maha Agi Card

Could Morph to: ROD Hotei
Unknown Power: Assist-Type

Quote: "As my creation, I made light to counter
the dark. I can make it into a pillar of fire
that will destroy evil. Use it wisely.

=====
Name: KINICH KAKMO
Comment: Mayan sun god with a diamond, bird-like mask.

Level: 21 SP: 18 Level-Up Bonus: AGI+1
Summoning Requirements: 63 SUN Cards

Attack: 69 STR: 16 Affinity: Fire
Defense: 78 VIT: 19

Magic Attack: 50 TEC: 17 Voids: Fire
Magic Defense: 51 AGI: 23 Strong Against: Sword/Attack
 LUC: 16 Weak Against: Shot/Water/Earth

Special Attacks: Fire Breath (1), Mirage Breath (3),
 Wingbeat (5), Tetraja (6), Mahanma (8),
 Frei (mutation)

Personality: Bluff, Cheerful, Wise
Return Item: Anti-Force Card

Could Morph to: SWORD Kanshou
Unknown Power: Assist-Type

Quote: "I am Kinich Kakmo... The sun bird flying
 in the sky with my bright wings... I shall
 drive away the darkness in your heart."

=====
Name: HEIMDAL

Level: 33 SP: 24 Level-Up Bonus: AGI+1
Summoning Requirements: 99 SUN Cards

Attack: 138 STR: 35 Affinity: Wind
Defense: 129 VIT: 32
Magic Attack: 86 TEC: 30 Voids: Wind
Magic Defense: 91 AGI: 37 Reflects: Lightning
 LUC: 33 Weak Against: Earth

Special Attacks: Bufula (1), Maha Garula (2),
 Soothing Melody (4), Suku Kaja (6),
 Blizzard Breath (8), Killer Wind (mutation)

Personality: Bluff, Cheerful, Wise
Return Item: Suku Kaja Card

Could Morph to: CUP Galahad
Unknown Power: Protection-Type

=====
Name: IL-DANA

Level: 46 SP: 30 Level-Up Bonus: AGI+1
Summoning Requirements: 138 SUN Cards +
 Material Card 'Dul-Dauna's Oar'

Attack: 172 STR: 42 Affinity: None
Defense: 166 VIT: 40
Magic Attack: 118 TEC: 41 Reflects: Holy
Magic Defense: 122 AGI: 34 Weak Against: Darkness
 LUC: 38

Special Attacks: Agilao (1), Nirvana (3), Maha Agidyne (5),
 Death Bound (7), Divine Judgement (8),
 Mahanma (mutation)

Personality: Bluff, Cheerful, Wise
Return Item: Flame Card

Could Morph to: EMPEROR Lugh (see RARE Personas)
Unknown Power: Protection-Type

=====
Name: TATSUNOSHIN SUOU

Level: 58 SP: 36 Level-Up Bonus: AGI+1
Summoning Requirements: 174 SUN Cards (See "RARE PERSONAS" list)

Attack: 268 STR: 70 Affinity: Fire
Defense: 184 VIT: 42
Magic Attack: 110 TEC: 32 Voids: Fire/Holy/Darkness
Magic Defense: 101 AGI: 29
LUC: 50

Special Attacks: Straight Slash (1), Mighty Swing (8)

Personality: Bluff, Cheerful, Wise
Return Item: ALL Card

Could Morph to: N/A
Unknown Power: Attack-Type

=====
Name: APOLLO

Comment: A human sun god of Greece with shining beauty.

Level: 62 SP: 39 Level-Up Bonus: AGI+1

Attack: 212 STR: 50 Affinity: Fire
Defense: 197 VIT: 45
Magic Attack: 145 TEC: 48 Voids: Fire/Nuclear/Holy
Magic Defense: 142 AGI: 46 Weak Against: Water/Ice
LUC: 44

Special Attacks: Agidyne (1), Gigantic Fist (2), De Kaja (4),
Freila (5), Maha Agidyne (6), Nova Cyther (8),
Heat Kaiser (Mutation)

Personality: Bluff, Cheerful, Wise
Return Item: Freila Card

Could Morph to: N/A
Unknown Power: Attack-Type

=====
Name: VIROCANA

Level: 73 SP: 43 Level-Up Bonus: AGI+1
Summoning Requirements: 219 SUN Cards +
Material Card '1000 Lotus Petals'

Attack: 229 STR: 52 Affinity: Fire
Defense: 238 VIT: 55
Magic Attack: 196 TEC: 69 Voids: Fire
Magic Defense: 199 AGI: 62 Voids: Light/Darkness
LUC: 59

Special Attacks: Agidyne (1), Magic Seal (2),
Divine Judgement (4), Rain of Arrows (5),
Freidyne (6), Deadly Burn (8),
Hieros Glupaine (mutation)

Personality: Bluff, Cheerful, Wise
Return Item: Akashic Ring

Could Morph to: N/A
Unknown Power: Restoration-Type

***** XX. JUDGEMENT CLASS PERSONAS *****

=====
Name: PHALEG
Comment: One of the 7 Olympian angels. Rules Mars.

Level: 17 SP: 15 Level-Up Bonus: TEC+1
Summoning Requirements: 68 JUDGEMENT Cards

Attack: 59 STR: 14 Affinity: Water
Defense: 59 VIT: 14
Magic Attack: 41 TEC: 14 Voids: Holy
Magic Defense: 42 AGI: 14 Weak Against: Darkness
LUC: 15

Special Attacks: Aques (1), Double Thrust (3), Zio (4),
Maha Aqua (5), Aques (8), Patra (mutation)

Personality: Arrogant, Wise
Return Item: Dia Card x 2

Could Morph to: PENTACLE Fukurokuju
Unknown Power: Recovery-Type

Quote: "I am the angel of Olympia, Phaleg... Son of
man, if you wish the powers of the red
war star, then walk with me..."

=====
Name: NIKE
Comment: Greek goddess of victory.

Level: 23 SP: 19 Level-Up Bonus: TEC+1
Summoning Requirements: None, Ellen's starting Persona

Attack: 86 STR: 21 Affinity: Wind
Defense: 68 VIT: 15
Magic Attack: 68 TEC: 25 Voids: Fire/Holy
Magic Defense: 69 AGI: 24 Weak Against: Water/Ice/Darkness
LUC: 18

Special Attacks: Maha Garu (1), Diarama (2), Holy Light (4),
Mafui (5), Raku Kaja (7), Maha Garula (8),
Hama (Mutation)

Personality: Arrogant, Wise
Return Item: Raku Kaja Card

Could Morph to: N/A
Unknown Power: Protection-Type

=====
Name: MELCHISEDEC

Level: 32 SP: 24 Level-Up Bonus: TEC+1

Summoning Requirements: 128 JUDGEMENT Cards

Attack: 116 STR: 28 Affinity: None
Defense: 119 VIT: 29
Magic Attack: 81 TEC: 28 Reflects: Holy
Magic Defense: 84 AGI: 28 Weak Against: Darkness
 LUC: 28

Special Attacks: Double Thrust (1), Garula (2), Maha Garula (4),
 Media (6), Mahanma (7), Twin Slash (8),
 Killer Wind (mutation)

Personality: Arrogant
Return Item: Me Patra Card

Could Morph to: PENTACLE Ebisu
Unknown Power: Protection-Type

=====
Name: ARMATI

Level: 48 SP: 31 Level-Up Bonus: TEC+1
Summoning Requirements: 192 JUDGEMENT Cards

Attack: 147 STR: 33 Affinity: None
Defense: 156 VIT: 36
Magic Attack: 134 TEC: 48 Reflects: Holy
Magic Defense: 138 AGI: 39 Weak Against: Darkness
 LUC: 35

Special Attacks: Agidyne (1), Medirama (3), Tackle (4),
 Lightning Strike (6), Bufudyne (7),
 Megidola (8), Sama Kaja (mutation)

Personality: Arrogant
Return Item: Megidola Card

Could Morph to: SWORD Chu Chulainn
Unknown Power: Restoration-Type

=====
Name: AMURTART

Level: 69 SP: 42 Level-Up Bonus: TEC+1
Summoning Requirements: 276 JUDGEMENT Cards

Attack: 234 STR: 55 Affinity: None
Defense: 231 VIT: 54
Magic Attack: 177 TEC: 61 Reflects: Holy
Magic Defense: 179 AGI: 54 Weak Against: Darkness
 LUC: 51

Special Attacks: Megidola (1), Hamaonn (3), Diarahan (4),
 Maka Kaja (5), Sama Kaja (6),
 Divine Judgement (8), Magic Seal (mutation)

Personality: Arrogant
Return Item: Ice Card

Could Morph to: SWORD Futsuno Mitama
Unknown Power:

Name: GABRIEL

Level: 76 SP: 45 Level-Up Bonus: TEC+1
Summoning Requirements: 304 JUDGEMENT Cards +
Material Card 'Lily'

Attack: 256 STR: 60 Affinity: None
Defense: 241 VIT: 55
Magic Attack: 202 TEC: 71 Voids: Ice, Holy
Magic Defense: 204 AGI: 61 Weak Against: Nuclear, Darkness
LUC: 68

Special Attacks: Aquadyne (1), Refresh Ring (2),
Divine Judgement (4), Summon Spirit (5),
Recarm Dora (6), Release Jail (8),
Heat Wave (Mutation)

Personality: Arrogant
Return Item: Sacrifice Card

Could Morph to: N/A
Unknown Power:

=====
Name: MICHAEL

Level: 83 SP: 49 Level-Up Bonus: TEC+1
Summoning Requirements: Morph from JUDGEMENT Amurtat; afterwards
could be summoned in the Velvet Room for
332 JUDGEMENT Cards (see "RARE PERSONAS")

Attack: 305 STR: 74 Affinity: None
Defense: 266 VIT: 61
Magic Attack: 218 TEC: 76 Reflects: Magic
Magic Defense: 220 AGI: 64 Weak Against: Physical
LUC: 69

Special Attacks: Hamaonn (1), Multi Dimension (2),
Sama Recarm (4), Hieros Glupaine (6),
Megidolaonn (8), Nuclear Missile (Mutation)

Personality: Arrogant
Return Item: Annihilation Card

Could Morph to: N/A
Unknown Power: Special-Type

=====
Name: SATAN

Level: 96 SP: 56 Level-Up Bonus: TEC+1
Summoning Requirements: 396 JUDGEMENT Cards +
Material Card 'Accuser's Diary'

Attack: 366 STR: 90 Affinity: None
Defense: 348 VIT: 84
Magic Attack: 216 TEC: 70 Reflects: Physical
Magic Defense: 217 AGI: 76 Weak Against: Magic
LUC: 75

Special Attacks: Divine Judgement (1), Photon Cannon (3),
Alpha Blaster (5), Megidolaonn (6),

Nuclear Missile (8), Asteroid Bomb (Mutation)

Personality: Arrogant
Return Item: Guzei Armor

Could Morph to: N/A
Unknown Power: Attack-Type

=====

***** XXI. WORLD CLASS PERSONAS *****

=====
Name: DEMETER

Level: 31 SP: 23 Level-Up Bonus: TEC+1
Summoning Requirements: 124 WORLD Cards

Attack: 91 STR: 20 Affinity: None
Defense: 94 VIT: 21
Magic Attack: 80 TEC: 28 Voids: Holy/Darkness
Magic Defense: 80 AGI: 27
LUC: 26

Special Attacks: Ninety Nine Needles (1), Diarama (2),
Maha Magnus (4), Fata Morgana (6),
Marin Karin (8), Magdyne (mutation),
Ultra Freila (rumor)

Personality: Timid, Cheerful, Wise
Return Item: Anti-Force Card

Could Morph to: PENTACLE Yebisu
Unknown Power: Recovery-Type

=====
Name: NJORD

Level: 38 SP: 27 Level-Up Bonus: TEC+1
Summoning Requirements: 152 WORLD Cards +
Material Card "Noatun"

Attack: 131 STR: 31 Affinity: None
Defense: 131 VIT: 31
Magic Attack: 82 TEC: 26 Strong Against: Physical
Magic Defense: 80 AGI: 27 Weak Against: Magic
LUC: 36

Special Attacks: Garula (1), Dormina (3), Me Patra (4),
Recarm (5), Gryva (6), Twin Slash (8),
Freila (mutation)

Personality: Wise
Return Item: Me Patra Card

Could Morph to: PENTACLE Peri
Unknown Power: Protection-Type

=====
Name: HUNAB KU

Level: 46 SP: 30 Level-Up Bonus: TEC+1
Personality: 184 WORLD Cards

Attack: 154 STR: 36 Affinity: Earth
Defense: 163 VIT: 39
Magic Attack: 106 TEC: 35 Voids: Earth
Magic Defense: 106 AGI: 37 Weak Against: Wind
LUC: 36

Special Attacks: Magdyne (1), Bersac (2), Maha Magdyne (4),
Magic Seal (6), Diarahan (7), Magma Drop (8),
Estoma (mutation)

Personality: Arrogant, Wise
Return Item: Bersac Card

Could Morph to: SWORD Chu Chulainn
Unknown Power: Protection-Type

=====
Name: MUCALINDA

Level: 54 SP: 34 Level-Up Bonus: TEC+1
Summoning Requirements: 216 WORLD Cards

Attack: 177 STR: 41 Affinity: Water
Defense: 180 VIT: 42
Magic Attack: 141 TEC: 49 Strong Against: Magic
Magic Defense: 143 AGI: 44 Weak Against: Physical
LUC: 39

Special Attacks: Aquadyne (1), Blizzard Breath (2),
Makarakarn (4), Megidola (5), Maha Aquadyne (6),
Sama Recarm (8), Trafuri (Mutation)

Personality: Bluff, Wise
Return Item: Divine Light Card

Could Morph to: SWORD Arthur
Unknown Power: Assist-Type

=====
Name: SEIRYU

Level: 58 SP: 36 Level-Up Bonus: TEC+1
Summoning Requirements: 232 WORLD Cards

Attack: 187 STR: 43 Affinity: Wind
Defense: 214 VIT: 52
Magic Attack: 144 TEC: 49 Voids: Wind
Magic Defense: 148 AGI: 42 Reflects: Lightning
LUC: 45 Weak Against: Earth

Special Attacks: Bite (1), Garudyne (2), Maha Garudyne (4),
Wall of Air (6), Senpu Jin (8),
Maka Kaja (mutation)

Personality: Wise
Return Item: Hurricane Card

Could Morph to: ROD Quetzalcoat1
Unknown Power: Restoration-Type

=====
Name: UROBOROS

Level: 62 SP: 39 Level-Up Bonus: TEC+1
Summoning Requirements: 248 WORLD Cards

Attack: 206 STR: 48 Affinity: Earth
Defense: 227 VIT: 55
Magic Attack: 147 TEC: 49 Strong Against: Ice
Magic Defense: 149 AGI: 48 Strong Against: Lightning/Nuke
LUC: 47 Weak Against: Strike/Attack

Special Attacks: Mirage Breath (1), Transfixion (2),
Poison Breath (3), Hieros Glupaine (5),
Recarm Dora (7), Violent Rage (8),
Wall of Earth (mutation)

Personality: Arrogant, Wise
Return Item: Torrent Card

Could Morph to: PENTACLE Sarasvati
Unknown Power: Special-Type

=====
Name: SHOKUIN

Level: 88 SP: 51 Level-Up Bonus: TEC+1
Summoning Requirements: Mutate from the STRENGTH Wong Long
Persona, afterwards could be summoned
in the Velvet Room for 352 WORLD cards
(see "RARE PERSONAS" list)

Attack: 304 STR: 72 Affinity: Earth
Defense: 325 VIT: 79
Magic Attack: 222 TEC: 76 Voids: Earth
Magic Defense: 229 AGI: 57 Reflects: Ice/Lightning/Nuclear
LUC: 71 Weak Against: Wind

Special Attacks: Poison Breath (1), Fire Breath (2),
Mirage Breath (3), Blizzard Breath (4),
Megaton Press (8),
Affectionate Prayer (Mutation)

Personality: Arrogant, Wise
Return Item: ALL Card

Could Morph to: N/A
Unknown Power: Attack-Type

=====

***** FOOL CLASS PERSONAS *****

=====
Name: SARUTOBI SASUKE

Level: 20 SP: 20 Level-Up Bonus: LUC+1
Summoning Requirements: 1 FOOL Card

Attack: 74 STR: 18 Affinity: None

Defense: 65 VIT: 15
Magic Attack: 50 TEC: 17 Voids: Shot/Attack
Magic Defense: 49 AGI: 19 Voids: Holy/Darkness
 LUC: 15 Voids: Mind/Nerve

Special Attacks: Maha Aqua (1), Poison Needle (2),
 Maha Magnus (4), Spiral Shot (6),
 Deadly Needle (8), Media (mutation)

Personality: Bluff, Gloomy, Foolish

Return Item: Run Away

Could Morph to: N/A

Unknown Power: Assist-Type

=====

Name: TENJIKU TOKUBEI

Level: 35 SP: 35 Level-Up Bonus: LUC+1

Summoning Requirements: 2 FOOL Cards

Attack: 128 STR: 31 Affinity: None
Defense: 134 VIT: 33
Magic Attack: 86 TEC: 29 Voids: Shot/Attack
Magic Defense: 88 AGI: 27 Voids: Holy/Darkness
 LUC: 24 Voids: Mind/Nerve

Special Attacks: Maha Magnus (1), Fire Breath (3),
 Maka Kaja (5), Tackle (6), Tetrakarn (7),
 Vital Thrust (8), Sama Recarm (mutation)

Personality: Bluff, Gloomy, Foolish

Return Item: Free Catch

Could Morph to: N/A

Unknown Power: Protection-Type

=====

Name: TOBI KATOU

Level: 50 SP: 50 Level-Up Bonus: LUC+1

Summoning Requirements: 3 FOOL Cards

Attack: 176 STR: 42 Affinity: None
Defense: 155 VIT: 35
Magic Attack: 116 TEC: 38 Voids: Shot/Attack
Magic Defense: 112 AGI: 55 Voids: Holy/Darkness
 LUC: 34 Voids: Mind/Nerve

Special Attacks: Blade of Fury (1), Suku Kaja (3), Inferno (4),
 Makarakarn (6), Vital Thrust (8),
 Senpu Jin (mutation)

Personality: Bluff, Gloomy, Foolish

Return Item: Book of the Fuuma

Could Morph to: N/A

Unknown Power: Attack-Type

=====

Name: JUNNOSUKE KURODA

Level: 55 SP: 55 Level-Up Bonus: LUC+1

Summoning Requirements: 4 FOOL Cards (See "RARE PERSONAS" list)

Attack: 199 STR: 48 Affinity: None
Defense: 166 VIT: 37
Magic Attack: 94 TEC: 25 Voids: Throw/Attack
Magic Defense: 80 AGI: 47 Voids: Holy/Darkness
LUC: 67 Voids: Mind/Nerve

Special Attacks: Poison Needle (1), Deadly Needle (8)

Personality: Bluff, Gloomy, Foolish
Return Item: Karma Ring

Could Morph to: N/A
Unknown Power: Assist-Type

=====

Name: FUUMA KOTAROU

Level: 65 SP: 65 Level-Up Bonus: LUC+1
Summoning Requirements: 5 FOOL Cards +
Material Card 'Book of the Fuuma'

Attack: 233 STR: 56 Affinity: None
Defense: 221 VIT: 52
Magic Attack: 156 TEC: 52 Voids: Shot/Attack
Magic Defense: 156 AGI: 55 Voids: Holy/Darkness
LUC: 48 Voids: Mind/Nerve

Special Attacks: Fata Morgana (1), Mighty Swing (2),
Blade of Fury (4), Vital Thrust (6), Curse (6),
Death Bound (8), Baptism by Thunder (mutation)

Personality: Bluff, Gloomy, Foolish
Return Item: Technique Source

Could Morph to: N/A
Unknown Power: Special-Type

=====

***** ROD CLASS PERSONAS *****

=====

Name: HOTEI
Comment: One of 7 gods of luck. Teached patience and peace.

Level: 16 SP: 15 Level-Up Bonus: TEC+1
Summoning Requirements: Morph from other Personas

Attack: 55 STR: 13 Affinity: Fire
Defense: 61 VIT: 15
Magic Attack: 46 TEC: 17 Voids: Fire
Magic Defense: 49 AGI: 15 Reflects: Nuke
LUC: 13 Weak Against: Water

Special Attacks: Maha Agi (1), Dream Needle (3), Hama (4),
Estoma (5), Agilao (6), Freila (8),
Recarm (mutation)

Personality: Wise
Return Item: ALL Card

Could Morph to: N/A
Unknown Power: Recovery-Type

Quote: "Life is like a burning torch. I am
here to prevent that flame from
going out. Hotei, at your service."

=====

Name: NANKYOKU ROUJIN

Level: 28 SP: 21 Level-Up Bonus: TEC+1
Summoning Requirements: Morph from other Personas

Attack: 94 STR: 22 Affinity: Fire
Defense: 100 VIT: 24
Magic Attack: 82 TEC: 30 Strong Against: Magic
Magic Defense: 87 AGI: 20 Weak Against: Physical
LUC: 25

Special Attacks: Fata Morgana (1), Fire Breath (2),
Pine Bamboo Plum (5), Maha Agionn (6),
Fire Storm (8), Summon Spirit (mutation)

Personality: Wise
Return Item: Maha Agionn Card

Could Morph to: N/A
Unknown Power: Protection-Type

=====

Name: NODENS

Level: 44 SP: 30 Level-Up Bonus: TEC+1
Summoning Requirements: Morph from other Personas

Attack: 155 STR: 37 Affinity: Fire
Defense: 140 VIT: 32
Magic Attack: 127 TEC: 46 Strong Against: Magic
Magic Defense: 131 AGI: 36 Weak Against: Physical
LUC: 33

Special Attacks: Gryva (1), Omega Cluster (2), Turbid Mist (4),
Inferno (6), High Pressure (8),
Mudoonn (mutation)

Personality: Wise
Return Item: Soul Forever

Could Morph to: N/A
Unknown Power: Protection-Type

=====

Name: QUETZALCOATL

Level: 60 SP: 37 Level-Up Bonus: TEC+1
Summoning Requirements: Morph from other Personas

Attack: 213 STR: 51 Affinity: Fire
Defense: 198 VIT: 46
Magic Attack: 162 TEC: 57 Reflects: Magic

Magic Defense: 165 AGI: 46 Weak Against: Physical
LUC: 49

Special Attacks: Maha Agidyne (1), Hypnotic Wave (3),
Baptism by Thunder (4), Heat Wave (5),
Deadly Burn (8), Makarakarn (mutation)

Personality: Wise
Return Item: Limitless Soul

Could Morph to: N/A
Unknown Power: Recovery-Type

=====

***** CUP CLASS PERSONAS *****

=====
Name: MATSUO-SAMA
Comment: God of wine revered at the Matsuo shrine.

Level: 12 SP: 12 Level-Up Bonus: VIT+1
Summoning Requirements: Morph from other Personas

Attack: 39 STR: 9 Affinity: Water
Defense: 48 VIT: 12
Magic Attack: 29 TEC: 10 Absorbs: Water
Magic Defense: 31 AGI: 9 Weak Against: Fire
LUC: 11

Special Attacks: Maha Aqua (1), De Kaja (3), Bersac (4),
Invitation to Sleep (5), Wall of Water (6),
Refresh Ring (8), Media (mutation)

Personality: Bluff
Return Item: De Kaja Card

Could Morph to: N/A
Unknown Power: Assist-Type

Quote: "I am Matsuo-sama...
If wine is life's water, then dispense
with formalities and drink a toast..."

=====
Name: GALAHAD

Level: 36 SP: 26 Level-Up Bonus: VIT+1
Summoning Requirements: Morph from other Personas

Attack: 120 STR: 28 Affinity: Water
Defense: 132 VIT: 32
Magic Attack: 84 TEC: 28 Reflects: Holy/Darkness
Magic Defense: 86 AGI: 34
LUC: 28

Special Attacks: Maha Aques (1), Pulinpa (3), Poisma (4),
Twin Slash (6), Heat Wave (8),
Diarahan (mutation)

Personality: Bluff
Return Item: ALL Incense

Could Morph to: N/A
Unknown Power: Protection-Type

=====

Name: BACCHUS

Level: 52 SP: 33 Level-Up Bonus: VIT+1
Summoning Requirements: Morph from other Personas

Attack: 181 STR: 43 Affinity: Water
Defense: 196 VIT: 48
Magic Attack: 131 TEC: 45 Absorbs: Water
Magic Defense: 136 AGI: 41 Weak Against: Fire
LUC: 39

Special Attacks: Iluzone (1), Taru Kaja (2), Bersac (3),
Megidola (5), De Kaja (6), Fear Torrent (8),
Medirama (mutation)

Personality: Bluff
Return Item: Bacchus Drink

Could Morph to: N/A
Unknown Power: Assist-Type

=====

Name: DAGDA

Level: 68 SP: 42 Level-Up Bonus: VIT+1
Summoning Requirements: Morph from other Personas

Attack: 239 STR: 57 Affinity: Water
Defense: 248 VIT: 60
Magic Attack: 152 TEC: 49 Strong Against: Physical
Magic Defense: 152 AGI: 64 Weak Against: Magic
LUC: 52

Special Attacks: Gigantic Fist (1), Raku Kaja (3),
Maha Aquadyne (4), Roar (5), Viper Smash (6),
Aquary Tide (8), Diarama (mutation)

Personality: Bluff
Return Item: Earthquake Card

Could Morph to: N/A
Unknown Power: Protection-Type

=====

***** SWORD CLASS PERSONAS *****

=====

Name: KANSHOU

Comment: Chinese blacksmith. Forged the swords Kanshou and
Bakuya.

Level: 24 SP: 19 Level-Up Bonus: STR+1
Summoning Requirements: Morph from other Personas

Attack: 99 STR: 25 Affinity: Wind
Defense: 84 VIT: 20
Magic Attack: 55 TEC: 18 Voids: Sword/Attack
Magic Defense: 55 AGI: 16
 LUC: 20

Special Attacks: Straight Slash (1), Suku Kaja (2),
 Blade of Fury (3), Taru Kaja (5),
 Fata Morgana (6), Death Bound (8),
 Tetrakarn (mutation)

Personality: Bluff
Return Item: Taru Kaja Card

Could Morph to: N/A
Unknown Power: Attack-Type

Quote: "I can create the sturdiest armor and
 weapons in the world. Allow me to
 show you just how strong they are!"

=====
Name: CHU CHULAINN

Level: 48 SP: 31 Level-Up Bonus: STR+1
Summoning Requirements: Morph from other Personas

Attack: 183 STR: 45 Affinity: Wind
Defense: 168 VIT: 40
Magic Attack: 122 TEC: 42 Reflects: Sword/Attack
Magic Defense: 125 AGI: 44 Voids: Holy/Darkness
 LUC: 30

Special Attacks: Heat Wave (1), Garudyne (3), Taru Kaja (4),
 Zandyne (6), Death Bound (7), Grydyne (8),
 Estoma (mutation)

Personality: Bluff
Return Item: Shockwave Card

Could Morph to: N/A
Unknown Power: Restoration-Type

=====
Name: ARTHUR

Level: 56 SP: 36 Level-Up Bonus: STR+1
Summoning Requirements: Morph from other Personas

Attack: 215 STR: 53 Affinity: Wind
Defense: 191 VIT: 45
Magic Attack: 140 TEC: 48 Strong Against: Physical
Magic Defense: 142 AGI: 45 Weak Against: Magic
 LUC: 43

Special Attacks: Double Thrust (1), Holy Light (3),
 Heat Wave (4), Tetraja (6), Senpu Jin (7),
 Twin Slash (8), Hieros Glupaine (mutation)

Personality: Bluff
Return Item: Orihalchon

Could Morph to: N/A
Unknown Power: Attack-Type

=====

Name: FUTSONO MITAMA

Level: 72 SP: 43 Level-Up Bonus: STR+1
Summoning Requirements: Morph from other Personas

Attack: 282 STR: 70 Affinity: Wind
Defense: 243 VIT: 57
Magic Attack: 165 TEC: 54 Reflects: Physical Attacks
Magic Defense: 163 AGI: 60 Weak Against: Magic
LUC: 56

Special Attacks: Mighty Swing (1), Blade of Fury (3),
Tetrakarn (4), Death Bound (5), Hamaonn (7),
Alpha Blaster (8), Freidyne(mutation)

Personality: Bluff
Return Item: Anti-Force Card

Could Morph to: N/A
Unknown Power: Special-Type

=====

***** PENTACLE CLASS PERSONAS *****

=====

Name: FUKUROKUJU
Comment: One of 7 gods of luck. God of long life.

Level: 20 SP: 18 Level-Up Bonus: LUC+1
Summoning Requirements: Morph from other Personas

Attack: 68 STR: 16 Affinity: Earth
Defense: 80 VIT: 20
Magic Attack: 42 TEC: 13 Reflects: Earth
Magic Defense: 42 AGI: 18 Weak Against: Wind
LUC: 22

Special Attacks: Media (1), Posumudi (2), Magnus (3),
Me Patra (5), Pulinpa (6), Pine Bamboo Plum (8),
Frei (mutation)

Personality: Cheerful
Return Item: Lucky Source

Could Morph to: N/A
Unknown Power: Restoration-Type

Quote: "Despite living an eternal existance,
I have been given a new physical
body. You may call me Fukurokuju."

=====

Name: YEBISU

Level: 32 SP: 24 Level-Up Bonus: LUC+1

Summoning Requirements: Morph from other Personas

Attack: 101 STR: 23 Affinity: Earth
Defense: 110 VIT: 26
Magic Attack: 83 TEC: 29 Strong Against: Magic
Magic Defense: 85 AGI: 24 Weak Against: Physical
 LUC: 35

Special Attacks: Diarama (1), Raku Kaja (3),
 Pine Bamboo Plum (5), Maka Kaja (6),
 Rock Fall (7), Summon Spirit (8),
 Makarakarn (mutation)

Personality: Cheerful
Return Item: Vitality Source

Could Morph to: N/A
Unknown Power: Recovery-Type

=====

Name: PERI

Level: 40 SP: 27 Level-Up Bonus: LUC+1
Summoning Requirements: Morph from other Personas

Attack: 118 STR: 26 Affinity: Earth
Defense: 127 VIT: 29
Magic Attack: 106 TEC: 37 Voids: Mind/Nerve
Magic Defense: 106 AGI: 33
 LUC: 43

Special Attacks: Agidyne (1), Kotoludi (2), Diarahan (4),
 Refresh Ring (5), Ziodyne (7), Maha Agidyne (8),
 Estoma (mutation)

Personality: Cheerful
Return Item: Spirit Source

Could Morph to: N/A
Unknown Power: Protection-Type

=====

Name: SARASVATI

Level: 64 SP: 39 Level-Up Bonus: LUC+1
Summoning Requirements: Morph from other Personas

Attack: 196 STR: 44 Affinity: Earth
Defense: 199 VIT: 45
Magic Attack: 149 TEC: 49 Voids: Mind/Nerve
Magic Defense: 144 AGI: 53 Recovery Spells are More Effective
 LUC: 74

Special Attacks: Medirama (1), Sama Kaja (3), Dream Needle (4),
 Sama Recarm (6), Magma Drop (8),
 Dance of Bravery (mutation)

Personality: Cheerful
Return Item: Hiranya

Could Morph to: N/A
Unknown Power: Restoration-Type

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CLOSING STATEMENTS

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-Persona 2 Official Masters Guide (published by Enterbrain,
ISBN 4-7577-0181-0). One of the many official strategy guides for
the Japanese version of Persona 2: Eternal Punishment, this book is a
million times better than that stinking pile known as "Prima's
Official Strategy Guide". It helped me out a lot when I was playing
through the Japanese version. The Masters Guide has detailed
character descriptions, background info on the Persona universe, full
color photos, and it's even cheaper than the Prima Guide (only 1300
Yen, or about \$11.80 US!).

-Everyone at the Summoner's Network (waves). ^^ You know me as "PDT".

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More info to come soon, ja mata!

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