

# Persona 2: Eternal Punishment Boss/Rare/Rumor Demon FAQ

by Sasoriza

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Persona 2: Eternal Punishment  
Final Version

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Boss/Rare/Rumor Demon FAQ by Sasoriza  
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1. ((---FAQ CHANGES & VERSION INFO---))  
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v-0.2 (2-15-01): Added the bosses and rumor demons for Ellen's Sumaru T.V. quest, and added a Frequently Asked Questions section. I've changed my e-mail, too...

v-0.3 (2-18-01): Fixed a couple of typos, and added a "Tips" section. Also, I've added some more info, as well as the "Brief Overviews" after my thoughts on the Boss/Rare/Rumor demons.

v-0.4 (2-20-01): Added a boss and a rare demon on the lists, and changed the Rare Demons section into a "Persona Encounters & Rare Demons" section. Blah.

v-0.5 (2-25-01): Added a boss and a rumor demon to the lists, plus I've added a tip and a brand new boss strategy for a certain boss, thanks to Alessar. I've also cleaned up the FAQ a little.

v-0.6 (2-28-01): Added the boss from the Abandoned Factory. I've also added locations to where you could find the Rumor demons and Persona encounters.

v-0.7 (3-05-01): I've added a very nice, big update. Added a Undersea Ruins boss, and a couple of rumor demons and 1 Persona encounter.

v-0.8 (3-12-01): Added another strategy dealing with the Club Zodiac boss, one of the 2 Torifune bosses, and 2 more rumor demons. I've also put some stuff in the Tips and Frequently Asked Questions section...

v-0.9 (3-17-01): I've put the ever-so-"difficult" (:P) Torifune boss and 1 rumor demon and Persona encounter in, and I've put the version info to the top of the page.

v-1.0 (3-25-01): There's 1 rumor demon, 1 Persona encounter, and 2 bosses from Sumaru Castle on this update.

v-1.1 (4-8-01): I've added 1 Persona Encounter, fixed a couple of typos here and there, and I've accidentally messed up a person's name in the special thanks list. >\_< (For the record, 'Steve' is Frostylantern. Sorry for the mix-up!)

v-1.2 (4-14-01): Added 2 of the Monado bosses, and one Persona encounter which is also in Monado. Oh yeah, I know I'm a little late for this, but... I'm going to add in the "Comment" (I'll call them Descriptions in this FAQ) once you analyze the Boss/Rare/Persona. Starting with the Mondado bosses, of course.

v-1.3 (4-29-01): I've just added 2 strategies (one for each form) for the final boss in the game. That's it. Now, to get the bosses on Nate's route...

v-1.4 (5-28-01): Well, instead of getting the bosses for Nate's route, I decided to concentrate on Nyarlathotep a little bit more. Plus one more strategy for Joker Ginji, from a contributor.

v-1.5 (6-02-01): That's it, my 2 final strategies for dealing with Nyarlathotep. Now I can FINALLY concentrate on the bosses on Nate's quest.

v-1.6 (6-11-01): Alright. As requested (and promised), I have both of the bosses for Nate's quest, plus a lot of hints and tips by a excellent contributor by the name of Katman. He's donated a ton of hints and tips, so thank him people!

v-1.7 (6-29-01): I just cleaned it up a little to make it more legible, and added some more contributor hints and tips by Katman and Bo Kurland. I've also added a Table of Contents, too...

v-1.9 (Final) (8-23-01): That's it, the final version of this FAQ. I've added some more boss tips from Katman, then that's it. BTW, I've changed my e-mail too, if you want to contact me use the address above.

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Welcome to the P2EP Boss/Rare/Rumor Demon FAQ. Of course, this will deal mainly on those 3 aspects.

((---HOW THE FAQ'S FORMAT WORKS---))

1) (The name of the Boss or Rumor/Rare demon will go here.)

Comment- (This is what the Boss or Rumor/Rare demon will say if you attempt to contact him/her/it.

Your Level: (This is the minimal level suggested when dealing with the Boss or Rumor/Rare demon.)

(After those 3 sections, the names of the characters and the Personae they use will go here.)

The strategy will go after the previous section. There may possibly be a brief summary after the strategy.

For Personae Encounters and Rumor Demons, the item they drop after you defeat them will go here. For Personae Encounters, I usually add a little commentary. For Rumor Demons, I tell you who you can give the dropped item to on the city map in exchange for an item.

Now in this FAQ, I WILL assume that your Personae are at Rank 8. (Sans the very first boss battle.) It doesn't exactly help to bring in incomplete Personae into boss battles.

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Whenever you see this: <switch>, It means that I had to switch Personae with that particular person during battle.

Whenever you see \*W/xxx\*, then there's a spell that I had junctioned to the Persona before I summoned it.

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Before we start, I already assume that you know how to fight, right...? I sure hope so. Don't send me any e-mails on asking me how the system works, because I will delete it as soon as I see it.

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3. (((--FREQUENTLY ASKED QUESTIONS & HELPFUL TIPS--)))

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((---FREQUENTLY ASKED QUESTIONS---))

Q: Whenever I fight a Joker battle, there's an attack called the Old Maid that does some serious damage against

me. What can I do to prevent this?

A: Ah, The Old Maid Spell. Used commonly by the Jokers you'll be facing, this spell can have the Joker Persona possess a character and have it attack your party members with big damage, possibly killing them. Not only that, it cancels out the act of the party member who was possessed, causing a wasted turn.

To my knowledge, there's only one way to protect yourself from this spell: DEFEND. Yes, that's all you have to do. Once the Old Maid spell is cast, just have all of your characters defend. They won't do anything, and you can have them resume battle. You can also go to Strategy-->Battle Mode--->Single so you can know when each character's turn is over, to make sure that they won't keep defending once that one turn is up.

Also, here's a helpful tip from Alessar when it comes to dealing with Old Maid: "Press the Circle button to cancel your actions (this works for both regular and single combat mode) and then defend." Thanks for pointing that out!

And here's another helpful tip from johnsgs:

"One minor thing I'd like to add. When you get hit with the "Old Maid" spell, only one party member is affected, right? Well when you have everyone defend, the person who was actually affected by the 'Old Maid' status will have their command changed from "Defend" to "Attack" after they defend - sort of like item use. Therefore, if you check the strategy list after each character's action you'll be able to tell when it is safe to act again without having to do a full round of defending; you can sometimes save a couple of character turns this way."

And an addition from Il-Dana:

"And the reverse is also true. If they have acted already and are still defending, then you can set them up for attacks, or a fusion while making the 'Old Maid' wait."

Thanks to both johnsgs and Il-Dana for pointing this out!

Q: I have these particular types of Personae, and I'm at this particular level. Do\_I\_have\_to follow your advice?

A: No, not at all. However, if this is your 10th time getting whooped by a certain boss, then maybe this is the place to come and try out a different strategy. :-)  
Besides, you don't HAVE to use the specific Personae, (although it will help) just the general strategy.

Q: My Maya is faster than my Baofu. Can I configure the pattern in which different characters are carrying the Personae you mentioned?

A: Go for it, just as long as they're compatible.

Q: Are you going to put in the Extra Dungeon boss in your

guide?

A: No. For that, I'd like to direct you to Hyral's beautifully detailed EX Dungeon FAQ, where he tackles the difficult boss of that dungeon with ease. On top of that, he guides you throughout the entire dungeon! I can go on and on about it, so it's definitely worth checking out. It can be found at <http://www.gamefaqs.com>, for starters.

Q: Hey, why is it that when I try to use spells such as Blazing Hell I only do 30 points of damage?

A: Because you're using the weak elements needed to cast the spell. For example, you won't do 3000+ points of damage with Blazing Hell by just using 2 Agis. The higher the rank of the spell, the more damage you're going to do with it in fusions. 2 Agilaos are obviously going to do more damage than 2 Agis.

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((---HELPFUL TIPS---))

-> If you have a spell called Maka Kaja, use it consistently! It'll do increased damage when you cast spells. Either have that, or at least carry some Beads of Magic.

-> This is common sense, but always bring a decent amount of supplies with you, especially Gala-Gala Drinks, Chewing Souls, Incense of Life/Ball of Returning, and status-curing items.

-> Always do Salam Nadeen's Mapmaking quests, as they'll always net you some damned good cards, especially later on in the game. A perfect example is this: After you complete the Nichirinmaru Mapmaking quest, when you give the map back to Salam, one of the valuable cards you'll get is the ever-so-valuable MEDIARAHAN CARD (When you get it, it'll be called the 'Blessing Card'). I equipped the card when making MOON Artemis, and now she's one of the best Personae in the game.

Also, a helpful tip from Katman about Mediarahan:

For your strategies, you're pretty Medirahan-intensive. Very few Personae have that spell, so it might be worth noting in your guide that to get it, you summon and release FORTUNE Urd gives the Spell Card for Medirahan, and grows immensely quickly on Ulala with Synchronize Gear (Only took me about 5 min of casting Dia against a Poltergeist on Auto... :-). This definitely beats buying them for over 600,000 Yen at the Time Castle, or getting maps for them... Credits to Katman for pointing this out!

-> If possible, before you fight a boss, go to the Sumaru Genie and get the 'Light Dragon' fortune reading. When you do fight the boss (and eventually defeat him/her/it), you'll get 2x as much experience, and the bosses already give enough experience as it is! You can also do the 'Black

Dragon' fortune reading to get 2x as much Yen, but I see experience being the more important factor here. Besides, some boss fights don't yield Yen anyway.

-> Give the Tetraja Card (When you find it) to Ulala's ultimate Persona, Astria. Why? You'll see waaay at the end of the game... especially if you're fighting 'him' with your Greek Set.

-> And here's a couple of very interesting pieces of info, from Katman:

"MOON Pariker, while weak, is one of the game's best Personae for being void against physicals. Try taking her against Nata, the X-series of generic robot bosses, Gozen, and others. Try for a few 'parameters increased' mutations and she'll be great throughout the whole game, and even into the E.X. dungeon."

"Add in some Tetrakarn and Makarakarn cards into your Persona cauldron when you make them - they're the best spells in the game dont'cha know, since they allow you to void your Personas' weaknesses. Maya is invincible with a Tetrakarn-ed Artemis. Use Tetrakarn on Maya and Ulala, and Makarakarn on everyone else. -- Bang, if you keep recasting them you win...against anything. Not to mention all the coolness you get when you're summoning these kickin' cool-looking Personae...They don't come close to beating Ra, Demo, Michael, Alfred, and Valzante though..."

"A tip for those of you impatient folks out there - if you just can't wait to see those high-level Personae, take your highest level character (early on it's Baofu, midway it's either Maya or Nate/Ellen, at the end it's obviously Tatsuya) and kill off everyone but them. Go to the highest-level area of the Bomb Shelter you think they can handle (though watch out for anything with Hama, Mudo, Hamaon or the like...) and kick some rear. They gain 5 times the experience of usual, and since you can use any Persona within a 5-level or below range of your HIGHEST-LEVEL character..."

"You mention using Silver Manisha often. It's worth noting that TEMPERANCE Mou Shobou gladly gives you these if you forge a contract with her, then ask for an item. She's so nice..."

"STAR Kimnara gives you Devil's Capote, likewise - a very cool item that increases not only your chance of encounters, but (seemingly) increasing the chance to encounter rare/rumor demons..."

Alright people, you're going to have repay Katman in some kind of way. :P Thanks to Katman for pointing all of this interesting info out!

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4. ((---BOSES---))  
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1) 2 Apeps and 1 Empusas

Comments-

2 Apeps: "Think before you act..."

Empusas: "Don't get friendly with me!"

(\*\*\*NOTE\*\*\*: Since is the beginning of the game, I'll expect that your Personae are around Rank 5-6. If you get them to level 8, then props to you. You're getting a feel of the system...)

Your Level: 5+

Maya (MOON Maia)  
Katsuya (JUSTICE Helios)  
Ulala (STAR Callisto)

First, use the Stone Rise Fusion Spell (Water, Earth, Fire) on the Empusas, taking it out in no time. As for the Apeps, use the Stone Rise for them, also. 2 hits is basically all it takes to get rid of them. An easy battle, seeing that these are your basic, everyday enemies...

Brief Summary-

-Learn the Stone Rise fusion spell.

-If your HP ever gets low, (you shouldn't die in this battle, BTW) use Maia's Dia.

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2) Hellhound

Comment- Ghaa!!

Your Level: 10+

Maya (MOON Maia \*W/Mutated Diarama)  
Katsuya (JUSTICE Helios)  
Ulala (STAR Callisto)

Again, the Fusion Spell Stone Rise (Water, Earth, Fire) will do this demon in within a few turns. Also, look out for Hellhound's Fire Breath, Tackle, and Agilao attacks, as those do a nice amount of damage towards your characters. Use Maya's Media spell (Or Diarama if you have it) whenever those 2 attacks take place. Katsuya is well protected from Hellhound's Fire Spells with his Helios Persona, so he should be the safest out of the 2.

Brief Summary-

-Use Media (Or Diarahan, again) whenever you fall low on health.

-Use Stone Rise to quickly do in the Hellhound.

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3) Tatsuya Sudou, 2 Minotaur and Shax

Comments-

Tatusya Sudou- You can't run from fate!

Shax- Do you have the time to be so leisurely? This is a battlefield...

Minotaur- Ghaa!

Your Level: 13+

Maya (MOON Maia)

Katsuya (JUSTICE Helios)

Ulala (STAR Callisto)

Baofu (HANGED MAN Odysseus)

Tatsuya (SUN Apollo)

First, use Tatsuya's Agidyne to dispatch the Shax's in one hit. After that, use the Tower Inferno Fusion Spell to quickly dispatch the Minotaurs. (Make sure Tatsuya's in that combo.) Eventually, within a matter of a handful of turns, it'll just be you and Sudou.

Sudou can be brung down in no time with Water Elemental Fusion Spells such as Hydro-Boost. Also, Tatsuya's SUN Apollo Persona can use the Gigantic Fist attack, which can deal over 200+ points of damage to Sudou.

Brief Summary-

-Have Tatsuya use Agidyne to kill the Shax's in one hit. In the process, SUN Apollo will go up a rank, having him learn the Gigantic Fist attack.

-Use Tower Inferno to get rid of those 2 Minotaurs. Make sure Tatsuya is in that combo.

-Use Water-Based Fusion Spells against Sudou. Namely, Hydro Boost would be the likely choice if you use the Personae I used above.

-Defend when the Old Maid attack comes up.

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4) Joker Ulala

Comment- You piss me off!

Your Level- 16+

Maya (STAR Kimnara)

Katsuya (STRENGTH Ryume)

Baofu (MAGICIAN Tengu <switch> DEVIL Poltergeist)



First, use Tengu's Wall of Air as soon as the fight starts. When that's over, have Baofu switch back to Poltergeist and continually cast the Fusion Spell "Stone Rise". When it comes to worst, use Kimnara's Soothing Melody spell to heal all allies (It works a lot better than Maia's Media.) It's kind of an easy battle, just remember to DEFEND WHEN THE OLD MAID SPELL IS CAST.

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Also, Alessar points out a very, VERY helpful Persona when it comes to dealing with Joker Ulala- STAR Iris. Here goes another (and better) strategy:

Maya (STAR Iris)  
Katsuya (SUN Surya)  
Baofu (MAGICIAN Tengu <switch> STRENGTH Ryume)

First, use Tengu's Wall of Air as soon as the fight starts. Once that's done, have Baofu switch to Ryume and keep casting the "Stone Rise" Fusion Spell. If anyone HP ends up low, use Iris's Media to put them back on their feet. And the fact that Iris can dish out some decent damage on her own with her Magnus and Maha Magnus spells is excellent. (I've noticed that this strategy is a lot better than the other one. So, why am I going to keep the old one? To show multiple ways of dealing with bosses.)

Again, thanks to Alessar for pointing this out!

Brief Summary-

-Have Tengu cast Wall of Air if you want to be resistant against Ulala's wind-based attacks.

-Keep casting Stone Rise.

-Use Kimnara's Soothing Melody (or Iris's Media, whichever one you're using) spell whenever your allies are weak.

-REMEMBER TO DEFEND WHEN ULALA CASTS THE OLD MAID SPELL. I can't stress this enough...

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A boss tip from Katman:

Level: 16+

Maya: MOON Maia

Katsuya: STRENGTH Otohime

Baofu: CUP Matsuo-sama

Use Tidal Wave (Water-Wind-Maha Aques) 3 times. If Maya has a decent TEC (the best stat to up for her, since she'll be the designated healer for much of the game) you'll beat her without even seeing most of her moves. Very easy.

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5) Joker Noriko and 2 Ryumans

Comments-

Noriko- I can't... because I'm a Joker. (heart)

Ryuman- Hey you! What are you doing here?!

Believe it or not, I've used Archaeopteryx's (Mad props to him, BTW) FAQ to help me through this battle, and believe me, this works. So therefore, I asked him for his permission to post this strategy, and he's given me the go-ahead, so here goes:

Ulala (CUP Matsuo-Sama)

Maya (ROD Hotei)

Baofu (DEATH Hel)

Katsuya (STRENGTH Otohime)

First, have Ulala cast Wall of Water in the first round to nullify Joker Noriko's water spells. (Although this won't cover against her Absolute Zero attack, just hold on and listen for a second.) Have Maya and Baofu continuously cast Blazing Hell on Noriko, and have Katsuya heal. Now, Noriko WHO? :P

Thanks for Archaeopteryx (PDT) for this strategy! A good strategist, indeed.

Now, for a Brief Summary-

-Cast Wall of Water when the fight begins.

-Cast Blazing Hell on Noriko.

-Have Katsuya cast Media whenever your HP gets low.

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I've come up with another strategy concerning Noriko.

Your Level- 20+

Maya (MOON Maia Custom <switch> MAGICIAN Tengu)

Katsuya (JUSTICE Mars)

Ulala (CUP Matsuo-sama <switch> LOVERS Jack Frost)

Baofu (HERMIT Tenhou Gensui)

Have Ulala cast Wall of Water as soon as the fight starts to nullify Noriko's water attacks, then have Ulala switch to Jack Frost. After that, have Maya switch to Tengu in order to cast the Fusion Spell "Tower Inferno" to deal 300+ points of damage per casting towards Noriko. Whenever your allies are low on health, use Maia Custom to cast Medirama, then switch back to Tengu to continue casting Tower Inferno.

When Noriko begins to kneel, her spells will become more powerful, and she gains a spell called Absolute Zero, which is a spell that Wall of Water doesn't cover. (However, Jack Frost is protected against this attack, so make sure you have him equipped when Noriko goes in her 'crouching' stance.) Not only does it do big damage, it freezes your allies, too. Use Matsuo-sama's Refresh Ring when this

happens, and have Maia use Medirama right after Noriko casts it. Once you finish Noriko off (I got rid of her in a couple of turns) use Tower Inferno to get rid of those 2 Ryumans, also. An easy battle, you just need to keep your cool on moments like these. Besides, there's going to be a couple of boss battles like this...

Brief Summary-

-Matsuo-Sama is vital in this battle. Remember to cast Wall of Water when the battle begins to nullify the water spells, then remember to cast Refresh Ring if any of your party members end up frozen.

-Cast the Fusion Spell "Tower Inferno" to quickly dispatch of Noriko and the Ryumans.

-Use Maia's Medirama if any of your party members are low on Hp.

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Katman has pointed out yet another useful spell in dealing with Noriko and her Ryumans:

Early in the game, against Noriko and such, try Media + Affectionate Prayer, in that order, for Mediamai, which seems to work like Regen in that you get HP back each round after you act.

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((--Nate's Laboratory Quest--))

6a) Devil Sugimoto & 2 Red Berets

Comment-

Devil Sugimoto- "H...Hel...p...me..."

Red Berets- "Hey you! What are you doing here?!"

Your Level- 30+

Maya (MOON Maia Custom)

Katsuya (LOVERS Jack Frost \*W/Garula\*)

Ulala (STAR Kenren Taishou)

Baofu (HERMIT Byakko <switch> DEATH Hel)

Nate (HIEROPHANT Shaka \*W/Maha Magnus\*)

Heh, you'll notice that I have 3 water-based Personae in this battle that're immune to Ice attacks. Why? Because of Sugimoto's Blizzard Breath. Right next to Roar and Poison Scratch, and Tackle, this is his most threatening attack IMO.

Anyway, as soon as the battle starts, just keep casting Tidal Wave (Aqua->Garula->Maha Aques) to take out the Red

Berets and to deal minimal damage to Sugimoto. Once the Berets are out, have Baofu switch to Hel and keep casting the Tower Inferno Fusion Spell. If Sugimoto's Roar or Poison Scratch attacks affects any of your party members, just use Shaka's Refresh Ring to cure them. Just make sure that Maya is healing at every turn, and that you keep pressuring Sugimoto with the Fusion Spells mentioned above.

Brief Summary-

-Cast Tidal Wave to take out the Red Berets, and once they're gone, cast Tower Inferno to take out Sugimoto.

-Use Shaka's Refresh Ring if any of your party members suffer from bad status ailments.

-Finally, use Maia's Medirama if your Hp begins to end up low.

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((---ELLEN'S SUMARU T.V. QUEST---))

6b) Makoto Kuwahara (Stalker) (1st Encounter)

Comment- We love each other.

Your Level- 28+

Maya (HERMIT Grinbulsti <switch> MOON Maia Custom)  
Katsuya (HIEROPHANT Shaka)  
Ulala (ROD Nankyoku Roujin)  
Baofu (TOWER Kanaloa)  
Ellen (JUDGMENT Nike)

He isn't too tough. Just look out for his Serenade of Madness attack, which hits everyone and will probably end up confusing Ellen. (in my case, anyway. Use Matsuo-Sama if you still have him and use Refresh Ring to quickly remedy that.) Holy and Dark spells don't work, either. If your HP ends up low, use Maia's Medirama or Nankyoku Roujin's Pine Bamboo Plum if that happens.

To get rid of him, just have Maya, Ulala, and Nike keep casting the Fusion Spell Tower Inferno to do 300+ damage, taking him out in no time. Have Katsuya cast Vile Thunderbolt and have Baofu cast Maha Aques or Media to mend the minor damage. It's an easy battle, just remember to take precaution.

Brief Summary-

-Cast Tower Inferno to do him in.

-Holy and Dark spells don't work, so don't bother.

-When Ellen gets confused, use Matsuo-Sama to bring her back to normal status.

-Use Medirama or Pine Bamboo Plum if you have to.

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7) Makoto Kuwahara (Stalker) (2nd Encounter)

Comment- You got me last time... now it's my turn.

Your Level- 28+

Maya (HERMIT Grinbulsti <switch> MOON Maia Custom)

Katsuya (HIEROPHANT Shaka)

Ulala (ROD Nankyoku Roujin)

Baofu (TOWER Kanaloa)

Ellen (JUDGMENT Nike)

The strategy to dealing with the Stalker really hasn't changed at all. Just keep using Tower Inferno, and be on your way.

Brief Summary:

Nothing has changed, really. Look at the previous overview when dealing with his 1st encounter.

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8) Makoto Kuwahara (Stalker) (3rd & Final Encounter)

Comment- A guy's all humble, and you get cocky... huh?!

Your Level- 29+

Maya (HERMIT Grinbulsti <switch> MOON Maia Custom)

Katsuya (HIEROPHANT Shaka)

Ulala (ROD Nankyoku Roujin)

Baofu (TOWER Kanaloa)

Ellen (JUDGMENT Nike)

The strategy has changed a little, seeing that he's gained 2 new attacks: Curse, and Violent Rage. Be careful of the Curse spell, since that'll hit everyone, and it'll do some serious damage to Ellen. (She's using Nike...) When that happens, Maia's Medirama or Nankyoku Roujin's Pine Bamboo Plum spell to bring everyone back to their feet. Besides that, he really hasn't changed at all. Use the same tactics I've given you earlier to finally put this bastard into submission.

Brief Summary-

-You may have to use Medirama or Pine Bamboo Plum a lot in this battle.

-Use the same tactics as before.

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9) Shiki (Black Cat)

Comment- Meow... meow...

Your Level- 30+

Maya (MOON Maia Custom)  
Katsuya (HIEROPHANT Shaka)  
Ulala (HERMIT Grinbulsti)  
Baofu (TOWER Kanaloa)  
Ellen (SWORD Kanshou)

Hmm... first, let me tell you that he reflects magic, so don't cast any against him unless you want to lose. Also, his Lightning Strike and Fire Breath will do some nice damage against you, so immediately use Maia's Medirama or Nankyoku Roujin's Pine Bamboo Plum to heal everyone a.s.a.p...

First, have Ellen cast Taru Kaja on Baofu, Maya, and Ulala and have Baofu and Maya attack with their weapons. After that, then have her cast the Fusion Spell "Light Smasher" along with Katsuya to do some nice damage. (170+) (For the record, my Baofu and Maya have done 140+ points of damage against the Black Cat, with Taru Kaja. I sure hope you have the latest weapons...) Have Ulala use Grinbulsti's Lighting Strike to deal out 200+ points of damage on Black Cat. Shiki will be down in no time...

Brief Summary-

- DON'T USE ANY OFFENSIVE SPELLS AGAINST HIM.
- Cast Taru Kaja on Baofu and Maya, and have Ellen keep doing the "Light Smasher" Fusion Spell along with Katsuya.
- Keep using Grinbulsti's Lighting Strike.
- Use Medirama or Pine Bamboo Plum if you have to.

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10) Wang Long Chizuru & 4 Shikigamis

Comment-

Wang Long Chizuru: I shall rid you of your Kegare!  
Shikigamis: AAAAAAAHHHH!

Your Level- 30+

Maya (HERMIT Grinbulsti <switch> MOOM Maia Custom)  
Katsuya (HIEROPHANT Shaka)  
Ulala (ROD Nankyoku Roujin)  
Baofu (TOWER Kanaloa)  
Ellen (JUDGMENT Nike)

First, use the Fusion Spell "Tidal Wave" to get rid of W.L. Chizuru, and to deal damage to the rest of the Shikigamis. However, before you cast it again, you'll notice that there's a Shikigami that can reflect Water magic. Have Maya switch to Grinbulsti and have it cast Tower Inferno on the Water Shikigami, killing it between 1 or 2 turns. Once he's through, have Maya switch back to Maia Custom and continue to cast Tidal Wave until Fire Shikigami is taken out, also dealing out 200+ points of damage on the other Shikigamis. Once the Fire Shikigami is taken care of, have Maya switch back to Grinbulsti and cast the Fusion Spell Wind Cutter to get rid of the Earth Shikigami, and cast the Fusion Spell Stone Rise to kill the Wind Shikigami, respectively.

Remember to cast Maia's Medirama and N. Roujin's Pine Bamboo Plum if your HP ever gets low. For the record, Shaka and N. Roujin should be the safest in this battle, due to Shaka's Strong vs. All, and N. Roujin's Strong vs. Magic.

This is an easy battle, you just have to know which Shikigami is which. You can tell due to the amount of damage they take vs. their opposing element, (i.e. Tidal Wave on the Fire Shikigami.) and also by the spells they cast.

#### Brief Summary-

-Use Tidal Wave once, then use a couple of Tower Infernos to get rid of the Shikigami that reflected the Tidal Wave. Once your through with that step, keep using it until you get rid of the Fire Shikigami. Use Wind Cutter to get rid of the Earth Shikigami and Stone Rise to get rid of the Wind Shikigami.

-You can tell which Shikigami is which by the spells they cast, where they move, and by the glowing emblems on their back.

-Use Medirama or Pine Bamboo Plum if your HP gets low.

---

Also, here's a strategy Katman pointed out when fighting Chizuru and her Shikigami's:

"Against Wang Long Chizuru with her 4 Shikagamis, try the 'Honeycomb' fusion 'spell' (it's Shot - Shot - Shot, BTW), since it's physical the Shikagamis can't resist it."  
Once again, thanks to Katman for pointing this out!

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#### 13) Joker Ginji & 4 Shoggoths

#### Comment-

Joker Ginji: Kegare... more kegare!

Shoggoths: To the beyonds of the red cosmos!

Your Level- 35+

Maya (MOON Maia Custom)

Katsuya (EMPEROR Baal :::Have him use JUDGMENT Melschedec if Nate is in your party:::)

Ulala (STAR Heinir)

Baofu (CHARIOT Minotaur <switch> CHARIOT Saiten Taisei)

Ellen/Nate (Have Ellen use JUDGMENT Melschedec. :::Have Nate use EMPEROR Baal if you're using him.::: )

First, have Baofu cast Wall of Earth with the Minotaur, then have him switch back to Saiten Taisei and make sure he keeps casting Megido, or have him cast Kotoludi whenever your characters end up possessed by the Shoggoths. Secondly, have Ulala, Katsuya, (If need be, you can use Baal's Medirama spell too) and Ellen/Nate cast the Fusion Spell "Maximum Tempest", and keep Maya on back up for healing and recovery, using Medirama and Lucky Bags (items that cure Possesion). With Maximum Tempest, Ginji was down in about 6-7 turns, thanks to the 490-500+ points of damage I was dealing to him per turn. Ginji'll probably go down in a matter of probably 3-4 turns if you have Maka Kaja... BTW, the Shoggoths were out in about 3 turns. Chances are, Ginji will keep summoning them back after you kill them, and this is a good opportunity to cast Maximum Tempest or Medirama, possibly Maka Kaja. If you're cool under intense moments like these, you'll come out of the battle barely scratched.

Brief Summary-

-Make sure Baofu casts Wall of Earth with the Minotaur, and have him switch back to Seiten Taisei afterwards.

-Keep pressuring Ginji and his Shoggoths with the Fusion Spell "Maximum Tempest".

-Keep Maya on casting Medirama after every round.

-And, of course, DEFEND WHEN THE OLD MAID ATTACK COMES UP. BTW, this'll be your last Joker battle... you may now rejoice.

---

And here's a strategy concerning Joker Ginji, courtesy of C. Galliher... thank him, people!

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Level- 30+

Maya (MOON Maia Custom)

Katsuya (HANGED MAN Shax)

Ellen (JUSTICE Nike)

Ulala (STAR Iris)

Baofu (DEATH Hel)

All at rank 8, of course...



You'll notice his fourth Shoggoths use Self-Destruct and Possession rather frequently, right? And those moves harm EVERYONE, even the enemies, right? Well, all you have to do to easily beat Ginji is DEFEND until the Shoggoths kill themselves (The only other things they do is Stagnant Air, which does 1 damage to Ellen and Ulala w/ my setup, and normally attack, doing about 15 damage) then whoop up on Ginji with the Fusion WInd Cutter (Better than Maximum Tempest, BTW) which did, for me, 570 damage! He falls in 4 turns, assuming all the Shoggoths die, and I only took 1 damage on Ulala, even with the crappy Personae I was using! The only move to worry about is Photon Cannon, which he uses when he's critical, but that can be avoided with plenty of Medirama for everyone... You don't even need Wall of Earth, since he'll be too busy using Sama Recarm on his dead Shoggoths to use Maha Magnus...

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And as you may have already imagined, this is a damn good strategy. Again, thanks to C. Galliher for pointing this out!

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14) Captain Shimazu & 4 SAT

Comments-

Captain Shimazu- Thank you for your troubles, Sargeant...  
(chuckle)

SAT- I have nothing to say...

Your Level- 37+

Maya (MOON Maia Custom)

Katsuya (HIEROPHANT Shaka<switch>EMPEROR Baal:::Use JUDGMENT  
Melschedec if Nate is in your party:::)

Ulala (STAR Heinir)

Baofu (MOON Pariker)

Ellen/Nate (:::If Ellen is in your party, use JUDGMENT  
Melschedec. If Nate is in your party, use the HIEROPHANT  
Shaka<switch>EMPEROR Baal tactic:::)

Have Ellen/Katsuya, Maya and Baofu cast the Fusion Spell "Maximum Tempest", and have Katsuya and Ulala cast the Fusion Spell "Lightning Blast". Use Baal's or Maia's Medirama whenever anyones HP falls low.

The SAT's can be a pain with their continued onslaught of Hypnotic Wave and Aimed Shot, but Maia's protected against the Hypnotic Wave, plus Heinir and Pariker are protected against Shimazu's and SAT's attacks, so this is a somewhat easy battle due to their immunities and prepare to help anyone who falls victim to those attacks. (You may want to bring a nice quantity of Awaken G's for the Hypnotic Wave.) The SAT's are dispatched within 4-5 castings between Maximum Tempest and Lighting Blast individually, and once they're

gone, this battle is a cakewalk. Dispose of Shimazu by continually casting those spells and be on your way. The key to winning this battle is persistence.

Brief Summary-

-Cast the Fusion Spells "Maximum Tempest" and "Lightning Blast".

-Use Baal's and Maia's Medirama spells if you have to.

-You may want to bring a nice quantity of Awaken G's to combat that Hypnotic Wave. Use Shaka's Recarm or some revival items if anyone falls to the 'Aimed Shot' attack.

-On another note, the Persona HIEROPHANT Umayado no Ouji can reflect Shimazu's/SAT's attacks, as well. (Although his spells aren't too useful, battle-wise.) If anyone can give me a strategy using Umayado no Ouji, that would be greatly appreciated.

Although this has nothing to do with the strategy, I'd like to thank Enki for pointing out that Pariker is void against all attacks, which makes her a key player in this battle. Thanks!

---

And, here's a contribution from Katman dealing with Shimazu, with Umayado no Ouji:

Level - 35+

Personae:

Maya: MOON Maia Custom (Well, duh!)

Ulala: STAR Heinir

Katsuya: HEIROPHANT Umayado no Ouji

Baofu: MOON Pariker

Ellen/Nate: JUSTICE Nata

Have Ellen/Nate cast Tetrakarn with Nata on Maya, then on themselves. Bang, there you go, you win. They just can't hurt you. Keep recasting your Tetrakarn (I can't remember if it wears off or not :-), and all the Aimed Shot and Triple Down and such will kill the enemies easily. Simple. If you feel like attacking, put a Poisma card into one of the listed Personae and have them use Poisma - Scratch (with Umayado no Ouji) to get Poisonous Scratch - possibly the game's crappiest fusion spell :-)

Once again, thanks to Katman for pointing this out.

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15) X-1

Comment: .....

Your Level: 39+

Maya (MOON Maia Custom)

Katsuya (HIEROPHANT Shaka <switch> EMPEROR Baal :::If Nate is in your party, have Katsuya use JUSTICE Nata:::)  
Ulala (STAR Heinir)  
Baofu (TOWER Loki)  
Ellen/Nate (PENTACLE Yebisu <switch> JUSTICE Nata :::If Nate is in your party, use HIEROPHANT Shaka <switch> EMPEROR Baal, along with PENTACLE Yebisu:::)

All in all, it's an easy fight. The only real attack to look out for is his Muramasa Copy, an attack that seals up a character's summoning power, and to top it off, it's incurable for a couple of rounds. I used Ulala and Baofu to cast Lightning Blast with Maka Kaja cast upon them thanks to Yebisu, and I've managed to deal 700+ points of damage to the X-1. Very nice. He'll go down in a couple of rounds, just look out for that Muramasa Copy. If any of the characters with the Personae that I suggested get sealed up by Muramasa Copy, switch Personae with another character to keep the damage going.

Brief Summary-

-Cast Lightning Blast with Maka Kaja to deal 700+ points of damage to the X-1.

-Should your HP ever get low, use Maia's or Baal's Medirama.

-Look out for the Muramasa Copy. If any of the suggested Persona users get sealed up, switch Personae with another character.

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16) 4 X-1's

Comment: .....

Your Level: 46+

Maya (MOON Maia Custom)  
Katsuya (PENTACLE Yebisu <switch> EMPEROR Baal :::If Nate is in your party, have him use Baal:::)  
Ulala (HERMIT Genbu)  
Baofu (DEATH Ankou)  
Ellen/Nate (PENTACLE Peri :::If Nate is in your party, have him do the EMPEROR Baal switch:::)

First, have Katsuya (or whoever the current possesor of Yebisu is if Katsuya got hit by Muramasa Copy) cast Maka Kaja on Ellen/Nate and Baofu (Or whoever the current possesor of Peri and Ankou may be, if Ellen/Nate or Baofu got hit by Muramasa Copy) then have them cast Lightning Blast. I dealt 1000+ points of damage towards the 4 X-1's. VERY, very nice. Withing 3-4 castings of that spell, it was all over.

Brief Summary-

-Cast Maka Kaja on the possessors of Peri and Ankou to

finish this fight quickly.

-Again, look out for the Muramasa Copy. If any of the suggested Persona users get sealed up, switch Personae with another character.

-Use Maia's or Baal's Medirama spells if your HP ever gets low.

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17a) Guido Kandori and 4 X-2's

Comment-

Guido Kandori- "I grow weary of talking... Come on..."

X-2's- "....."

Your Level: 48+

Maya (MOON Maia Custom)  
Katsuya (PENTACLE Yebisu)  
Ulala (PENTACLE Peri)  
Baofu (DEATH Ankou)  
Nate (EMPEROR Baal)

Hehehe... if it isn't good 'ol Guido from Persona 1. He's back, and tougher than ever. Anyway, let's get on with the strategies.

For starters, cast Maka Kaja on either Baofu or Ulala and keep casting the Lighting Blast Fusion Spell. (1500+ points of damage.) Those X-2's shouldn't last too long, and you should be able to take them out before they do something serious.

...However, Guido is an entirely different story. He's Strong vs. All. When it was me and him, I used Beads of Magic Wall to lessen the damage he was dealing out. (His attacks are a pain in the ass, too. IF YOU HAVE TETRAJA/SILVER MANISHAS, NOW WOULD BE A GOOD TIME TO USE IT. Some of his spells will be rendered useless, such as Unperishable Black.) In any case, cast Maka Kaja on everyone and use your Strongest Fusion Spell. I probably dealt 200+ points of damage to him at the most with Lighting Blast... just make sure that you KEEP HEALING and don't let up. One mistake could probably cost you the battle.

Brief Summary-

-Cast Maka Kaja on Baofu or Ulala, and keep casting Lighting Blast to take out the X-2's.

-Once that's done, use Beads of Magic Wall to lessen the damage of Kandori's spells. ~IF YOU WERE SMART ENOUGH TO HAVE TETRAJA ON ONE OF THE PERSONAE ABOVE, (Namely Ankou) KUDOS TO YOU.~

-Use your strongest Fusion Spell in this battle.

-Whenever your Hp begins to get low, use Maia's Medirama.

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17b) Chizuru Ishigami

Comment- I shall rid you of your Kegare!

Your Level: 47+

Maya (MOON Maia Custom)  
Katsuya (PENTACLE Yebisu <switch> EMPEROR Baal)  
Ulala (HERMIT Genbu)  
Baofu (DEVIL Surt)  
Ellen (PENTACLE Peri)

Hmm... she's no joke. However, there's many reasonable ways of dealing with her...

For starters, she has that damned Card of Protection, in which she summons 4 clones of herself (making you deal with 5 Chizuru's) that reflect ANY offensive attack you try to lay on her. The only way around this is to attack (with your hand-held weapons) the real Chizuru Ishigami, and the other clones will die automatically. On top of that, her Rain of Arrows spell is a pain, too.

However, out of her 5 attacks, 3 of them are worthless. One of them, Anger of the Earth, can easily be nullified by Genbu's Wall of the Earth spell. Curse can be nullified by Tetraja (Or the item Silver Manisha). Now, for the strategies...

The other spell, Fiendish Card, is actually quite beneficial. Fiendish Card is a spell that turns any of your party members beserk. When she casted that spell on 3 of my characters, I was basically dealing 200+ points of damage per character turn, that was 600+ points of damage each 3 turns... if you have Suku Kaja or Taru Kaja, cast both of those on the berserked characters, and watch the damage and excessive turns roll in... on top of that, if she beserks all of your characters (let's say that you haven't casted Taru Kaja or Suku Kaja yet) You'll be dealing 1000+ points of damage after all of the characters take their turns... that's something to think about. Of course, I'm sure that you have all of the latest weapons... right?

The other strategy consists of Katsuya casting Maka Kaja on himself, Baofu, Ellen, and Ulala, and continually casting the "Last Quake" and "Meltdown" Fusion Spells. I was dealing 450+ points of damage with Last Quake and 400+ with Meltdown, so that's not bad either. Keep casting those until she falls.

Brief Summary:

-There's 2 ways of dealing with Chizuru Ishigami. If you

want, you can let her cast Fiendish Card (Or Bersac if you have it) and cast Taru Kaja and Suku Kaja on the berserked characters. You'll be dealing 200+ points of damage without the TK and SK spells, and possibly 300+ with Taru Kaja cast upon them. Suku Kaja helps them get more turns in.

-Cast Maka Kaja on the possessors of Yebisu, Surt, Genbu and Peri and keep casting Meltdown and Last Quake on Chizuru.

-When she casts the Card of Protection spell, just have each of your party members attack all of the clones normally (with your hand-held weapons) until the real Chizuru Ishigami is hit. Once she is hit, all of the other clones will disappear. BTW, you only have to hit her once.

-Cast Genbu's Wall of Earth to nullify the Anger of the Earth, and use Tetraja (Or use Silver Manishas) to nullify her Curse spell.

-Again, use Maia Custom's or Baal's Medirama spell.

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18) Metal Eikichi, Metal Jun, and Metal Lisa

Comments-

Metal Eikichi- That promise... it wasn't a lie, right...?

Metal Jun- You promised we'd always be together...

Metal Lisa- That's not fair... Breaking your promise...

Your Level: 60+

Maya (WORLD Seiryu <switch> MOON Artemis (with a Mediarahan spell))

Katsuya (PENTACLE Yebisu <switch> HERMIT Genbu)

Ulala (TEMPERANCE Suzaku <switch> PENTACLE Peri)

Baofu (HERMIT Byakko <switch> CHARIOT Maha Kala)

Tatsuya (HERMIT Genbu <switch> SUN Apollo)

This battle is so damned easy it's a shame. First, have the carriers of Maya, Ulala, Baofu, and Tatsuya cast the "Celestial Veil" Fusion Spell. (For the record, it goes: Wall of Air->Wall of Flame->Wall of Earth->Wall of Water) After that, have Katsuya cast Maka Kaja on Tatsuya, then once that's over, have Tatsuya, Katsuya (make sure that he has Genbu once he's done casting Maka Kaja), and Ulala continually cast the "Meltdown" Fusion Spell. I was dealing 1000+ points of damage to Lisa and Jun, and 1900+ points of damage to Eikichi.

Now, as you may already know, Celestial Veil makes their attack spells worthless. And as for the rest of their spells, those can be EASILY countered:

For Metal Eikichi's Bloody Divorce and Maha Mudo spells, have Baofu cast Tetraja. The same thing goes for Lisa's

Lovers of Darkness spell. While I had Tatsuya, Katsuya, and Ulala cast the Meltdown Fusion Spell, Baofu was casting Tetraja every turn.

For Metal Lisa's Taru Kaja spell, just have Apollo cast De Kaja on the Kaja-ed enemy.

If any of your characters get hit by Metal Lisa's Throw a Kiss attack, use Peri's Refresh Ring to cure them.

The only spell that's a nuisance is Metal Jun's Medirama spell that only heals them for about 150+ points, (Ha ha) so you can laugh at them all once this battle is over.

Brief Summary-

-Make sure you cast the "Celestial Veil" Fusion Spell with Seiryu, Suzaku, Genbu, and Byakko. Also, remember to cast Tetraja every round and keep Refresh Ring and De Kaja on hand. The enemy's spells will be worthless.

-Use Artemis's Medirahan spell if your character's end up low on HP.

-I'm surprised that the Brief Summary would be this short for such a "difficult" boss battle...

---

Also, here's a very useful tip from Katman:

The Metal Guys From Innocent Sin: This is the one occasion when Dragon Cross can save your butt. Make sure Tat's at a high enough level to use the Greek Set by now - if you never use them for the rest of the game, you'll still need them now.

Dragon Cross away - it should only take about 5 hits before they're gone. If Ginko uses Aphrodite's "For My Lover", just hurry to do something about the Charm that is tagged with it. Jun/Chronos' Mediaran is no big deal, like you said. Michel/Hades' "Bloody Divorce" and Maha Mudo aren't big deals either, since instant death stuff won't work on you with a high enough level.

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19) Was Sugawara

Comment- Hahahahaha!

Your Level: 60+

Maya (FORTUNE Cerebus <switch> MOON Artemis \*W/Mediarahan Card\*)

Katsuya (JUSTICE Hyperion)

Ulala (PRIESTESS Izanami <switch> HERMIT Genbu)

Baofu (HANGED MAN Prometheus)

Tatsuya (SUN Apollo <switch> PENTACLE Peri)

Well, I don't exactly see why this guy is such a big fuss.

He's a pushover... yes, even with that "Hey, I can regenerate 700+ Hp per turn ability!".

For starters, I used Baofu and Ulala (with Izanami) to cast Maha Maka Kaja, then I had Ulala switch back to Genbu. After that, Katsuya, Ulala, and Tatsuya kept casting the "Meltdown" Fusion Spell, dealing 1900+ points of damage to Sugawara. Baofu and Maya (with Cerebus) kept casting the Fusion Spell "God's Hand", which dealt 800+ points of damage to Sugawara. He was down in about... 4-5 turns.

Brief Summary-

-Use Maha Maka Kaja at the beginning of the round. (For the record, it's Maka Kaja->Affectionate Prayer)

-After that, keep casting the Meltdown and God's Hand Fusion Spells.

-If your HP ever gets low, use Artemis's Mediarahan. Also, PENTACLE Peri is a nice addition too, with his Refresh Ring to keep Was Sugawara's Roar attack in check.

---

Katman pointed out this nice piece of info:

"If you're having trouble against Was Sugawara, try a Tower Inferno consisting of Twinkle Nebula (or Senpu-Jin if you don't have Astria yet) - Anger of the Earth - Deadly Burn. OUCH!"

This'll work, seeing how Sugawara is weak against fire. Thanks again for pointing this out!

---

20) Detested Hunter

Comment- UOOOOOOOONNNN....  
GRGRGRGRGRGRGR....

Your Level- 65+

Maya (MOON Artemis \*W/Mediarahan\* <switch> JUDGMENT Amutart)  
Katsuya (JUSTICE Hyperion)  
Ulala (FORTUNE Skuld <switch> PRIESTESS Izanami)  
Baofu (HANGED MAN Prometheus)  
Tatsuya (SUN Apollo)

Detested Hunter can be described in one word: Wussy.

First off, I had Ulala and Baofu cast Maha Maka Kaja on everyone, then I had Ulala switch to Skuld, and Maya to Amutart. I continually casted the Fusion Spell "Pantheon" (Amutart's Divine Judgment, Prometheus's Zandyne, and Skuld's Hieros Glupaine) on Detested Hunter, dealing 500+ points of DOUBLE damage by that spell alone. (which of



course adds up to 1000+ points of damage.) I had Katsuya and Tatsuya cast the Fusion Spell "Blazing Hell", which dealt 700+ points of damage. Very nice. Detested Hunter was out in no time.

Brief Summary-

-Cast Maha Maka Kaja on everyone at the start of the round.

-Continually cast the Fusion Spell "Pantheon" to get rid of him. Cast Blazing Hell to add on to the damage.

-Use Artemis's Mediarahan if your HP ever gets low.

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21) Gozen (Kiyotada Sumaru)

Comment- You commit this outrage, knowing that I am Kiyotada Sumaru!?

Your Level- 66+

Well, there's 2 ways of dealing with Gozen.

Maya (MOON Mahimie Amano)  
Katsuya (JUSTICE Hyperion)  
Ulala (FOOL Junnosuke Kuroda)  
Baofu (HANGED MAN Prometheus)  
Tatsuya (SUN Suou Tatsunoshin)

Just cast the Fusion Spell "Tenchu-Satsu" on Gozen. (For the record, it's Junnosuke's Deadly Needle, Mahime's Dance of Protection, and Suou's Mighty Swing.) 8000+ points of damage. That's it. It's so easy you won't even need a Brief Summary.

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Then, there's THIS way:

Maya (MOON Artemis \*W/Mediarahan\*)  
Katsuya (JUSTICE Hyperion)  
Ulala (FORTUNE Skuld <switch> PRIESTESS Izanami)  
Baofu (HANGED MAN Prometheus)  
Tatsuya (SUN Apollo)

After trying out many attacks from different Personae, I've come to the conclusion that Gozen is Strong vs. All. Underestimating him for a second would mean defeat...

Anyway, I used Ulala and Baofu to cast Maha Maka Kaja at the beginning of the round, then I had Ulala switch back to Skuld. After that, I had Katsuya, (W/Hyperion's Mutated Mahanma) Maya, and Ulala cast the Pantheon Fusion Spell on Gozen, dealing double damage to him, (300+ on the first wave, then 400+ points on the second, averaging out to around 700+ points of damage.) then I had Baofu and Tatsuya cast their Wiseman Snap and Nova Cyther specials, respectively, each dealing out 200+ points of damage.

Gozen can be a REAL pain in the ass. His Megaton Press and Rotten Flesh attacks can end up doing a nice deal of damage against everyone. (namely Maya, who's Artemis is weak against Physical attacks.) Not to mention Megidolaonn, which is a pain in the ass too... at least my Artemis could reflect that and deal at least 100+ points of damage to him. When any of those attacks take place, IMMEDIATELY use Artemis's Mediarahan to bring everyone back to their feet. That Perpetual Darkness spell is nerve racking as well, since that will cancel out Fusion Spells, and everyone will just do an individual action instead. The only attack that doesn't pose a real threat is his Trial of Darkness spell. Skuld, Prometheus (Speaking of which, Baofu should be the safest member out of the 5 thanks to him) and Artemis are all protected by that spell, and it did minimal damage to Tatsuya and Katsuya. (And they didn't end up unconscious, too. Weird.) Surprisingly, no one in my party died. If you take up this strategy, yours shouldn't either...

Brief Summary-

- Use Maha Maka Kaja at the beginning of the battle.
- Keep casting Pantheon, and have Tatsuya and Baofu cast their Nova Cyther and Wiseman Snap specials.
- Use Artemis's Mediarahan spell as soon as Gozen does a massive attack. (Most notably Rotten Flesh, Megaton Press, or Megidolaonn.)

---

And here's a decent strategy from Katman:

The way I won was using Artemis w/Diarahan (not Mediarahan yet, I hadn't learned about Urd). Gozen killed everyone else nearly instantly with that overpowered Rotten Flesh, but Maya lived (with 50HP!). From there, winning was/is a simple tactic of bouncing his Megidolaonn off yourself and healing every turn when he uses Rotten Flesh. Oh, and he's weak against Physical.

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22) Shadow Katsuya & Shadow Ulala

Description-

Shadow Katsuya: Shadow of Katsuya's soul.  
Shadow Ulala: Shadow of Ulala's soul.

Comment-

Shadow Katsuya: "You must be tired of fooling yourself... I will end it for you."

Shadow Ulala: "Isn't it tough to be alone?"

Your Level- 70+

Maya (JUDGMENT Amutart \*W/Maha Magdyne\* <switch> MOON  
Artemis \*W/Mediarahan\*)  
Katsuya (JUSTICE Hyperion)  
Ulala (STAR Astria)  
Baofu (HANGED MAN Prometheus \*Mutated/Magdyne\*)  
Tatsuya (SUN Apollo)

This is an easy battle. First off, cast Maka Kaja on Maya. Then, have Baofu, Tatsuya, and Maya cast Last Quake. I was dealing out 1000+ to Shadow Katsuya, and 1500+ to Shadow Ulala. They were out in 3-4 turns. I had Katsuya use Triple Down on S. Katsuya, and Ulala was just using physical attacks on S. Ulala. (In other words, I didn't even need Katsuya and Ulala in this battle. That's how easy it was...)

Brief Summary-

-First, have Baofu cast Maka Kaja on Maya. After that, make sure Baofu, Tatsuya, and Maya are casting Last Quake. You'll quickly finish them off.

-Use Artemis's Mediarahan if your Hp gets low.

---

Here's another strategy, with Katsuya and Ulala actually doing something:

Maya (MOON Artemis \*W/Mediarahan\* <switch> MAGICIAN Isis)  
Katsuya (TOWER Hastur)  
Ulala (PRIESTESS Izanami <switch> HERMIT Tishtoriya)  
Baofu (HANGED MAN Prometheus \*Mutated/Magdyne\*)  
Tatsuya (SUN Apollo)

Of course, my first action consisted of casting Maha Maka Kaja. As usual, I kept casting Last Quake, but instead I had Ulala (W/Tishtoriya) and Katsuya cast Omnious Waterfall on Shadow Katsuya, dealing 1300+ points of damage. Of course, both Shadow Ulala and Shadow Katsuya were out in a couple of rounds... around 3-4.

Brief Summary-

-Cast Maha Maka Kaja at the beginning of the fight, then have Tatsuya, Baofu, and Maya cast Last Quake.

-Have Ulala and Katsuya cast Omnious Waterfall on S. Katsuya.

-Use Artemis's Mediarahan or Izanami's Affectionate Prayer if your Hp ever gets low.

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23) Shadow Baofu and Shadow Maya

Description:

Shadow Baofu- Shadow of Baofu's soul.

Shadow Maya- Shadow of Maya's soul.

Comments:

Shadow Baofu- "Beg for mercy! Maybe I'll let you go?"

Shadow Maya- "Let's have some fun..."

Your Level- 71+

Maya (MOON Artemis \*W/Mediarahan\* <switch> PRIESTESS  
Izanami)

Katsuya (JUSTICE Hyperion)

Ulala (MAGICIAN Isis)

Baofu (HANGED MAN Prometheus)

Tatsuya (SUN Apollo)

This is a unique battle, seeing that you just can't cast your powerful fusion spells just yet. Mainly because Shadow Maya can reflect magic... so we'll have to deal with her first.

For starters, I casted Maha Maka Kaja. The I had Baofu and Katsuya use their Wiseman Snap and Triple Down attacks respectively (both of which did 390+ points of damage, I might add) and Tatsuya's Gigantic Fist which did around 300+ points of damage. I had Maya and Ulala use Beads of Power on themselves, and I had them attack Shadow Maya normally, with Maya doing around 300+ and Ulala dealing 200+ points of damage. Eventually, Shadow Maya was down, it was the party vs. Shadow Baofu. NOW you can eliminate Shadow Baofu.

Ulala, Maya, and Baofu were casting Lightning Crush on Shadow Baofu dealing out 2000+ points of damage, while Katsuya and Tatsuya were casting Nuclear Blast, dealing out 800+ points of damage to Shadow Baofu. Of course, he didn't last too long.

Brief Summary-

-Cast Maha Maka Kaja at the beginning of the round. However, don't use any spells yet, since you'll have to get rid of Shadow Maya first. Have Baofu, Katsuya, and Tatsuya use Wiseman Snap, Triple Down, and Gigantic Fist respectively. Have Maya and Ulala use Beads of Power on themselves, then have them attack normally.

-Cast Lightning Crush and Nuclear Blast on Shadow Baofu to quickly do him in.

-Use Artemis's Mediarahan or Izanami's Affectionate Prayer if you end up low on Hp.

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And here's another strategy:

Maya (MOON Artemis \*W/Mediarahan\* <switch> PRIESTESS  
Izanami)  
Katsuya (JUSTICE Hyperion <switch> STRENGTH Wong Long  
\*W/Ziodyne)  
Ulala (STAR Fariedone)  
Baofu (HANGED MAN Prometheus)  
Tatsuya (SUN Apollo <switch> MAGICIAN Isis)

First off, I casted Maha Maka Kaja. Of course, I had to take out Shadow Maya first, so I had Katsuya and Baofu doing Triple Down and Wiseman Snap respectively, (400+ points of damage) while Tatsuya's Gigantic Fist and Maya with Taru Kaja on her were dealing 300+ points of damage, and I had Ulala use Fariedone's Twin Slash, dealing out 200+ points of damage. She wasn't difficult, and was out in a few turns.

As for Shadow Baofu, he was the usual pushover. I had Maya, Katsuya (Wong Long) and Baofu casting Lightning Crush, dealing out 2000+ points of damage, and Tatsuya (Isis) and Ulala casting Lighting Blast, dealing 1000+ points of damage.

#### Brief Summary-

-Cast Maha Maka Kaja on the beginning of the round. Have everyone attack Shadow Maya first, since she can reflect magic. (For the attacks, look at what I've written up above)

-Now, keep casting Lighting Crush and Lightning Blast on Shadow Baofu.

-Use Artemis's Mediarahan or Izanami's Affectionate Prayer if your Hp gets low.

(\*NOTE\* After this battle, you may want to try to get EMPRESS Gaia!)

---

And here's a small tidbit of information from Katman:

"More groovy little-known fusions... Against Shadow Baofu and Shadow Maya (the only battle in the game that gave me a lot of trouble) try 'Octapacy Fist' on S. Maya - one-hit kill. It's Strike-Strike-Strike, so you might want to equip a few Personae other than Apollo with Gigantic Fist. And hope S. Baofu doesn't try Bastard Snap...Ouch..."  
Once again, thanks to Katman for pointing this out!

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A LITTLE SOMETHING TO DO BEFORE YOU GO...

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(\*NOTE\*- Alright, this is the final boss of the game. However, before you fight him, I'd like you to do a couple

of tasks.)

1a) Summon EMPEROR Indra and release him... twice. Why? Because you get 10x Somas for doing so, and you'll get 20 when you do it twice. When you use these items, they'll bring everyone's Hp and Sp to the max, AND it'll restore their status if it's bad. It's not like you'll end up losing tons of HP fighting Nyarlathotep (with my strategy, anyway) but the reason why you'll need them... well, you'll see in a minute.

1b) Get 10 Gem Rings. Just think Mediarahan in the form of an item, then you'll get the idea. They can be purchased at Mu Casino.

2) Get the following Personae, and make sure that they have the following spells:

a) EMPEROR Lugh (Give him Mediarahan, and make sure he gets his Hieros Glupaine mutation) If you don't have him, get FORTUNE Skuld, and give her Mediarahan also.

b) EMPEROR Vishnu (He's fairly easy to get... you'll have to win him in Mu Contient. His Material Card is about 10,000 Coins... I think. Also, give Vishnu Raku Kaja.)

c) EMPRESS Gaia (She's in the final section of Monado. To get her, look at her stats in the Persona encounter section. Give her Sama Recarm when you find her.)

d) CHARIOT Siva (Out of all of these Personae, he's the easiest to get. Just summon and release JUSTICE Skanda, and you'll get Siva's Material Card. And when you do get him, give him Maka Kaja.)

e) SUN Virocana (He's in the 7th Area of the Kasuyagama High Cursed Bomb Shelter. To get him, look at his stats in the Persona encounter section. Give him Sama Kaja, and make sure he has his Hieros Glupaine mutation.)

f) LOVERS Alice (She can be found in the 8th Area of the Bomb Shelter... and she's pretty hard to come across, but well worth it. Give her Raku Kaja.)

g) DEVIL Lucifer and JUDGMENT Satan (Both of these guys can be purchased for 50000 coins individually at the Mu Contient Casino. They're well worth it, but they take a little long to get... anyway, give Satan Mediarahan and Lucifer Sama Kaja.)

h) MOON Nannar (Just delete a Rank 8 Tsukuyomi Persona. Another easy one to get, and give her Raku Kaja.)

3) Get 10 Beads of Magic Wall, Magic Power, Protection, and Speed.

Now, on to the strategies! You're almost there.

---

24a) Nyarlathotep (Moon Howler)

Description: Crawling Chaos, one of Nyarlathotep's embodiments.

Comment: "Why did you come here? Heh... to spout gibberish?"

Your Level- 81+

Maya (EMPEROR Lugh \*W/Mediarahan\* \*Mutated/Hieros Glupaine)  
Katsuya (EMPEROR Vishnu \*W/Raku Kaja)  
Ulala (EMPRESS Gaia \*W/Sama Recarm <switch> PRIESTESS  
Izanami)  
Baofu (CHARIOT Siva \*W/Maka Kaja)  
Tatsuya (SUN Virocana \*W/Sama Kaja \*Mutated/Hieros Glupaine)

At the beginning of the round, (Make sure Ulala has Izanami equipped) cast the Kaja spells in this order: Raku Kaja, Sama Kaja, then Maka Kaja. After that, have Ulala switch back to Gaia, then cast Nuclear Jihad (Gaia's Freidyne--> Vishnu's Megidolaonn-->Siva's Nuclear Missile... 2000+ points of damage.) and Pantheon (Hieros Glupaine-->Megidolaonn-->Hieros Glupaine... 700 points of double damage, adding up to around 1400+ points of damage.)

With the Kaja's casted on me, Nyarlathotep's Megidolaonn did around 80+ of damage to me at most (Ha), Unperishable Black didn't even phase me, and Shadow Kill did around 100+ points of damage, (A lot better than the 500-600+ murderer it was last time...) and Wheel of Time did around 100+ points of damage also. All in all, Moon Howler was a pushover. (Just remember to heal when you have to, of course. :P)

Brief Summary-

-Remember to have Raku Kaja, Sama Kaja, and Maka Kaja casted on your party.

-Keep casting Nuclear Jihad and Pantheon to subdue Moon Howler.

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24b) Nyarlathotep (True Form)

Description: A mass of gods with 1000 names and faces at the center of space.

Comment: "Are you afraid? No one can ever escape the shadows!"

Comment (Near Death): "I won't accept it!"

(All the requirements are the same. Look above for the info.)

Nyarlathotep has come back stronger, with some spells that are a pain in the ass to deal with, but other than that, he's still somewhat easy.

First off, all of your Kaja spells aren't effective, so you'll have to re-cast them. Now, keep using the same spells I mentioned above to deal the damage you need to kill Nyarlathotep. But this time, the spells aren't as powerful this time around. Nuclear Jihad did around 1700+ points of damage, and Pantheon did 400+ points of double damage, adding up to 800+ points of damage.

As usual, with the Kajas casted upon me, his Wheel of Time spell did 100+ of damage. His Chaos Element couldn't even phase me. Shadow Kill did about 100+ points of damage.

But this time though, he has some spells that are a pain in the ass. The first one, Transient Ripple, is a spell that is basically Maha De Kaja- it cancels out all of your Kaja spells. The second, Wheel of Fortune, is usually followed up right after Transient Ripple. This spell seals up your Persona Change power, so you can't use Izanami to cast Maha (Blank) Kaja. You'll have to use the Beads of Magic Wall, Protection, and Magic Power in that order, on everyone. Finally, Nyarlathotep's trademark spell, Crawling Chaos: Although it did around 100+ to everyone, the character that has been hit has a high probability of getting the MUTED (of all things to casts, he uses this.) effect upon him/her. Lucky for you, you have 24 Somas to counteract that. :P (On another note, Baofu (Siva) and Katusya (Vishnu) were never muted, so that's a plus. Mainly because those 2 are Strong vs. All.)

All in all, it takes persistence to kill Nyarlathotep. Remember to keep casting Nuclear Jihad and Pantheon, and remember to keep using the tactics I used above to counter his attacks.

Brief Summary-

-Cast the Raku/Maka/Sama Kaja spells once the fight starts. When he casts Transient Ripple, use the Beads of Magic Wall, Protection, and Magic Power. (In that order.)

-Use the Somas to cancel out the mute effect when he casts Crawling Chaos.

-Keep casting Nuclear Jihad and Pantheon.

-Enjoy the ending to the game. It's pretty good.

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Alright, I've started up a new strategy with some new Personae, and it's a little easier to beat Nyarlathotep with these Personae, too. So... here we go.

Nyarlathotep (Moon Howler)

Your Level- 91+

Maya (PRIESTESS Izanami <switch> JUDGMENT Satan \*W/



Mediarahan\*)

Ulala (LOVERS Alice \*W/Raku Kaja\* <switch> EMPRESS Gaia)

Katsuya (SUN Virocana)

Baofu (CHARIOT Siva)

Tatsuya (EMPEROR Vishnu)

(NOTE: To see what I have equipped on other Personae, look above.)

First off, have Maya with Izanami cast Sama/Raku/Maka Kaja, in that order. Then have Ulala and Maya switch back to Gaia and Satan, then keep casting Meteor Crush (Deadly Burn -> Anger of the Earth -> Asteroid Bomb) for 3000+ points of damage, Nuclear Jihad for 2000+ points of damage, and Pantheon for 800-1000+ points of double damage.

Moon Howler's Megidolonn did about 40+ points of damage to everyone (Except Maya of course, who took about 100+ points of damage) and Unperishable Black didn't even phase me. (Well, except for Maya, who took about 300+ points of damage... but that can be fixed by just casting Mediarahan.) Luckily, Maya/Satan can reflect Shadow Kill, dealing about a decent 300+ points of damage to Nyarlie. (I'm going to call him that from now on... deal with it. :P)

All in all, this form is a pushover. Now, Nyarlie's true form on the other hand...

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Nyarlathotep (True Form)

(NOTE: I used the same Personae as the above for this battle...)

Now, cast the Kaja's that I've told you to cast earlier.

Meteor Crush did around 3000+ points of damage.  
Nuclear Jihad did about 1900+ points of damage.  
Pantheon did about 600+ points of double damage.

Chaos Element didn't phase me, (Well... except for Maya, who took about 300+ points of damage.) Crawling Chaos did about 100+ points of damage to everyone, and Shadow Kill did about 90+ points of damage at most. (Luckily, Maya/Satan reflected this, still dealing 300+ points of damage to Nyarlie.)

Basically, I kept casting Meteor Crush with Katsuya and Baofu casting Nuclear Blast each turn (Which dealt about 800+ points of damage). If you ask me, this is the ideal team for taking out Nyarlie.

Brief Summary-

-Use the Kaja casting technique explained earlier at the start of both battles.

-Meteor Crush, Pantheon, and Nuclear Jihad are most likely your best bets at taking out Nyarlie.

-Use Satan's Mediarahan whenever your HP gets low. Remember to use Somas when Nyarlathotep casts Crawling Chaos.

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---More Nyarlathotep strategies...---

Nyarlathotep (Moon Howler)

Your Level- 79+

Maya (MOON Nannar \*W/Raku Kaja\*)  
Ulala (EMPRESS Gaia <switch> PRIESTESS Izanami)  
Katsuya (SUN Virocana)  
Baofu (HANGED MAN Prometheus)  
Tatsuya (EMPEROR Lugh \*W/Mediarahan\*)

First off, cast the Kaja's, (Remember: It's Sama->Raku->Maka Kaja. This is the last time I'll go over this, so when I say 'Cast the Kajas', I'll be referring to that.) then keep casting Pantheon (800+2 points of damage) and Ryuhi Tenho, which is Nannar's Maha Garudyne and Lugh's Maha Garudyne. (2000+ points of damage, surprisingly.)

As usual, Unperishable Black did nothing, Megidolaonn did 80+ and Shadow Kill did 100+...

Nyarlathotep (True Form)

(It's the same setup as above.)

Cast the Kaja's, then keep casting Wind Cutter (1000+) and Sharp Boulder (600+). These attacks are most likely the key to getting rid of Nyarlathotep with this setup...

Wheel of Time did 100+ of damage at most, Shadow Kill did 180+ of damage, and Crawling Chaos did 100+ points of damage.

Brief Summary-

-Cast the Kaja's.

-Use the attacks described above.

-Remember to use the Gem Rings, Soma's or Mediarahans whenever your Hp gets low.

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BEATING NYARLATHOTEP WITH THE GREEK SET.  
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Alright, let me first say that the Greek Set IS NOT the ideal team for beating Nyarlathotep efficiently. There are many other Personae within their level range that can do a

better job, (Such as Skuld, Suzaku, and a ton of others I just don't feel like mentioning right now) but since people keep using these Personae for fighting Nyarlathotep (Mainly those who go through their first experience with the game) I came up with a... 'decent' strategy for dealing with Nyarlie.

Anyway, let's start. Notice that the level of the characters will be a little higher than expected.

Nyarlathotep (Moon Howler)

Your Level- 76+

Maya (MOON Artemis)

Ulala (STAR Astria)

Katsuya (JUSTICE Hyperion)

Baofu (HANGED MAN Prometheus)

Tatsuya (SUN Apollo)

For starters, remember those 10 Beads of Magic Wall, Protection, Magic Power and Speed that I've told you to get? Well, this is where they come into play.

Have everyone use the beads in this order as soon as the fight starts: MW, P, MP, and S. See? Just like 'Casting the Kajas', except that you're using beads... You can have Maya skip straight to the BoP since she reflects magic.

After that, keep casting Nuclear Crush (Nova Cyther->Zandyne->Heat Kaiser) to deal 1600+ points of damage to Nyarlathotep. I kept Maya on Crescent Mirror and her Mediarahan, while I had Ulala on her Twinkle Nebula spell and backup on Gem Rings. (Their spells dealt around 300+-400+ points of damage. Of course, I had them heal when their Hp began to get low.)

Megidolaonn did about 80+ points of damage to everyone. Shadow Kill dealt 100+ points of damage. That idiot Nyarlathotep never got around to casting Unperishable Black or Wheel of Time, so I'll have to go back and calculate the damage later.

He'll be out in a few turns.

---

Nyarlathotep (True Form)

(I'm using the Greek Set in this battle.)

Okay, this form is a little more dangerous than the previous one. Take caution.

Use the beads in the order I told you to use them earlier, then keep casting Nuclear Crush, (1300+ points of damage) Crescent Mirror (400+) and Twinkle Nebula (300+). Remember to keep Maya on Mediarahan and Ulala on Gem Rings.

Chaos Element messed up Tatsuya, Katsuya and Ulala real good, dealing 200-600+ points of damage to either of them.

(NOTE: If you had given the Tetraja card to Astria, major props to you! That'll prevent Chaos Element from doing that horrible amount of damage... either that, or Silver Manisha. Besides, it'll give Ulala something else to do.) Baofu and Maya were protected.

Wheel of Time did 100+ points of damage to all of us. And, again, Nyarlie never did get around to casting Crawling Chaos or even Shadow Kill, since he was busy Chaos Elementing the hell out of us, so I'll have to go back and get that later.

...And none of my characters died in this battle. Just stay on the ball when it comes to healing.

#### Brief Summary

-Use the beads in the order described earlier.

-Cast Nuclear Crush and Maya's and Ulala's attack spells. (If you have Tetraja on Astria, have her cast that every turn instead...)

-Remember to use Mediarahan, Gem Rings and Somas when your HP gets low.

---

Also, here's a couple of tips to dealing with Nyarlie, from contributions by Katman:

"The easiest way to beat Nyarlie, BTW, is to cast Gry with DEVIL Poltergeist, Agidyne with DEVIL Surt, Chaos Element with DEVIL Beelzebub, and Another Dimension with DEVIL Lucifer. This results in Great War of Hell - 16 hits = a dead Nyarlie!"

"As I recall, some of the Personae you used had the Chaos element spell. Try Mudo + Zandyne + Chaos Element (it could just be Dark + Almighty + All-Dark) for Pandemonium, which is like Pantheon, but Dark. It works great against Nyarlie, which doesn't make much sense, really..."

Credits to Katman once again for pointing this out!

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5. ((---PERSONA ENCOUNTERS AND RARE DEMONS---))  
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1) Lv. 29 HIEROPHANT Shaka

Comment- You must apprehend!

HP- 500

Attacks- Vile Thunderbolt, Hypnotic Wave, Nirvana

Strong Vs. All

Location: 2nd Area of Cursed Bomb Shelter in Kasuyagama High

Your Level: 25+

Maya (MOON Maia)  
Katsuya (JUSTICE Mars)  
Ulala (STAR Gandharva)  
Ellen/Nate (JUDGMENT Nike/HIEROPHANT Aizen-Myoo)  
Baofu (HERMIT Tenhou Gensui)

Shaka is pretty much an easy fight. Although he can be a pain with his Hypnotic Wave, his Nirvana spell doesn't seem to do a lot of damage (If you're using the Personae I suggested as well as the level I suggested) at all. The only true spell to watch out for is his Vile Thunderbolt attack, since that can put your allies in ELEC status and screw up your whole game. Use Mars's Media or Maia's Medirama if this happens. Shaka is STRONG VS. ALL, so just use your strongest Fusion Spells and use Maka Kaja if you have it. Singular spells and attacks are pretty much worthless in this fight, so it's going to take a joint venture amongst everyone. Again, it's an easy fight... just a little extended.

Shaka gives the Material Card "Yuiga Dokuson" once you defeat him, enabling you to summon him in the Velvet Room. (He's well worth it.)

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2) Lv. 38 JUSTICE Nata (1st Visit)  
Comment- Feel the wrath of my Paopei!  
HP- 800  
Void: Mind/Nerve  
Weak: Lightning

Location: 1st and 2nd visits to Aoba Park

Your Level- 23+

Maya (MOON Maia Custom)  
Katsuya (JUSTICE Mars)  
Ulala (CUP Matsuo-sama)  
Baofu (HERMIT Tenhou Gensui)

Nata's attacks are LETHAL. His Tackle can put characters in critical status, or possibly even kill them in one hit. And if he casts Taru Kaja, it's probably all over. Look out for his Sonic Punch attack, too.

When he casts Taru Kaja, IMMEDIATELY use Matsuo-Sama to cast De Kaja to cancel out the effects of Taru Kaja. All I can say about this encounter is keep casting Stone Rise and keep Maya on Medirama until Nata falls. Otherwise, you're in for one hell of a fight.

Brief overview-

-When Nata casts Taru Kaja, use Matsuo-sama cast De Kaja to cancel out the effects.

-Keep casting Stone Rise, and keep Maya on Medirama.

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(2nd Visit)

Your Level- 35+

Maya (MOON Maia Custom)

Ulala (STAR Heinir)

Baofu (TOWER Loki)

Ellen/Nate (:::If you're using Ellen, use EMPRESS Arianrhod.

If you're using Nate, use HIEROPHANT Shaka.::.)

Although this battle will be a lot easier since you'll be at a higher level and have some nice Personae, his attacks will still mess you up if you're not careful. Remember to cast Heinir's De Kaja when Nata uses Taru Kaja, and keep doing the Fusion Spell "Lighting Crush" along with either Loki, Heinir, Arianrhod, and Shaka. Remember to keep Maya on Medirama. (For the record, Arianrhod should be the safest in the battle, due to Arianrhod's Strong vs. Attacks and Shaka's Strong vs. All.)

Brief overview-

-Remember, when Nata casts Taru Kaja, use Heinir's De Kaja. I can't stress this enough...

-Keep casting Lightning Crush to take him out. If you still have Nate's starting Persona HIEROPHANT Aizen-Myouou who was able to learn the 'Maka Kaja' spell through Mutation, you can have him use that to power the casters in the Lightning Crush Fusion Spell.

-Keep Maya on Medirama. (I think you all get the picture by now...)

-BTW, B4 TND notes another strategy when dealing with Nata:

"About Nata... he is a damn strong guy, but when I fought him I tended to nail him right of the bat with an instant-death spell. I'm not sure what I exactly did the first time (I think it was Hama) but in the second time through the game I hit him with Atomic Destruction and boom! No more Nata. Hahaahaahaa. :)"

Thanks for pointing this out!

For defeating Nata, you get the Material Card "Paopei", with which you can summon him in the Velvet Room. (Yet another Persona that's quite good. After all, you may have a hard time fighting him, so that should tell you something.)

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3) Lv. 51 PRIESTESS Izanami

Comment- Come here!

Hp- ??? (No, seriously... it says that on her info screen.)  
Attacks- Marin Karin, Diamond Dust, Deadly Needle  
Void: Holy/Dark/Water

Location: 5th Area of Cursed Bomb Shelter in Kasuyagama High

Your Level: 48+  
Maya (MOON Maia Custom)  
Katsuya (PENTACLE Yebisu)  
Ulala (HERMIT Genbu)  
Baofu (DEATH Ankou)  
Ellen/Nate (PENTACLE Peri)

Well, I had Katsuya cast Maka Kaja on himself, Ulala, and Ellen/Nate in order to cast the Last Quake spell on Izanami, and I ended up dealing 800+ points of damage per casting. She was gone in about 4-5 turns.

Be sure to look out for her spells, though. Diamond Dust can be a pain since it ended up freezing 2 of my characters, but her Deadly Needle and Marin Karin attacks never got me. Still, take caution. Overall, it's an easy battle....

Brief Summary:

-Cast Maka Kaja on the possessors of Yebisu, Peri, and Genbu. After that, keep casting Last Quake.

-Use Peri's Refresh Ring if any of your characters end up Frozen or Charmed by Izanami's attacks.

-Use Maia Custom's Medirama if you have to.

For defeating Izanami, you get the Material Card "Path to Hades", where you can summon her in the Velvet Room afterwards.

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4) Lv. 65 EMPEROR Odin  
Comment- Deeeeeeeeeiiii!  
Hp- ???  
Attacks- Mudoonn, Death Bound, Baptism by Thunder  
Void: Magic  
Weak: Physical

Location: 6th Area of Kasuyagama High Cursed Bomb Shelter

Your Level- 60+

Maya (MOON Artemis \*W/Mediarahan\*)  
Katsuya (JUSTICE Nata <switch> JUSTICE Hyperion)  
Ulala (PRIESTESS Izanami)  
Baofu (HANGED MAN Prometheus)  
Tatsuya (SUN Apollo)

For starters, cast the Fusion Spell Maha Taru Kaja (Izanami's Affectionate Prayer, Nata's Taru Kaja) to get the battle started. Everyone in my party was dealing 290+

points of damage, until my Baofu (on his 2nd turn) dealt a critical 1553 points of damage to Odin, therefore killing him.

Odin isn't really a problem... except for that damned Mudoonn spell. But then again, (suprisingly) that spell never, EVER hit any of my characters, out of the 3 times he casted it. Weird stuff.

Brief Summary:

-Cast Maha Taru Kaja at the beginning of the battle, and keep hitting him with regular attacks.

-Use Artemis's Mediarahan if anyone's HP ends up low.

For defeating Odin, you get the Material Card "Runic Monument", allowing you to summon him at the Velvet Room.

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5) Lv. 69 MAGICIAN Rangda  
Comment- Uwaaaa!  
Hp- ???  
Attacks- Megidola, Mudoonn, Marin Karin, Scratch  
Reflect: Physical  
Weak: Holy

Location: 7th Floor of Sumaru Castle

Your Level- 65+

Maya (MOON Artemis)  
Katsuya (JUDGMENT Amutart)  
Ulala (FORTUNE Skuld)  
Baofu (HANGED MAN Prometheus)  
Tatsuya (SUN Apollo)

An easy battle. You can either use Hamaonn, Divine Judgment, or whatever Holy spell is to your liking ot get rid of Rangda.

Brief Summary:

-Rangda is Weak vs. Holy. That's about it...

For defeating Rangda, you get the Material Card "Dancing Mask", allowing you to summon her at the Velvet Room.

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6) Lv. 73 SUN Virocana

Description- God of the heavens who is said to be the core.

Comment- "Go train some more!"

Hp- ???



Attacks- Deadly Burn, Divine Judgment, Magic Seal, Rain of Arrows

Void: Fire/Holy/Dark

Your Level- 67+

Maya (MOON Artemis \*W/Mediarahan\*)

Katsuya (SUN Hyperion)

Ulala (STAR Astria <switch> PRIESTESS Izanami)

Baofu (HANGED MAN Prometheus)

Tatsuya (TOWER Hastur \*W/Bufudyne\*)

This guy just refused to go down for some reason. No, he wasn't too difficult, it's just that this battle seemed to go on for a long time.. but then again, those are Persona encounters for you.

In any case, I casted Maha Maka Kaja as soon as the battle started, then I kept casting Ice Crush (Bufudyne, Zandyne, Diamond Dust) on Virocana, dealing 800+ points of damage per turn. I had Hyperion use Triple Down and Ulala on backup with Izanami with Affectionate Prayer just in case anyone's HP ended up low. I managed to get rid of Virocana, and it wasn't difficult at all, it was just an abnormally long battle for a Persona encounter.

Brief Summary-

-Cast Maha Maka Kaja at the beginning of the fight.

-Keep casting Ice Crush, and keep Katsuya on Triple Down and Ulala on Affectionate Prayer.

-Use Izanami's Affectionate Prayer or Artemis's Mediarahan to heal anyone just in case anyone's Hp falls low.

---

Then there's another time and sanity saver:

Maya (MOON Artemis)

Katsuya (CUP Dagda)

Ulala (PREISTESS Izanami)

Baofu (HERMIT Tishtoriya)

Tatsuya (SUN Apollo)

Just cast Maelstrom. That's it. Easy enough... :P

Brief Summary-

-I don't think you'll be needing a brief summary for this battle. Just cast Maelstrom and it's over.

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7) Lv. 78 EMPRESS Gaia

Description- Greek goddess meaning "Earth." Conceived many gods with Uranus.

Comment- "Hmph! Feel the Earth's wrath!"

Hp-???

Attacks- Tetrakarn, Anger of the Earth, Rain of Arrows

Void- Earth/Holy/Dark

Location: Final area of Monado, "World of Conviction"

Your Level- 74+

Maya (STAR Fariedone)

Katsuya (JUSTICE Hyperion)

Ulala (STAR Astria)

Baofu (HANGED MAN Prometheus)

Tatsuya (SUN Apollo)

Easy. Just cast Storm Nightmare. (For the record, it's  
Wind-->Almighty-->Twinkle Nebula.)

Brief Summary-

-Once again, I don't think you'll be needing a brief summary  
for this.

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6. ((---RUMOR DEMONS---))  
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1) RUMOR Lv. 24 Tek-Tek

Comment- Tek tek...

HP- 192

Attacks- Maha Garula, Devil's Smile, Poisonous Scratch

Void: Holy/Dark/Mind/Nerve

Location: 3rd Floor of Kasuyagama High

Your Level: 23+

Maya (MOON Maia)

Katsuya (JUSTICE Mars)

Ulala (SWORD Kanshou)

Ellen/Nate (JUDGMENT Nike/HIEROPHANT Aizen/Myoo)

Baofu (HERMIT Tenhou Gensui)

Tek-Tek isn't tough at all. (Just watch out for that Maha  
Garula spell. It'll do damage if you're not careful. Then  
again, that can be amended with Maia's Medirama or Mars's  
Media, so that's not really a big deal...) Just cast a  
Fusion Spell (You'll probably have to use 2. In any case, I  
used Tower Inferno.) and be on your way. His low amount of  
HP is Tek-Tek's biggest weakness.

Brief Summary:

-Use a good Fusion Spell to dispatch Tek-Tek.

-If your HP ever gets low, use Maia's Media, Nike's Diarama,  
or Mars's Media spells if you have to.

You can give Evt./Tek-Tek's Name Tag to Pathetic Loser (the guy right outside of Kasuyagama High School) for a "Soma".

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2a) RUMOR Lv. 32 Reiko Kashima

Comment- Ha ha ha...

Hp: 256

Attacks- Zandyne, Curse, Maha Mudo, Dark Baptism

Void: Holy/Dark/Mind/Nerve

Location: Inside of the Sumaru TV Building (When Searching for Wang Long Chizuru)

Your Level: 27+

Maya (HERMIT Grinbulsti <switch> MOON Maia Custom)

Katsuya (HIEROPHANT Shaka)

Ulala (ROD Nankyoku Roujin)

Baofu (TOWER Kanaloa)

Ellen (JUDGMENT Nike)

Look out for Reiko's Curse spell, which hits everyone and will do some serious damage against anyone who's weak against Dark. Even worse is Maha Mudo, which'll instantly kill anyone who's weak against Dark. (In this case, both cases can be applied to Ellen's Nike.) Otherwise it's an easy battle, just use 1 to 2 Tower Infernos and move along.

Brief Summary:

-Use the Tower Inferno Fusion Spell to get rid of Reiko Kashima.

-Use Maia Custom's or Nankyoku Roujin's Pine Bamboo Plum spells if the party's HP ever gets low.

You can give Evt./Reiko's Umbrella to the Frightened Security Guard in the Sumaru TV Lobby Room for a "Incense Card Set".

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Alright, everyone is going to have to give thanks to Frostylantern for giving me these strategies to dealing with Tsuchinoko:

2b) RUMOR Lv. 29 Tsuchinoko

Comment- Myu myuu...

Hp- 232

Attacks- Paralyzing Bite, Violent Rage, Bloodsuck, Retreat

Strong vs. Magic

Weak vs. Physical

Location: Narumi Sewers

Level- Maya, Ulala, Katsuya, Baofu: Lv. 34

Nate: Lv. 28

Maya (MOON Pariker)  
Ulala (STAR Heinir)  
Katsuya (STRENGTH Ryume)  
Baofu (DEATH Hel)  
Nate (EMPEROR Marduk)

There's 2 strategies to dealing with Tsuchinoko:

Have Ulala and Nate use Twin Slash, and have everyone else attack.

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Mary (HERMIT Grinbulsti)  
Ulala (JUDGMENT Melschedec)  
Katsuya (JUSTICE Mars)  
Baofu (SWORD Kanshou)  
Nate (EMPEROR Marduk)

The basic idea here is to have everyone use their most powerful sword magic. The only 2 things you need to worry about are time and speed. To reduce the time spent in battle, go to configuration and set the battles to "simple". This will forego animations and make battles in the sewer go faster. Tsuchinoko often uses retreat, so it's most adviseable to defeat it in the first round before it gets a turn. With the Personae I've suggested, there should be more than enough sword power to deal with Tsuchinoko.

For defeating Tsuchinoko, you get Evt./"Dead Tsuchinoko".

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Here's some more Tsuchinoko information, from our guy Bo Kurland:

"When fighting the Tsuchinoko in the sewers, I wanted to kill it quickly and I didn't know about it's weakness against swords. So, just for the heck of it, I used the Maia persona's (I hadn't switched Maya's persona yet) 'Multi Dimension' spell against it to try to kill it instantly. Surprisingly, it worked! Also, you can take the Dead Tsuchinoko to one of the people walking in the Narumi area (maybe I spelled it wrong, but it's where the sewers/Science Lab are located) and you'll get an Item Breeder that duplicates a usable item."

Thanks to Frostylantern and Bo Kurland for providing the information on Tsuchinoko!

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3) RUMOR Lv. 47 100km/h Hag  
Comment- I'm the fastest runner around!  
Hp: 296  
Attacks- Fata Morgana, Lightning Strike, Retreat  
Void: Holy/Dark/Mind/Nerve

Location: 3rd Floor of the Seedy CD

Your Level- 37+

Maya (MOON Maia Custom)  
Katsuya (EMPEROR Baal)  
Ulala (STAR Heinir)  
Baofu (CHARIOT Saiten Taisei)  
Ellen/Nate (JUDGMENT Melschedec/HIEROPHANT Shaka)

Seeing that you can't use your Personae or spells on the upper floors of the Seedy CD building, I sure hope you have some Awaken G's to combat the Old Hag's Fata Morgana spell. This WILL screw up your entire strategy, and she'll eventually run off if you don't defeat her fast enough. To make things short, you can only harm her with your weapons...

Basically, I ate Shiraishi Lady's "Combo Plate" which can boost up your STR stat by 15+ points (!! ) and coupled along with the latest weapons bought at Parabellum, I casted Estoma before I went into the Seedy CD and went straight to the 3rd Floor where I encountered her, and defeated her. Also, if you have any accessories that can increase your STR and AGI (EX: Falcon Choker) those will help out A LOT in this battle.

Brief Summary:

-Have a nice supply of Awaken G's to combat the Fata Morgana spell.

-Make sure you have the latest weapons.

-If you can, eat the Shirashi Lady's Combo Plate and equip some nice STR and AGI enhancing accessories on hand.

You can defeat her for her Evt./"High Speed Title", then you can trade it in to Ixquic who's in the 1st Floor of the Seedy CD for an "Incense Set".

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4a) RUMOR Lv. 45 Blue Cape  
Comment: Is Blue Good?!  
Hp- 360  
Attacks- Maka Kaja, Fear Torrent, Heat Wave, Level Trap  
Absorb: Water/Ice  
Weak: Fire/Nuclear

Location: Cruise Ship Nichirinmaru (Ellen's Quest)

Your Level- 43+

Maya (MOON Maia Custom)  
Katsuya (PENTACLE Yebisu)  
Ulala (HERMIT Genbu)  
Baofu (DEVIL Surt)  
Ellen (PENTACLE Peri)

I defeated this demon so fast it was a joke. Just cast Meltdown and be on your way.

Brief Summary:

-I don't think you really need a brief summary. That's how easy this guy is. :P

After you defeat him, you can trade his Evt./"Blue Cape" in to the Tourist in Narumi for a dress called "Woman Powered", one of the best armors for women in the game.

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And here's a piece of very important info, from Katman:

"You say that the Blue Cape is easy - it is, but both it and another boss (as I remember it was some form of Nyarlie or another...) use a nasty, nasty spell called Level Trap. People have said stuff about it having some strange algorithm for damage - as far as I can tell, it's a LOT of damage, calculated to EVERYONE. Not to mention the instant death that's also tagged along with it...It's a good idea to kill the Blue Cape FAST."

Thanks to Katman for pointing this out. I'm surprised I missed this. o\_0

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4b) RUMOR Lv. 46 Red Cape  
Comment- Red is cool!  
Hp- 368  
Attacks- Taru Kaja, Inferno, Heat Wave, Level Trap  
Absorb: Fire/Nuclear  
Weak: Water/Ice

Location: Cruise Ship Nichirinmaru (Nate's Quest)

Your Level- 43+

Maya (MOON Maia Custom)  
Katsuya (JUSTICE Nata)  
Ulala (LOVERS Vivian)  
Baofu (DEVIL Surt)  
Nate (PENTACLE Peri)

Cast Vain Splash. End of story.

Brief Summary:

-Ditto for the Red Cape.

After defeating him, you can trade in his Evt./"Red Cape" to the Tourist in Narumi for the "Soshu Masamune", one of the best swords for Nate/Tatsuya in the game.

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5) RUMOR Lv. 50 200km/h Fogey  
Comment: I'm the fastest runner in the world!  
Hp- 400  
Attacks- Magdyne, Curse, Lightning Strike  
Void: Holy/Dark/Mind/Nerve

Location: 5th Floor of Seedy CD

Your Level- 48+

Maya (MOON Maia Custom)  
Katsuya (PENTACLE Yebisu)  
Ulala (HERMIT Genbu)  
Baofu (DEVIL Surt)  
Ellen/Nate (PENTACLE Peri)

The strategy is almost similar to the 100km/h Hag, but a little different. His attacks don't really pose too much of a threat. The only thing different from this and the Old Hag is tha the Fogey doesn't have Fata Morgana, so that's good... look at the Old Hag's strategy to get the overall picture.

Brief Summary:

-Look at the 100km/h Hag's strategy to get the overall idea.

After defeating him, you can trade in his Evt./"High Speed Title" to Ixquic who's in the 1st Floor of the Seedy CD for a "Legenbright".

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6) RUMOR Lv. 41 Mussie  
Comment: Ghaa!  
Hp- 328  
Attacks- Blizzard Breath, Photon Cannon, Petrifying Glare  
Void: Mind/Nerve  
Weak: Lightning

Location: Mu Continent's Contest Area

Your Level- 50+

Maya (MOON Maia Custom)  
Katsuya (EMPEROR Indra)  
Ulala (PENTACLE Peri)  
Baofu (ROD Nodens)  
Tatsuya (SUN Apollo)

Just have Katsuya and Ulala cast the "Lightning Blast" Fusion Spell, then it's all over. Mussie didn't even have a chance to attack...

Brief Summary:

-Cast the Fusion Spell "Lightning Blast" to finish Mussie.

Once you defeat it, you can trade in the item Evt./"Mussie's Fang" to the Security Guard in the Mu Continent lobby for an Agility Source.

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7) RUMOR Lv. 63 Kudan

Comment- More...More, tell MORE rumors! Give me more life!"

Hp-504

Attacks- Diarama, High Pressure, Circular Reasoning,  
Prophecy

Strong: Magic

Weak: Physical

Location: 6th Area of Kasuyagama High Cursed Bomb Shelter

Your Level: 60+

Maya (MOON Artemis)

Ulala (PRIESTESS Izanami)

Katsuya (JUSTICE Nata)

Baofu (HANGED MAN Prometheus)

Tatsuya (SUN Apollo)

Although Kudan is basically a pushover, there's this one attack that he has that'll have you scream and throw your controller against the wall- Prophecy. No, it's not an attack that takes away your HP, it's something a little worse than that: You know all of the Personae you currently have equipped on you? Well, their rank goes right back 1.

The main strategy here is to get rid of him ASAP. As you may already know, he's weak against attacks. So, I had Ulala and Katsuya cast the Fusion Spell "Maha Taru Kaja", then I had everyone attack normally. Maya, Baofu, and Tatsuya each dealt 200+ points of damage to Kudan. Seeing that he only has 504 Hp, he was dead after Tatsuya took his turn. Kudan was only able to cast the High Pressure spell on me.

Brief Summary:

-Cast the Fusion Spell "Maha Taru Kaja" (For the record, it's Taru Kaja->Affectionate Prayer) to cast Taru Kaja on everyone. (Duh)

-Have everyone attack normally, with their weapons. The 3 members who didn't participate in the Fusion Spell should deal 200+ points of damage to Kudan, and after the 3 person takes his/her turn, Kudan should be down.

For winning the battle, you get Evt./Kudan's Head. Give to Yasuo on the 4th Floor of Kasu High to get 3 of a few of the best accessories in the game: The Mutation Gear, Synchronize Gear, and Adjustment Gear.

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And here's a strategy for dealing with Kudan, from Katman:



"To beat Kudan, go summon some wussy Personae, and when you find the rotter do a quick P.Change to them - he'll use Prophecy the first turn, die, and you've lost nothing. I devised this strategy after losing Rank-8 Apollo before seeing Nova Cyther for the first time..."

Thanks to Katman for pointing this out! This is a helluva lot better, in terms of saving sanity and repelling frustration.

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8) RUMOR Lv. 52 Haunted Taxi  
Comment: (Unable to Contact)  
Hp- 416  
Attacks- Tackle, Radical Powerslide  
Void: Holy/Dark/Mind/Nerve  
Weak: Lightning

Location: Mu Continent's Contest Area

Your Level- 64+

I've come up with 2 strategies when it comes to the Haunted Taxi:

Maya (MOON Artemis)  
Katsuya (JUSTICE Hyperion)  
Ulala (STAR Astria)  
Baofu (HANGED MAN Prometheus)  
Tatsuya (SUN Apollo)

Now that you've seen the Personae, you can probably guess what I'm going to recommend: Dragon Cross. (Wiseman Snap, Twinkle Nebula, Crescent Mirror, Justice Shot, and Nova Cyther) Just use that to deal 1000+ points of damage to him.

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Maya (MOON Artemis)  
Katsuya (JUSTICE Hyperion)  
Ulala (PENTACLE Peri)  
Baofu (HANGED MAN Prometheus)  
Tatusya (EMPEROR Indra)

Use either Lightning Crush or Lightning Blast to get rid of him. Overall, the Haunted Taxi is easy. If you want, you can sit there and wait for him to do a funny attack called 'Radical Powerslide', and... well, you just have to see it for yourself. Let's just say you get kicked out of the battle. BTW, I don't think you'll be needing a Brief Summary for this.

For defeating the Haunted Taxi, you get Evt./"Haunted Taxi Hat". Trade it in to Fuyuko in the Lobby for an Akashic Ring.

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That's it!

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7. ((---OTHER STUFF---))  
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((---SPECIAL THANKS---))

Archaeopteryx- For giving me the go ahead on using his strategy (which was better than mine, anyway) and for creating a kick ass FAQ.

Frostylantern- For reminding me to put in the items you receive when you defeat rumor demons, as well as the items you get when you trade them in. Not only that, but he's given me the Tsuchinoko data, too. Thank him, people! (My apologies for the name mix-up, I could've sworn that your name was Steve. >\_<)

Enki- For pointing out that the MOON Pariker Persona are void to all attacks, and is helpful during certain boss fights.

Alessar- For giving me a couple of very nice points, for the Old Maid and Joker Ulala.

Jesse James- Well, for giving me the idea to write this FAQ. :-)

Christian- For suggesting that I add the locations of the Rumor demons and the Persona encounters.

Johnsgs and Il-Dana- For providing me with some more info on the Old Maid attack.

B4 TND- For giving me some nice info when it comes to dealing with the JUSTICE Nata demon.

Katman- For being a very generous and excellent contributor for this FAQ. Major props.

Bo Kurland- For some more Tsuchinoko tactics, and where to turn in Evt./Dead Tsuchinoko for a Item Breeder.

Cozy Okada, Kazuma Kaneko, and Atlus R&D 1 for creating another kick ass Megami Tensei game.

And finally, to anyone and everyone who read and benefited from this FAQ.

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"Life is like a painting... you paint over a blank canvas called the future by living."

-Demon Artist

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