

Persona 2: Eternal Punishment Spell List (JP)

by Archaeopteryx

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"THE TRUTH IS BEHIND
THE MEMORIES....."

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PERSONA 2 ETERNAL PUNISHMENT
SPELL LIST (JAPANESE VERSION)

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PREFACE

Hello again everyone! ^_^

First, I must thank you for reading what I hope will eventually be the most comprehensive English source on the net for the incredible RPG, Persona 2: Eternal Punishment. My original plan for my Persona 2: EP FAQ was to make a single document that lists every bit of information I know about the game; however, after spending the last several weeks typing it up, it eventually became a huge, unorganized, 200+ page monstrosity that was nearly impossible to navigate through. >_< I have thus decided to break the FAQ up into separate sections. This first section is a list of the spells and combo magic available in the game. Within the next few days, expect to see more in-depth Persona 2 FAQs by me; my eventual goal is to have everything complete by the time the US version gets officially released. A lofty goal to be certain, but for an ardent and slightly more-than-obsessed Persona 2 fan that I very proudly proclaim to be, it's a task that I am more than willing to partake. We'll see how it works out. ^_~

This spell list pertains to the Japanese version of Persona 2: Eternal Punishment. Information from this document may, or may not, work with the US version of the game. Based on the English screenshots I've seen of P2EP, the spell names are mostly unchanged. Nonetheless, in the future, I will type up a spell list specifically for the US release.

Please note that this document contains S-JIS encoded text. In order to view the characters, just choose View -> Encoding -> Japanese (Shift-JIS) on IE if you have Japanese fonts installed on Windows. Or, you could use Shodouka Launchpad to read this document; just go to www.shodouka.com and read the directions from there.

If you can read the following: レツらゴ・・・, then you'll have no problems reading the rest of this FAQ.

So, onward....

I. VERSION HISTORY

Version 1.01 (12/7/2000):

- Minor spelling and grammar corrections, also added more descriptions for some of the spells.

Version 1.0 (12/6/2000):

- Full spell list, also lists which demons and Personas use each spell
- Almost complete combo magic list. I know I'm missing one called 'Tir na Nog'; it's a Celt mythology combo that involves Scathach, Chu Chulain, and Lug, but I haven't tried it out yet...

What will be coming in the next version:

- List of special attacks used by demons and bosses
-

II. MAGIC SPELL LIST

=====

2.1 FIRE BASED SPELLS (火炎)

=====

アギ (Agi) Type: Fire
Inflicts a small amount of fire damage on one enemy.

Used by:

- Demons: HANGEDMAN Guzafan, STAR Agathion
 - Personas: JUSTICE Helios, STAR Kinnara, STAR Ghandarva, SUN Surya
-

アギラオ (Agirao) Type: Fire
Inflicts a moderate amount of fire damage on one enemy.

Used by:

- Demons: LOVERS Jack Lantern, FORTUNE Wanyuudou, STAR Gandharva
 - Personas: MAGICIAN Agrippa, EMPEROR Marduk, LOVERS Jack Lantern, CHARIOT Susano-o, STRENGTH Takshaka, JUSTICE Mars, JUSTICE Gundali Myouou, STAR Kinnara, STAR Ghandarva, SUN Surya, SUN Il-Dana, ROD Hotei
-

アギダイン (Agidhain) Type: Fire
Inflicts a large amount of fire damage on one enemy.

Used by:

- Demons: MAGICIAN Agrippa, CHARIOT Ares
 - Personas: MAGICIAN Agrippa, CHARIOT Ares, JUSTICE Bishamonten, TEMPERANCE Suzaku, DEVIL Surtr, SUN Apollo, SUN Vairochana, JUDGEMENT Armaiti, PENTACLE Peri
-

マハラギ (Maharagi) Type: Fire
Inflicts a small amount of fire damage on a group of enemies.

Used by:

-Demons: LOVERS Jack Lantern, HANGEDMAN Nisroch, STAR Kinnara

-Personas: LOVERS Jack Lantern, JUSTICE Helios, STAR Kinnara,
STAR Ghandarva, SUN Surya, ROD Hotei

マハラギオン (Maharagion)

Type: Fire

Inflicts a moderate amount of fire damage on a group of enemies.

Used by:

-Demons: N/A

-Personas: EMPEROR Marduk, LOVERS Jack Lantern, CHARIOT Seitentaisei,
JUSTICE Gundali Myouou, JUSTICE Skanda, DEVIL Surtr,
ROD Nankyokuroujin,

マハラギダイン (Maharagidhain)

Type: Fire

Inflicts a large amount of fire damage on a group of enemies.

Used by:

-Demons: MAGICIAN Crowley, JUDGEMENT Throne

-Personas: EMPEROR Vishnu, JUSTICE Bishamonten, JUSTICE Hyperion,
MOON Inanna, SUN Il-dana, SUN Apollo, ROD Quetzalcoatl,
PENTACLE Peri

ファイアストーム (Fire Storm)

Type: Fire

Inflicts a moderate amount of fire damage on all enemies.

Used by:

-Demons: FORTUNE Fenrir

-Personas: JUSTICE Mars, DEATH Hel, ROD Nankyokuroujin

地獄の業火 (Jigoku no Gouka, Hellfire)

Type: Fire

Inflicts a large amount of fire damage on all enemies.

Used by:

-Demons: MAGICIAN Whateley

-Personas: CHARIOT Mahakala, TEMPERANCE Suzaku, FOOL Tobi Katou,
ROD Nodens

デッドリーバーン (Deadly Burn)

Type: Fire

Inflicts a large amount of fire damage on all enemies. Stronger than
the 'Hellfire' spell.

Used by:

-Demons: DEVIL Sw, SUN Vairochana

-Personas: FORTUNE Fenrir, JUSTICE Pallas Athena, SUN Vairochana,
ROD Quetzalcoatl

ファイアブレス (Fire Breath)

Type: Fire

Affects all enemies. Damage is determined by the caster's level.

Used by:

-Demons: STRENGTH Kiyohime, STRENGTH Takshaka, HERMIT Kinich Ahau,
FORTUNE Cerberus, HANGEDMAN Guzafan, TEMPERANCE Phoenix,
TEMPERANCE Kau

-Personas: STRENGTH Takshaka, STRENGTH Wonlon, HERMIT Kinich Ahau,
FORTUNE Cerberus, TEMPERANCE Phoenix, TEMPERANCE Suzaku,
SUN Kinich Kakmo, WORLD Shokui, FOOL Tenjiku Tokubei,
ROD Nankyokuroujin

=====

2.2 WATER BASED SPELLS (水撃)

=====

アクア (Aqua) Type: Water
Inflicts a small amount of water damage on one enemy.

Used by:

-Demons: MAGICIAN Empusa, STRENGTH Apep, DEVIL Ghost
-Personas: STRENGTH Ryuume, HANGEDMAN Kabandha, MOON Maia

アクエス (Aques) Type: Water
Inflicts a moderate amount of water damage on one enemy.

Used by:

-Demons: STAR Picorius
-Personas: EMPRESS Nemesis, EMPEROR Baal, STRENGTH Otohime,
HERMIT Nekomata, HANGEDMAN Kabandha, STAR Kenren Taishou,
JUDGEMENT Phaleg

アクアダイン (Aquadhain) Type: Water
Inflicts a large amount of water damage on one enemy.

Used by:

-Demons: MAGICIAN Manannan, TOWER Aeshma
-Personas: MAGICIAN Manannan, HERMIT Tistrya, TOWER Aeshma,
TOWER Set, JUDGEMENT Gabriel, WORLD Muchalinda

マハアクア (Maha-Aqua) Type: Water
Inflicts a small amount of water damage on a group of enemies.

Used by:

-Demons: HANGEDMAN Kabandha, MOON Erinys, JUDGEMENT Angel
-Personas: JUDGEMENT Phaleg, FOOL Sartobi Sasuke, CUP Matsuo Sama

マハアクエス (Maha-Aques) Type: Water
Inflicts a moderate amount of water damage on a group of enemies.

Used by:

-Demons: HANGEDMAN Zaebos, TOWER Kanaloa, WORLD Kraken
-Personas: PRIESTESS Parvati, STRENGTH Otohime, HANGEDMAN Kabandha,
TOWER Kanaloa, TOWER Aeshma, STAR Kenren Taishou,
MOON Maia Upgrade, CUP Galahad

マハアクダイン (Maha-Aqudhain) Type: Water
Inflicts a large amount of water damage on a group of enemies.

Used by:

-Demons: DEVIL Tezcatlipoca, JUDGEMENT Virtue, WORLD Muchalinda
-Personas: PRIESTESS Izanami, HIEROPHANT Varuna, LOVERS Vivian,
TOWER Aeshma, MOON Inanna, WORLD Muchalinda, CUP Dagda

アシッドレイン (Acid Rain) Type: Water
Inflicts a moderate amount of water damage on all enemies.

Used by:

-Demons: DEATH Hel, WORLD Leviathan
-Personas: EMPEROR Baal, STRENGTH Cuelebre, HERMIT Byakko,
HERMIT Tistrya, HANGEDMAN Kabandha, DEATH Hel,

フィアトレント (Fear Torrent) Type: Water
Inflicts a large amount of water damage on all enemies.

Used by:

-Demons: MAGICIAN Manannan, RUMOR Blue Mantle
-Personas: MAGICIAN Manannan, HIEROPHANT Mithra, CUP Bacchus

アクアリータイド (Aquaritime) Type: Water
Inflicts a large amount of water damage on all enemies. Stronger
than the 'Fear Torrent' spell.

Used by:

-Demons: N/A
-Personas: HIEROPHANT Varuna, HERMIT Tistrya, TOWER Huster, TOWER Set,
CUP Dagda

=====

2.3 WIND BASED SPELLS (疾風)

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ガル (Garu) Type: Wind
Inflicts a small amount of wind damage on one enemy.

Used by:

-Demons: LOVERS Pixie, TEMPERANCE Harpy
-Personas: LOVERS Pixie, HANGEDMAN Odysseus, TEMPERANCE Harpy

ガルーラ (Garura) Type: Wind
Inflicts a moderate amount of wind damage on one enemy.

Used by:

-Demons: MOON Pairika, MOON Lilim, JUDGEMENT Archangel
-Personas: CHARIOT Taranis, TEMPERANCE Fjalar, STAR Honir, SUN Surya,
JUDGEMENT Melchizedek, WORLD Njord

ガルダイン (Garudhain) Type: Wind
Inflicts a large amount of wind damage on one enemy.

Used by:

-Demons: N/A
-Personas: PRIESTESS Scathach, STAR Honir, STAR Asteria, STAR Hanuman,
WORLD Seiryuu, SWORD Chu Chulain

マハガル (Mahagaru) Type: Wind
Inflicts a small amount of wind damage on a group of enemies.

Used by:

-Demons: MAGICIAN Tengu, HERMIT Nekomata, TEMPERANCE Mo Shobo,
TEMPERANCE Fjalar
-Personas: MAGICIAN Tengu, LOVERS Pixie, HERMIT Nekomata,
HANGEDMAN Odysseus, TEMPERANCE Harpy, TEMPERANCE Fjalar,
MOON Pairika, SUN Surya, JUDGEMENT Nike

マハガルーラ (Mahagarura) Type: Wind
Inflicts a moderate amount of wind damage on a group of enemies.

Used by:

-Demons: STAR Honir, RUMOR Teke Teke
-Personas: DEATH Hel, TEMPERANCE Fjalar, MOON Pairika, SUN Heimdall,
JUDGEMENT Nike, JUDGEMENT Melchizedek

マハガルダイン (Mahagarudhain) Type: Wind
Inflicts a large amount of wind damage on a group of enemies.

Used by:

-Demons: DEATH Kishin, TEMPERANCE Vucub Caquix
-Personas: EMPEROR Indra, EMPEROR Lug, HANGEDMAN Adramelech,
STAR Hanuman, MOON Inanna, WORLD Seiryuu

キラウインド (Killer Wind) Type: Wind
Inflicts a moderate amount of wind damage on all enemies.

Used by:

-Demons: CHARIOT Taranis
-Personas: MAGICIAN Tengu, CHARIOT Taranis, CHARIOT Seitentaisei,
JUSTICE Nata, STAR Honir, SUN Heimdall,
JUDGEMENT Melchizedek

旋風陣 (Senpuujin, Whirlwind) Type: Wind
Inflicts a large amount of wind damage on all enemies.

Used by:

-Demons: DEATH Ankou
-Personas: PRIESTESS Scathach, EMPEROR Hurakan, DEATH Ankou,
STAR Fereydoun, WORLD Seiryuu, FOOL Tobi Katou,
SWORD Arthur

ツインクルネビュラ (Twinkle Nebula) Type: Wind
Inflicts a large amount of wind damage on all enemies. Stronger than
the 'Whirlwind' spell.

Used by:

Demons: N/A
Personas: STAR Asteria

2.4 EARTH BASED SPELLS (地変)

マグナ (Maguna) Type: Earth
Inflicts a small amount of earth damage on one enemy.

Used by:

-Demons: HERMIT Ratatosk, DEATH Ixtab, DEVIL Poltergeist
-Personas: EMPEROR Argat Lam, LOVERS Robin Goodfellow,
HERMIT Tenhou Gensui, DEVIL Poltergeist, STAR Callisto

マグナス (Magunasu) Type: Earth
Inflicts a moderate amount of earth damage on one enemy.

Used by:

-Demons: DEATH Hel, JUDGEMENT Principality
-Personas: EMPEROR Argat Lam, LOVERS Robin Goodfellow,
HERMIT Tenhou Gensui, HERMIT Gullinbursti, DEATH Hel,

マグダイ (Magudhain) Type: Earth

Inflicts a large amount of earth damage on one enemy.

Used by:

-Demons: WORLD Hunab Ku, RUMOR 200 Kilo Jijii

-Personas: MAGICIAN Isis, EMPRESS Gaia, HERMIT Genbu,
HANGEDMAN Barbatos, HANGEDMAN Prometheus, DEATH Mot,
TOWER Seker, WORLD Demeter, WORLD Hunab Ku

マハマグナ (Mahamaguna) Type: Earth

Inflicts a small amount of earth damage on a group of enemies.

Used by:

-Demons: LOVERS Robin Goodfellow, DEVIL Wraith

-Personas: EMPEROR Argat Lam, LOVERS Robin Goodfellow,
DEVIL Poltergeist, STAR Iris

マハマグナス (Mahamagunasu) Type: Earth

Inflicts a moderate amount of earth damage on a group of enemies.

Used by:

-Demons: LOVERS Satyr, WORLD Demeter

-Personas: EMPRESS Linog, HIEROPHANT Aizen-Myouou, HERMIT Gullinbursti,
STAR Iris, WORLD Demeter, FOOL Sartobi Sasuke,
FOOL Tenjiku Tokubei

マハマグダイ (Mahamagudhain) Type: Earth

Inflicts a large amount of earth damage on a group of enemies.

Used by:

-Demons: DEVIL Tzitzimitl, TOWER Seker, WORLD Hunab Ku

-Personas: MAGICIAN Isis, HERMIT Genbu, TOWER Seker, MOON Inanna,
WORLD Hunab Ku

ロックフォール (Rock Fall) Type: Earth

Inflicts a moderate amount of earth damage on all enemies.

Used by:

-Demons: JUDGEMENT Power

-Personas: HERMIT Genbu, PENTACLE Ebisu

マグマドロップ (Magma Drop) Type: Earth

Inflicts a large amount of earth damage on all enemies.

Used by:

-Demons: N/A

-Personas: MAGICIAN Isis, EMPRESS Linog, HANGEDMAN Barbatos,
TOWER Seker, WORLD Hunab Ku, PENTACLE Saraswati

大地の怒り (Daichi no Ikari, Anger of the Earth) Type: Earth

Inflicts a large amount of earth damage on all enemies. Stronger
than the 'Magma Drop' spell.

Used by:

-Demons: EMPRESS Gaia, STRENGTH Azi Dahaka, DEATH Ah Puch

-Personas: EMPRESS Gaia, HANGEDMAN Azazel

=====

2.5 ICE SPELLS (氷結)

=====

ブフ (Bufu) Type: Ice
Inflicts a small amount of ice damage on one enemy. Has a chance of causing the 'freeze' (氷結) status.

Used by:

-Demons: MAGICIAN Empusa, LOVERS Jack Frost, HANGEDMAN Shax
-Personas: LOVERS Jack Frost, HANGEDMAN Shax

ブフーラ (Bufura) Type: Ice
Inflicts a moderate amount of ice damage on one enemy. Has a chance of causing the 'freeze' (氷結) status.

Used by:

-Demons: MOON Lilim, JUDGEMENT Principality
-Personas: LOVERS Jack Frost, HANGEDMAN Shax, DEATH Hel, TOWER Loki, SUN Heimdall

ブフダイн (Bufudhain) Type: Ice
Inflicts a large amount of ice damage on one enemy. Has a chance of causing the 'freeze' (氷結) status.

Used by:

-Demons: HANGEDMAN Procell, DEVIL Tzitzimitl, MOON Jahi
-Personas: PRIESTESS Parvati, EMPEROR Vishnu, LOVERS Vivian, MOON Artemis, JUDGEMENT Armaiti

絶対零度 (Zettaireido, Absolute Zero) Type: Ice
Inflicts a moderate amount of ice damage on a group of enemies. Has a chance of causing the 'freeze' (氷結) status.

Used by:

-Demons: DEVIL Lich
-Personas: EMPRESS Nemesis, HERMIT Byakko, TOWER Loki, MOON Artemis

ダイヤモンドダスト (Diamond Dust) Type: Ice
Inflicts a large amount of ice damage on a group of enemies. Has a chance of causing the 'freeze' (氷結) status.

Used by:

-Demons: PRIESTESS Izanami
-Personas: PRIESTESS Izanami, MOON Succubus, MOON Artemis

リリーズジェイル (Lily's Jail) Type: Ice
Inflicts a large amount of ice damage on a group of enemies. Has a chance of causing the 'freeze' (氷結) status.

Used by:

-Demons: N/A
-Personas: JUDGEMENT Michael

ブリザードブレス (Blizzard Breath) Type: Ice
Affects all enemies and has a chance of causing the 'freeze' (氷結) status. Damage is determined by the caster's level.

Used by:

-Demons: LOVERS Jack Frost, STRENGTH Cuelebre, STRENGTH Vaski,
WORLD Muchalinda

-Personas: EMPEROR Baal, LOVERS Jack Frost, STRENGTH Ryuume,
STRENGTH Cuelebre, STRENGTH Won Lon, HERMIT Byakko,
SUN Heimdall, WORLD Muchalinda, WORLD Shokuin

2.6 LIGHTNING SPELLS (電撃)

ジオ (Jio) Type: Lightning
Inflicts a small amount of lightning damage on one enemy. Also has a
chance of causing "shock" status.

Used by:

-Demons: HANGEDMAN Shax, DEVIL Phantom
-Personas: LOVERS Pixie, JUSTICE Helios, HANGEDMAN Shax,
JUDGEMENT Phaleg

ジオンガ (Jionga) Type: Lightning
Inflicts a moderate amount of lightning damage on one enemy. Also
has a chance of causing "shock" status.

Used by:

-Demons: STRENGTH Python, STAR Honir
-Personas: PRIESTESS Sif, EMPRESS Arianrhod, EMPEROR Indra,
HANGEDMAN Shax, TOWER Loki, STAR Iris, STAR Honir

ジオダイン (Jiodhain) Type: Lightning
Inflicts a large amount of lightning damage on one enemy. Also has a
chance of causing "shock" status.

Used by:

-Demons: CHARIOT Girimekara, MOON Succubus
-Personas: MAGICIAN Isis, EMPEROR Indra, CHARIOT Susano-ou,
CHARIOT Shiva, STRENGTH Vritra, DEATH Ankou,
DEVIL Beelzebub, STAR Fereydoun, MOON Succubus,
PENTACLE Peri

破戒の稲妻 (Hakai no Inazumi, Hakai Lightning) Type: Lightning
Inflicts a moderate amount of lightning damage on a group of enemies.
Also has a chance of causing "shock" status.

Used by:

-Demons: MAGICIAN Rasputin, HIEROPHANT Shaka
-Personas: PRIESTESS Sif, HIEROPHANT Shaka

雷の洗礼 (Kaminari no Senrei, Thunder Baptism) Type: Lightning
Inflicts a large amount of lightning damage on a group of enemies.
Also has a chance of causing "shock" status.

Used by:

-Demons: EMPEROR Odin, JUDGEMENT Cherubim
-Personas: EMPRESS Linog, EMPEROR Indra, EMPEROR Odin,
HANGEDMAN Prometheus, DEVIL Beelzebub, FOOL Fuuma Kotarou,
ROD Quetzalcoatl

ガーディアンハンマー (Guardian Hammer) Type: Lightning

Inflicts a large amount of lightning damage on a group of enemies, and has a chance of causing "shock" status. More powerful than the "Thunder Baptism" spell.

Used by:

-Demons: None

-Persona: HIEROPHANT Yamaoka

2.7 HEAT ATTACK SPELLS (核熱)

フレイ (Flai): Type: Heat
Inflicts a small amount of heat damage on a group of enemies.

Used by:

-Demons: DEATH Hel

-Personas: LOVERS Jack Lantern, DEATH Hel, SUN Kinich Kakmo,
PENTACLE Fukurokuju

フレイラ (Flaila) Type: Heat
Inflicts a moderate amount of heat damage on a group of enemies.

Used by:

-Demons: TOWER Aeshma

-Personas: EMPEROR Marduk, SUN Apollo, WORLD Njord, ROD Hotei

フレイダイン (Flaidhain) Type: Heat
Inflicts a large amount of heat damage on a group of enemies.

Used by:

-Demons: MAGICIAN Saji, TOWER Shub-Niggurath

-Personas: MAGICIAN Isis, EMPRESS Gaia, CHARIOT Mahakala,
HERMIT Kinich Ahau, FORTUNE Skuld, SUN Vairochana,
SWORD Futsu no Mitama

ノヴァサイザー (Novasizer) Type: Heat
Inflicts an extremely large amount of heat damage on one enemy.

Used by:

-Demons: N/A

-Personas: SUN Apollo

ヒートカイザー (Heat Kaiser) Type: Heat
Inflicts an extremely large amount of heat damage on a group of enemies.

Used by:

-Demons: HERMIT Apaosha

-Personas: EMPRESS Kali, JUSTICE Hyperion, SUN Apollo

ニュークリアミサイル (Nuclear Missile) Type: Heat
Inflicts an extremely large amount of heat damage on all enemies.

Used by:

-Demons: None

-Personas: CHARIOT Shiva, JUDGEMENT Michael, JUDGEMENT Satan

2.8 ALL PURPOSE ATTACK SPELLS (万能)

ザン (Zan) Type: All-Purpose
Inflicts a small amount of damage against one enemy.

Used by:

-Demons: LOVERS Puck, TEMPERANCE Harpy, TEMPERANCE Mo Shobo
-Personas: EMPRESS Arianrhod, HIEROPHANT Genjou, TEMPERANCE Harpy,
STAR Callisto, MOON Pairika

ザンマ (Zanma) Type: All-Purpose
Inflicts a moderate amount of damage against one enemy.

Used by:

-Demons: HANGEDMAN Barbatos, TEMPERANCE Stymphalides
-Personas: HANGEDMAN Barbatos, TEMPERANCE Stymphalides, MOON Pairika

ザンダイン (Zandhain) Type: All-Purpose
Inflicts a large amount of damage against one enemy.

Used by:

-Demons: STAR Valkyrie, MOON Jahi, RUMOR Kashimareiko
-Personas: PRIESTESS Lakshmi, HIEROPHANT Yamaoka, FORTUNE Urth,
JUSTICE Pallas Athena, HANGEDMAN Prometheus,
DEATH Charon, STAR Valkyrie, MOON Tsuki-Yomi,
SWORD Chu Chulain

グライ (Gurai) Type: All-Purpose
Inflicts a small amount of damage against a group of enemies.

Used by:

-Demons: DEATH Ixtab
-Personas: MAGICIAN Tengu, DEVIL Poltergeist

グライバ (Guraiba) Type: All-Purpose
Inflicts a moderate amount of damage against a group of enemies.

Used by:

-Demons: DEVIL Dairokuten Maou
-Personas: PRIESTESS Hathor, TEMPERANCE Stymphalides, MOON Inanna,
WORLD Njord, ROD Nodens

グラダイン (Guradhain) Type: All-Purpose
Inflicts a large amount of damage against a group of enemies.

Used by:

-Demons: HANGEDMAN Adramelech, DEVIL Lucifuge
-Personas: MAGICIAN Abe no Seimei, EMPRESS Kali, EMPEROR Odin,
HIEROPHANT Brahma, CHARIOT Shiva, STRENGTH Takshaka,
FORTUNE Verdandi, JUSTICE Bishamonten,
HANGEDMAN Adramelech, DEATH Charon, DEVIL Beelzebub,
SWORD Chu Chulain

メギド (Megido) Type: All-Purpose
Inflicts a small amount of damage against all enemies.

Used by:

- Demons: MAGICIAN Agrippa, JUDGEMENT Dominion
- Personas: MAGICIAN Agrippa, EMPRESS Seioubo, LOVERS Pixie,
 CHARIOT Seitentaisei

メギドラ (Megidora) Type: All-Purpose
Inflicts a moderate amount of damage against all enemies.

Used by:

- Demons: MAGICIAN Rangda, WORLD Muchalinda
- Personas: MAGICIAN Rangda, EMPEROR Baal, HIEROPHANT Mithra,
 JUSTICE Gundali Myouou, HANGEDMAN Adramelech,
 DEATH Charon, DEATH Mot, DEVIL Beelzebub, JUDGEMENT Armaiti,
 JUDGEMENT Ameretat, WORLD Muchalinda, CUP Bacchus

メギドラオン (Megidoraon) Type: All-Purpose
Inflicts a large amount of damage against all enemies.

Used by:

- Demons: LOVERS Alice
- Personas: EMPEROR Vishnu, EMPEROR Brahma, LOVERS Alice, DEATH Mot,
 DEVIL Lucifer, JUDGEMENT Michael, JUDGEMENT Satan

ハイプレッシャー (High Pressure) Type: All-Purpose
Inflicts a large amount of damage against all enemies.

Used by:

- Demons: FORTUNE Cerberus, RUMOR Kudan
- Personas: PRIESTESS Hathor, STRENGTH Vritra, FORTUNE Cerberus,
 STAR Valkyrie, ROD Nodens

クレセントミラー (Crescent Mirror) Type: All-Purpose
Inflicts an extremely large amount of damage against all enemies.

Used by:

- Demons: N/A
- Personas: MOON Artemis

アステロイドボム (Asteroid Bomb) Type: All-Purpose
Inflicts an extremely large amount of damage against all enemies.

Used by:

- Demons: N/A
- Personas: JUDGEMENT Satan

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2.9 LIGHT BASED SPELLS (神聖)

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ハマ (Hama) Type: Light
Kills one enemy, with a 36% efficiency. Ineffective against bosses
and opponents that are strong against light.

Used by:

- Demons: MAGICIAN Rasputin, STAR Kinnara, JUDGEMENT Angel
- Personas: EMPRESS Arianrhod, HIEROPHANT Aizen-myouou, JUSTICE Mars,

マハンマ (Mahanma) Type: Light

Kills a group of enemies, with a 42% efficiency. Ineffective against bosses and opponents that are strong against light.

Used by:

-Demons: JUDGEMENT Principality, JUDGEMENT Virtue

-Personas: PRIESTESS Parvati, EMPRESS Arianrhod, HIEROPHANT Yama, HIEROPHANT Yamaoka, JUSTICE Hyperion, DEATH Charon, TEMPERANCE Suzaku, SUN Kinich Kakmo, SUN Il-Dana, JUDGEMENT Melchizedek

ハマオン (Hamaon) Type: Light

Kills all enemies, with a 48% efficiency. Ineffective against bosses and opponents that are strong against light.

Used by:

-Demons: JUDGEMENT Throne

-Personas: MAGICIAN Abe no Seimei, EMPEROR Vishnu, FORTUNE Verdandi, STAR Valkyrie, JUDGEMENT Ameretat, JUDGEMENT Michael, SWORD Futsu no Mitama

ホーリーライト (Holy Light) Type: Light

Inflicts a small amount of light damage against all enemies.

Used by:

-Demons: N/A

-Personas: EMPRESS Seioubo, HIEROPHANT Genjou, HIEROPHANT Aizen-myouou, HIEROPHANT Shaka, SWORD Arthur

ニルヴァーナ (Nirvana) Type: Light

Inflicts a moderate amount of light damage against all enemies.

Used by:

-Demons: HIEROPHANT Shaka

-Personas: HIEROPHANT Shaka, SUN Il-Dana

光の裁き (Hikari no Sabaki, Judgement of Light) Type: Light

Inflicts a large amount of light damage against all enemies. Also has a 50% chance of instantly killing its targets.

Used by:

-Demons: SUN Vairochana

-Personas: MAGICIAN Manannan, EMPEROR Lug, FORTUNE Verdandi, FORTUNE Gyokukoujoutei, JUSTICE Pallas Athena, SUN Il-Dana, SUN Vairochana, JUDGEMENT Ameretat, JUDGEMENT Gabriel, JUDGEMENT Satan

アルファブラスタ (Alpha Blaster) Type: Light

Affects all enemies. Cuts targets' HP in half each turn.

Used by:

-Demons: JUDGEMENT Cherubim

-Personas: HIEROPHANT Brahma, HERMIT Tistrya, JUSTICE Bishamonten, STAR Fereydoun, JUDGEMENT Satan, SWORD Futsu no Mitama

ヒエロスグリユペイン (Hierosuguryupein) Type: Light

Affects all enemies. Does an amount of damage equal to the Persona's Level X it's rank. (Example: a rank 8, level 63 TEMPERANCE Suzaku)

Persona will inflict 504 points of damage when casting this spell.)

Used by:

-Demons: N/A

-Personas: EMPEROR Lug, FORTUNE Skuld, HERMIT Gyukukoujoutei,
TEMPERANCE Suzaku, SUN Vairochana, JUDGEMENT Michael,
WORLD Uroboros, SWORD Arthur

2.10 DARKNESS BASED SPELLS (暗黒)

ムド (Mudo) Type: Darkness

Kills one enemy, with a 36% efficiency. Ineffective against bosses and opponents that are strong against darkness.

Used by:

-Demons: MAGICIAN Rasputin, FORTUNE Wanyuudou, DEATH Hel,
DEVIL Wraith

-Personas: EMPRESS Nemesis, DEATH Hel, TOWER Kanaloa,
STAR Ghandarva

マハムド (Mahamudo) Type: Darkness

Kills a group of enemies, with a 42% efficiency. Ineffective against bosses and opponents that are strong against darkness.

Used by:

-Demons: MAGICIAN Whateley, DEATH Ankou, TOWER Aeshma,
RUMOR Kashimareiko

-Personas: HIEROPHANT Yama, JUSTICE Bishamonten, DEATH Ankou,
DEATH Charon, DEVIL Surtr, DEVIL Beelzebub, TOWER Aeshma,
STAR Kenrentaishou

ムドオン (Mudo-on) Type: Darkness

Kills all enemies, with a 48% efficiency. Ineffective against bosses and opponents that are strong against darkness.

Used by:

-Demons: EMPEROR Odin, HANGEDMAN Procell, DEATH Kishin, DEATH Ah Puch,
TOWER Seker

-Personas: MAGICIAN Rangda, EMPRESS Kali, EMPEROR Odin, FORTUNE Urth,
DEATH Mot
TOWER Huster, TOWER Set, MOON Succubus, MOON Tsuki-Yomi,
ROD Nodens

淀んだ空気 (Yodonda Kuuki, Stagnant Air) Type: Darkness

Inflicts a small amount of darkness based damage on all enemies.

Used by:

-Demons: MAGICIAN Faust, DEATH Hunhau, TOWER Shogos

-Personas: STRENGTH Vritra, TOWER Seker, TOWER Huster

呪いの言葉 (Noroi no Kotoba, Curse of Words) Type: Darkness

Inflicts a moderate amount of darkness based damage on all enemies.

Used by:

-Demons: MAGICIAN Crowley, MAGICIAN Saji, RUMOR Kashimareiko,
RUMOR 200 Jijii

-Personas: MAGICIAN Agrippa, EMPRESS Kali, DEATH Ankou,
FOOL Fuuma Kotarou

闇の審判 (Yami no Shinban, Judgement of Darkness) Type: Darkness
Inflicts a large amount amount of darkness based damage on all
enemies. Also has a 50% chance of killing its targets.

Used by:

-Demons: HANGEDMAN Adramelech, DEATH Kishin
-Personas: EMPEROR Odin, HIEROPHANT Yama, FORTUNE Urth,
HANGEDMAN Adramelech, HANGEDMAN Azazel, DEVIL Lucifer,
TOWER Huster, TOWER Set, MOON Tsuki-Yomi

オメガクラスター (Omega Cluster) Type: Darkness
Affects all enemies. For each turn after this spell is cast, the
lowest level enemy will die.

Used by:

-Demons: LOVERS Alice
-Personas: EMPEROR Odin, LOVERS Alice, STRENGTH Vritra, DEATH Mot,
DEVIL Lucifer, TOWER Huster, ROD Nodens

カオスエレメント (Chaos Element) Type: Darkness
Affects all enemies. Inflicts an amount of damage equal to the
Persona's level X a random number between 1 and 8.

Used by:

-Demons: TOWER Shub-Niggurath
-Personas: DEVIL Beelzebub, HANGEDMAN Azazel, DEVIL Lucifer,
TOWER Huster

2.11 HP/STATUS RECOVERY SPELLS

ディア (Dia) Type: Recovery
Recovers a small amount of HP. Works on one ally. Can be used
both on the map and during battles.

Used by:

-Demons: LOVERS Pixie, TEMPERANCE Harpy, STAR Agathion,
JUDGEMENT Angel
-Personas: EMPRESS Arianrhod, LOVERS Pixie, TEMPERANCE Harpy,
MOON Maia

ディアラマ (Diarama) Type: Recovery
Recovers a moderate amount of HP. Works on one ally. Can be used
both on the map and during battles.

Used by:

-Demons: WORLD Demeter, RUMOR Kudan
-Personas: PRIESTESS Sif, EMPRESS Gaia, HIEROPHANT Genjou,
HIEROPHANT Umayado no Oji, LOVERS Vivian,
STRENGTH Otohime, MOON Maia, WORLD Demeter, CUP Dagda,
PENTACLE Ebisu

ディアラハン (Diarahan) Type: Recovery
Recovers all HP. Works on one ally. Can be used both on the map

and during battles.

Used by:

-Demons: JUDGEMENT Dominion
-Personas: PRIESTESS Lakshmi, EMPRESS Kali, HIEROPHANT Yamaoka,
FORTUNE Cerberus, FORTUNE Verdandi, MOON Artemis,
JUDGEMENT Ameretat, WORLD Hunab Ku, CUP Galahad,
PENTACLE Peri

メディア (Media) Type: Recovery
Recovers a small amount of HP. Works on all allies. Can be used
both on the map and during battles.

Used by:

-Demons: TOWER Kanaloa
-Personas: EMPRESS Nemesis, HIEROPHANT Genjou, JUSTICE Mars,
TOWER Kanaloa, STAR Iris, MOON Maia, JUDGEMENT Melchizedek,
FOOL Sartobi Sasuke, CUP Matsuo-Sama, PENTACLE Fukurokuju

メディラマ (Medirama) Type: Recovery
Recovers a moderate amount of HP. Works on all allies. Can be
used both on the map and during battles.

Used by:

-Demons: N/A
-Personas: MAGICIAN Rangda, PRIESTESS Ten Sen Nyan Nyan,
PRIESTESS Hathor, EMPEROR Baal, HIEROPHANT Varuna,
FORTUNE Skuld, MOON Maia Upgrade, JUDGEMENT Armaiti,
CUP Bacchus, PENTACLE Saraswati

メディアラハン (Mediarahan) Type: Recovery
Recovers all HP. Works on all allies. Can be used both on the
map and during battles.

Used by:

-Demons: N/A
-Personas: PRIESTESS Lakshmi, EMPEROR Vishnu, LOVERS Alice,
MOON Inanna

癒しの調べ (Iashi no Shirabe, Healing Song) Type: Recovery
Recovers a small amount of HP to all allies. Cannot be used outside
of battle.

Used by:

-Demons: STAR Kinnara
-Personas: EMPRESS Seioubo, STRENGTH Otohime, HERMIT Tistrya,
HANGEDMAN Odysseus, STAR Kinnara, STAR Ghandarva,
SUN Heimdall

慈愛の祈り (Jiai no Inori, Love Prayer) Type: Recovery
Recovers a moderate amount of HP to all allies. Cannot be used
outside of battle.

Used by:

-Demons: N/A
-Personas: PRIESTESS Izanami, FORTUNE Gyokukoujoutei,
MOON Amano Maihime, WORLD Shokuin

松竹梅 (Shouchikubai) Type: Recovery
Randomly recovers HP and all bad status, except for berserk (狂暴)

and dying (瀕死). Works on all allies. Cannot be used outside of battle.

Used by:

-Demons: N/A

-Personas: ROD Nankyoukuroujin, PENTACLE Fukurokuju, PENTACLE Ebisu

ステイティ (Stiti)

Type: Recovery

Recovers all HP and bad status, except for berserk (狂暴) and dying (瀕死). Works on all allies. Cannot be used outside of battle.

Used by:

-Demons: N/A

-Personas: EMPEROR Vishnu

スリスティ (Sristi)

Type: Recovery

Restores all dying party members, and completely recovers HP.

Used by:

-Demons: N/A

-Personas: HIEROPHANT Brahma

リフレッシュリング (Refresh Ring)

Type: Recovery

Works on one ally. Recovers all bad status, except for dying (瀕死) and wild (暴走).

Used by:

-Demons: N/A

-Personas: PRIESTESS Parvati, EMPRESS Linog, HIEROPHANT Shaka, HERMIT Tistrya, STAR Fereydoun, JUDGEMENT Gabriel, CUP Matsuo Sama, PENTACLE Peri

ポズムディ (Pozumdi)

Type: Recovery

Cures 'poison' status (猛毒). Works on one ally. Can be used both on the map and during battles.

Used by:

-Demons: N/A

-Personas: EMPEROR Marduk, HIEROPHANT Yama, LOVERS Robin Goodfellow, LOVERS Vivian, STRENGTH Ryuume, FORTUNE Verdandi, HANGEDMAN Adramelech, DEVIL Poltergeist, PENTACLE Fukurokuju

コトルディ (Cotoldi)

Type: Recovery

Cures 'possession' status (憑依). Works on one ally. Can be used both on the map and during battles.

Used by:

-Demons: N/A

-Personas: PRIESTESS Sif, PRIESTESS Parvati, EMPEROR Argat Lam, HIEROPHANT Yama, LOVERS Pixie, CHARIOT Minotaur, CHARIOT Seitentaisei, STRENGTH Ryuume, FORTUNE Skuld, JUSTICE Nata, TEMPERANCE Harpy, PENTACLE Peri

パトラ (Patra)

Type: Recovery

Cures 'sleep' (睡眠) and 'illusion' (幻影) status. Works on one ally.

Used by:

-Demons: N/A

-Personas: LOVERS Jack Frost, CHARIOT Susano-o, JUSTICE Helios,
DEVIL Surtr, JUDGEMENT Phaleg

メパトラ (Mepatra) Type: Recovery
Cures 'sleep' (睡眠) and 'illusion' (幻影) status. Works on all
allies.

Used by:

-Demons: N/A

-Personas: MAGICIAN Isis, PRIESTESS Ten Sen Nyan Nyan,
PRIESTESS Scathach, HIEROPHANT Genjou, FORTUNE Urth,
STAR Asteria, WORLD Njord, PENTACLE Fukurokuju

リカム (Re-Come) Type: Recovery
Restores one character's life and recovers 1/4 of max HP.

Used by:

-Demons: JUDGEMENT Virtue

-Personas: MAGICIAN Tengu, PRIESTESS Ten Sen Nyan Nyan,
PRIESTESS Parvati, EMPEROR Baal, HIEROPHANT Shaka,
STRENGTH Ryuume, STAR Fereydoun, MOON Maia Upgrade,
WORLD Njord, ROD Hotei

サマリカム (Sama-Re-Come) Type: Recovery
Restores one character's life and recovers all HP.

Used by:

-Demons: TEMPERANCE Phoenix, JUDGEMENT Cherubim

-Personas: PRIESTESS Lakshmi, EMPEROR Hurakan, HIEROPHANT Brahma,
STRENGTH Wonlon, FORTUNE Cerberus, FORTUNE Urth,
TEMPERANCE Phoenix, JUDGEMENT Michael, WORLD Muchalinda,
FOOL Tenjiku Tokubei, PENTACLE Saraswati

リカムドラ (Re-Come-Dora) Type: Recovery
Restores life to all characters and recovers 1/4 max HP. However,
the caster dies.

Used by:

-Demons: WORLD Uroboros

-Personas: MAGICIAN Rangda, LOVERS Vivian, TEMPERANCE Phoenix,
JUDGEMENT Gabriel, WORLD Uroboros

2.12 ASSIST MAGIC

タルカジャ (Taru-Kaja) Type: Assist
Doubles the physical attack power of one ally. The effect lasts
until the battle is over.

Used by:

-Demons: CHARIOT Rakshasa, CHARIOT Berserker, STAR Yaksha

-Personas: PRIESTESS Sif, EMPRESS Seioubo, EMPEROR Hurakan,
HIEROPHANT Yama, CHARIOT Susano-o, CHARIOT Shiva,
STRENGTH Wonlon, JUSTICE Nata, JUSTICE Pallas Athena,
STAR Hanuman, CUP Bacchus, SWORD Kanshou,
SWORD Chu Chulain

ラクカジャ (Raku-Kaja) Type: Assist
Doubles the physical defense power of one ally. The effect lasts until the battle is over.

Used by:

-Demons: CHARIOT Ogre, JUDGEMENT Archangel
-Personas: PRIESTESS Lakshmi, EMPEROR Indra, CHARIOT Taranis,
HERMIT Tenhou Gensui, HERMIT Gullinbursti, HERMIT Genbu,
FORTUNE Fenrir, STAR Hanuman, CUP Dagda, PENTACLE Ebisu

マカカジャ (Maka-Kaja) Type: Assist
Doubles the magic attack power of one ally. The effect lasts until the battle is over.

Used by:

-Demons: MAGICIAN Manannan, RUMOR Blue Mantle
-Personas: MAGICIAN Manannan, EMPEROR Odin, HIEROPHANT Aizen-Myouou,
FORTUNE Verdandi, HANGEDMAN Prometheus, TOWER Set,
MOON Tsuki-Yomi, JUDGEMENT Ameretat, WORLD Seiryuu,
FOOL Tenjiku Tokubei, PENTACLE Ebisu

サマカジャ (Sama-Kaja) Type: Assist
Doubles the magic defense power of one ally. The effect lasts until the battle is over.

Used by:

-Demons: N/A
-Personas: MAGICIAN Abe no Seimei, HIEROPHANT Brahma,
CHARIOT Seitentaisei, STRENGTH Ryuume, FORTUNE Urth,
MOON Tsuki-Yomi, JUDGEMENT Armaiti, JUDGEMENT Ameretat,
PENTACLE Saraswati

スクカジャ (Suku-Kaja) Type: Assist
Increases the AGI parameter of one ally. The effect lasts until the battle is over.

Used by:

-Demons: N/A
-Personas: HIEROPHANT Aizen-Myouou, LOVERS Pixie, LOVERS Jack Frost,
HERMIT Byakko, JUSTICE Skanda, SUN Heimdall,
FOOL Tobi Katou, SWORD Kanshou

デカジャ (De-Kaja): Type: Assist
Nullifies the effects of all 'Kaja' type spells on one enemy.

Used by:

-Demons: N/A
-Personas: EMPEROR Hurakan, EMPEROR Lug, CHARIOT Susano-o,
STAR Honir, STAR Asteria, SUN Apollo, CUP Matsuo Sama
CUP Bacchus

テトラジャ (Tetraja) Type: Assist
Works on all allies. Renders all 'light' and 'darkness' spells cast on your party ineffective.

Used by:

-Demons: N/A
-Personas: PRIESTESS Sif, PRIESTESS Scathach, EMPEROR Argat Lam,
HIEROPHANT Varuna, CHARIOT Mahakala, STRENGTH Wonlon,
FORTUNE Gyokukoujoutei, JUSTICE Skanda, STAR Kenren Taishou,

テトラカーン (Tetra-Karn) Type: Assist

Works on one ally. The recipient will be able to reflect all physical attacks.

Used by:

-Demons: EMPRESS Gaia, DEVIL Lucifuge, JUDGEMENT Power
-Personas: MAGICIAN Rangda, EMPRESS Gaia, CHARIOT Ares, JUSTICE Nata,
JUSTICE Skanda, JUSTICE Pallas Athena,
FOOL Tenjiku Tokubei, SWORD Kanshou, SWORD Futsu no Mitama

マカラカーン (Makara-Karn) Type: Assist

Works on one ally. The recipient will be able to reflect all magic attacks.

Used by:

-Demons: HANGEDMAN Kabandha, DEVIL Lucifuge, WORLD Muchalinda
-Personas: MAGICIAN Isis, PRIESTESS Hathor, HIEROPHANT Yamaoka,
LOVERS Alice, HERMIT Tistrya, FORTUNE Skuld,
WORLD Muchalinda, FOOL Tobi Katou, ROD Quetzalcoatl,
PENTACLE Ebisu

勇奮の舞 (Bravery Dance) Type: Assist

Doubles both the physical attack and magic attack power of one ally. The effect lasts until the battle is over.

Used by:

-Demons: N/A
-Personas: PRIESTESS Lakshmi, PENTACLE Saraswati

加護の舞 (Kago no Mai, Divine Protection Dance) Type: Assist

Doubles both the physical defense and magic defense power of one ally. The effect lasts until the battle is over.

Used by:

-Demons: N/A
-Personas: PRIESTESS Izanami, MOON Amano Maihime

炎の壁 (Honoo no Kabe, Fire Wall) Type: Assist

Works on all allies. All 'fire' type spells cast at the party are rendered ineffective.

Used by:

-Demons: N/A
-Personas: STRENGTH Takshaka, HERMIT Kinich Ahau, TEMPERANCE Suzaku,
DEVIL Surtr, STAR Kenren Taishou

水の壁 (Mizu no Kabe, Water Wall) Type: Assist

Works on all allies. All 'water' type spells cast at the party are rendered ineffective.

Used by:

-Demons: N/A
-Personas: PRIESTESS Parvati, HERMIT Byakko, HANGEDMAN Kabandha,
CUP Matsuo Sama

大気の壁 (Taiki no Kabe, Atmospheric Wall) Type: Assist

Works on all allies. All 'wind' type spells cast at the party are rendered ineffective.

Used by:

-Demons: N/A

-Personas: MAGICIAN Tengu, PRIESTESS Scathach, EMPRESS Arianrhod,
EMPEROR Odin, TEMPERANCE Fjalar, WORLD Seiryuu

大地の壁 (Daichi no Kabe, Earth Wall) Type: Assist
Works on all allies. All 'earth' type spells cast at the party are
rendered ineffective.

Used by:

-Demons: N/A

-Personas: EMPRESS Linog, EMPRESS Gaia, CHARIOT Minotaur,
HERMIT Genbu, FORTUNE Cerberus, WORLD Uroboros

トラフーリ (Trafuri) Type: Assist
Allows you to escape from battles. Ineffective against bosses.

Used by:

-Demons: N/A

-Personas: PRIESTESS Lakshmi, HIEROPHANT Umayado no Oji,
HIEROPHANT Mithra, HERMIT Tenhou Gensui,
TEMPERANCE Stymphalides, STAR Kinnara, MOON Inanna,
WORLD Muchalinda

エストマ (Estoma) Type: Assist
Can only be cast in field mode. Allows you to avoid random attacks
from demons of a lower level than Maya's.

Used by:

-Demons: N/A

-Personas: PRIESTESS Hathor, EMPRESS Nemesis,
HIEROPHANT Umayado no Oji, TEMPERANCE Phoenix,
WORLD Hunab Ku, ROD Hotei, SWORD Chu Chulain,
PENTACLE Peri

=====
2.13 NERVE MAGIC (神経)
=====

ドリミナー (Dorminer) Type: Nerve
Causes the 'sleep' (睡眠) status on one enemy. Works with a 52%
efficiency.

Used by:

-Demons: MAGICIAN Empusa, LOVERS Jack Lantern, DEVIL Ghost,
STAR Agathion, MOON Nightmare, ZOMBIE Zombie Junkie

-Personas: HIEROPHANT Umayado no Oji, HIEROPHANT Varuna,
LOVERS Robin Goodfellow, LOVERS Jack Lantern,
CHARIOT Ares, FORTUNE Skuld, JUSTICE Gundali Myouou,
MOON Succubus, WORLD Njord

まどろみの誘い (Sleep Invitation) Type: Nerve
Causes the 'sleep' (睡眠) status on a group of enemies. Works
with a 52% efficiency.

Used by:

-Demons: N/A

-Personas: HERMIT Gullinbursti, HANGEDMAN Odysseus, MOON Maia Upgrade,
CUP Matsuo Sama

催眠波 (Saimin Nami, Sleep Wave) Type: Nerve
Causes the 'sleep' (睡眠) status on all enemies. Works with a
44% efficiency.

Used by:

-Demons: HIEROPHANT Shaka, HANGEDMAN Zaebos, DEVIL Tzitzimitl,
MOON Succubus

-Personas: PRIESTESS Sif, HIEROPHANT Shaka, HIEROPHANT Yamaoka,
LOVERS Vivian, LOVERS Alice, HANGEDMAN Azazel, TOWER Loki,
MOON Succubus, MOON Artemis, ROD Quetzalcoatl

2.14 MIND MAGIC (精神)

プリンパ (Purinpa) Type: Mind
Causes the 'confuse' (混乱) status on one enemy. Works with a 52%
efficiency.

Used by:

-Demons: MAGICIAN Rasputin, LOVERS Puck, TEMPERANCE Stymphalides,
DEVIL Lich, MOON Nightmare, ZOMBIE Zombie DJ

-Personas: EMPEROR Argat Lam, EMPEROR Hurakan, HIEROPHANT Umayado no Oji,
HIEROPHANT Mithra, FORTUNE Verdandi, TEMPERANCE Stymphalides,
TOWER Loki, STAR Kinnara, CUP Galahad, PENTACLE Fukurokuju

マーベラスダンス (Marvelous Dance) Type: Mind
Causes the 'confuse' (混乱) status on a group of enemies. Works
with a 52% efficiency.

Used by:

-Demons: LOVERS Satyr, STAR Ghandarva, MOON Erinys

-Personas: EMPRESS Nemesis, STAR Ghandarva

回転説伝 (Kaiten Seppou, Rotating Sermon) Type: Mind
Causes the 'confuse' (混乱) status on all enemies. Works with a
44% efficiency.

Used by:

-Demons: RUMOR Kudan

-Personas: HIEROPHANT Varuna, HIEROPHANT Brahma

マリンカリン (Marin Karin) Type: Mind
Causes the 'charm' (魅感) status on one enemy. Works with a 52%
efficiency.

Used by:

-Demons: MAGICIAN Rangda, PRIESTESS Izanami, STRENGTH Kiyohime,
MOON Succubus, MOON Jahi, WORLD Demeter

-Personas: MAGICIAN Rangda, PRIESTESS Ten Sen Nyan Nyan,
PRIESTESS Izanami, FORTUNE Urth, STAR Callisto,
MOON Succubus, WORLD Demeter

投げキッス (Kiss Throw) Type: Mind
Causes the 'charm' (魅感) status on a group of enemies. Works

with a 52% efficiency.

Used by:

-Demons: HERMIT Nekomata, HANGEDMAN Adramelech, MOON Lilim
-Personas: HERMIT Nekomata, HANGEDMAN Adramelech, STAR Iris

誘惑のマズルカ (Tempting Mazurka) Type: Mind
Causes the 'charm' (魅感) status on all enemies. Works with a
44% efficiency.

Used by:

-Demons: N/A
-Personas: PRIESTESS Hathor, LOVERS Vivian, TOWER Loki, STAR Asteria

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2.15 MISCELLANEOUS STATUS SPELLS
=====

ポイズマ (Poizuma) Type: All-Purpose
Causes the 'poison' (猛毒) status on one enemy.

Used by:

-Demons: TOWER Blob, TOWER Shogos
-Personas: MAGICIAN Agrippa, LOVERS Robin Goodfellow,
HERMIT Tenhou Gensui, STAR Callisto, CUP Galahad

混濁の瘴気 (Turbid Miasma) Type: All-Purpose
Causes the 'poison' (猛毒) status on a group of enemies.

Used by:

-Demons: MAGICIAN Whateley, TOWER Shub-Niggurath
-Personas: HERMIT Genbu, TOWER Kanaloa, ROD Nodens

ポイズンブレス (Poison Breath) Type: All-Purpose
Causes the 'poison' (猛毒) status on all enemies.

Used by:

-Demons: STRENGTH Python, STRENGTH Fafnir, STRENGTH Vasuki,
HERMIT Catoblepas, WORLD Cockatrice, WORLD Uroboros
-Personas: STRENGTH Vritra, FORTUNE Fenrir, WORLD Uroboros,
WORLD Shokuin

マフーイ (Mafui) Type: All-Purpose
Causes the 'magic-sealing' (魔封) status on one enemy.

Used by:

-Demons: TEMPERANCE Stymphalides, DEVIL Phantom, STAR Ghandarva
-Personas: HIEROPHANT Genjou, HIEROPHANT Shaka, TEMPERANCE Stymphalides,
STAR Callisto

マジックシール (Magic Seal) Type: All-Purpose
Causes the 'magic-sealing' (魔封) status on a group of enemies.

Used by:

-Demons: DEVIL Lucifuge, TOWER Aeshma, SUN Vairochana
-Personas: FORTUNE Gyokukoujoutei, HANGEDMAN Prometheus,
DEATH Charon, TOWER Aeshma, MOON Tsuki-Yomi,

精霊召喚 (Spirit Summon) Type: All-Purpose
Causes the 'magic-sealing' (魔封) status on all enemies.

Used by:

-Demons: MAGICIAN Agrippa
-Personas: MAGICIAN Agrippa, MAGICIAN Abe no Seimei, JUDGEMENT Gabriel,
ROD Nankyokuroujin, PENTACLE Ebisu

バルザック (Berserk) Type: All-Purpose
Causes the 'berserk' (狂暴) status on one enemy.

Used by:

-Demons: LOVERS Robingoodfellow, CHARIOT Ares, MOON Pairika
-Personas: MAGICIAN Manannan, EMPEROR Marduk, CHARIOT Ares,
TOWER Aeshma, MOON Pairika, WORLD Hunab Ku,
CUP Matsuo Sama, CUP Bacchus

悪魔の微笑み (Akuma no hohoemi, Demon's Smile) Type: All-Purpose
Causes the 'berserk' (狂暴) status on a group of enemies.

Used by:

-Demons: RUMOR Teke Teke
-Personas: LOVERS Jack Lantern, HANGEDMAN Barbatos, HANGEDMAN Azazel

雄叫び (Osakebi, War Cry) Type: All-Purpose
Causes the 'berserk' (狂暴) status on all enemies.

Used by:

-Demons: CHARIOT Minotaur, CHARIOT Berserker, STRENGTH Python,
HERMIT Kinich Ahau, FORTUNE Orthros, DEATH Hunhau
-Personas: CHARIOT Minotaur, CHARIOT Taranis, CHARIOT Mahakala,
STRENGTH Cuelebre, HERMIT Gullinbursti, HERMIT Kinich Ahau,
FORTUNE Fenrir, HANGEDMAN Shax, TEMPERANCE Fjalar,
TEMPERANCE Stymphalides, CUP Dagda

イルゾーン (Ill Zone) Type: All-Purpose
Causes the 'illusion' (幻影) status on one enemy.

Used by:

-Demons: DEVIL Poltergeist, MOON Nightmare
-Personas: MAGICIAN Tengu, HIEROPHANT Genjou, HANGEDMAN Odysseus,
DEVIL Poltergeist, CUP Bacchus

蜃気楼 (Shinkirou, Mirage) Type: All-Purpose
Causes the 'illusion' (幻影) status on a group of enemies.

Used by:

-Demons: RUMOR 100 Kilo Babaa
-Personas: PRIESTESS Ten Sen Nyan Nyan, PRIESTESS Izanami,
EMPRESS Linog, LOVERS Robin Goodfellow, JUSTICE Hyperion,
HANGEDMAN Shax, TOWER Aeshma, WORLD Demeter,
FOOL Fuuma Kotarou, ROD Nankyokuroujin, SWORD Kanshou

ミラージュブレス (Mirage Breath) Type: All-Purpose
Causes the 'illusion' (幻影) status on all enemies.

Used by:

-Demons: FORTUNE Orthros

-Personas: STRENGTH Ryuume, STRENGTH Otohime, SUN Kinich Kakmo,
WORLD Uroboros, WORLD Shokuin

2.16 INSTANT DEATH SPELLS (NO AFFINITY)

マルチディメンション (Multi-Dimension) Type: None
Causes the 'near-death' (瀕死) status on one enemy.

Used by:

-Demons: N/A

-Personas: FORTUNE Skuld, MOON Maia, MOON Maia Upgrade,
JUDGEMENT Michael

石化にらみ (Sekka Nirami, Petrifying Glare) Type: None
Causes the 'near-death' (瀕死) status on a group of enemies.

Used by:

-Demons: STRENGTH Fafnir, HERMIT Catoblepas

-Personas: DEVIL Beelzebub

アナザディメンション (Another Dimension) Type: None
Causes the 'near-death' (瀕死) status on all enemies.

Used by:

-Demons: LOVERS Alice

-Personas: LOVERS Alice, DEVIL Lucifer

2.17 RUMOR MAGIC (噂)

The following spells can only be obtained by spreading rumors in various locations of the game. You can obtain these rumors by negotiating with demons (use the contract/ask for information method).

After you learn these spells, you could continue to spread rumors to determine the spell's strength. You could make a spell strong, weak, or usable in fusion magic. My suggestion to make each rumor spell usable in combos...

アトミックブフーラ (Atomic Bufura) Type: ????
Appears to be the 'Bufura' spell, but different...

Used by: LOVERS Jack Frost (Demon and Persona)

Where to Obtain Rumors: Club Zodiac, Shelter Area 2

ワンダフルアクエス (Wonderful Aques) Type: ????
Appears to be the 'Aques' spell, but different...

Used by: TOWER Kanaloa (Demon and Persona)

Where to Obtain Rumors: Underground Sewers (Nanjou's Route),
Shelter Area 3

ダイナミックアギラオ (Dynamic Agirao) Type: ????

Appears to be the 'Agirao' spell, but different...

Used by: LOVERS Jack Lantern (Demon and Persona)
Where to Obtain Rumors: Sumaru TV (Ellie's Route),
Shelter Area 3

ウルトラフレイラ (Ultra Flaila) Type: ????
Appears to be the 'Flaila' spell, but different...

Used by: WORLD Demeter (Demon and Persona)
Where to Obtain Rumors: Smile Hirasaka, Shelter Area 4

デンジャラスガルーラ (Dangerous Garura) Type: ????
Appears to be the 'Garura' spell, but different...

Used by: TEMPERANCE Stymphalides (Demon and Persona)
Where to Obtain Rumors: Nichinmaru, Shelter Area 5

グレートマグナス (Great Magunasu) Type: ????
Appears to be the 'Magunasu' spell, but different...

Used by: HANGEDMAN Barbatos (Demon and Persona)
Where to Obtain Rumors: Undersea Ruins, Shelter Area 5

ハイパージオンガ (Hyper Jionga) Type: ????
Appears to be the 'Jionga' spell, but different...

Used by: DEATH Ankou (Demon and Persona)
Where to Obtain Rumors: Iwado Mountain, Shelter Area 6

超メギド (Super Megido) Type: ????
Appears to be the 'Megido' spell, but different...

Used by: MOON Succubus (Demon and Persona)
Where to Obtain Rumors: Iwado Mountain, Shelter Area 6

III. PHYSICAL ATTACKS LIST

=====

3.1 SWORD ATTACKS (剣撃)

=====

一文字斬り (Ichimonji Kiri, Straight Slash) Type: Sword
Inflicts a small amount of sword damage against one enemy.

Used by:

- Demons: CHARIOT Ogre, CHARIOT Taranis, STAR Valkyrie,
JUDGEMENT Archangel
 - Personas: EMPRESS Arianrhod, EMPRESS Linog, EMPEROR Argat Lam,
EMPEROR Hurakan, EMPEROR Lug, CHARIOT Taranis,
CHARIOT Seitentaisei, CHARIOT Ares, HERMIT Tenhou Gensui,
JUSTICE Mars, DEVIL Surtr, TOWER Set, STAR Honir,
STAR Valkyrie, SUN Suou Tatsunojin, SWORD Kanshou
-

剛切断 (Gousetsudan, Strong Cut) Type: Sword
Inflicts a moderate amount of sword damage against one enemy.

Used by:

-Demons: TOWER Tezcatlipoca, STAR Valkyrie, WORLD Leviathan
-Personas: CHARIOT Susano-o, CHARIOT Mahakala, FORTUNE Gyokukoujoutei,
JUSTICE Skanda, JUSTICE Pallas Athena, DEATH Ankou,
DEATH Mot, STAR Valkyrie, SUN Suou Tatsunojin,
FOOL Fuuma Kotarou, SWORD Futsu no Mitama

二段突き (Nidan Tsuki, 2-hit thrust) Type: Sword
Inflicts a large amount of sword damage against one enemy.

Used by:

-Demons: FORTUNE Wanyuudou, JUDGEMENT Throne
-Personas: CHARIOT Seitentaisei, HERMIT Tenhou Gensui,
STAR Kenren Taishou, JUDGEMENT Phaleg,
JUDGEMENT Melchizedek, SWORD Arthur

ツインスラッシュ (Twin Slash) Type: Sword
Inflicts a very large amount of sword damage against one enemy.

Used by:

-Demons: CHARIOT Ares, HANGEDMAN Zaebos, STAR Honir
-Personas: EMPEROR Marduk, CHARIOT Ares, JUSTICE Mars, STAR Honir,
STAR Fereydoun, JUDGEMENT Melchizedek, WORLD Njord,
CUP Galahad, SWORD Arthur

利剣乱舞 (Sword Dance) Type: Sword
Inflicts a small amount of sword damage on a group of enemies.

Used by:

-Demons: MAGICIAN Tengu, CHARIOT Rakshasa, STAR Yaksha
-Personas: MAGICIAN Tengu, EMPRESS Kali, EMPEROR Indra,
EMPEROR Vishnu, HIEROPHANT Yama, CHARIOT Shiva,
JUSTICE Skanda, JUSTICE Bishamonten, FOOL Tobi Katou,
FOOL Fuuma Kotarou, SWORD Kanshou, SWORD Futsu no Mitama

ヒートウェイブ (Heat Wave) Type: Sword
Inflicts a small amount of sword damage on a group of enemies.

Used by:

-Demons: DEATH Ankou, TOWER Tezcatlipoca, JUDGEMENT Principality,
JUDGEMENT Dominion, RUMOR Blue Mantle
-Personas: EMPEROR Hurakan, CHARIOT Susano-o, CHARIOT Mahakala,
JUSTICE Gundali Myouou, JUSTICE Bishamonten,
HANGEDMAN Azazel, DEATH Ankou, DEVIL Surtr, STAR Valkyrie,
JUDGEMENT Gabriel, ROD Quetzalcoatl,
CUP Galahad, SWORD Chu Chulain, SWORD Arthur

デスバウンド (Death Bound) Type: Sword
Inflicts a small amount of sword damage on all enemies.

Used by:

-Demons: EMPEROR Odin, CHARIOT Berserker, DEATH Ah Puch, DEVIL Sw
-Personas: EMPRESS Kali, EMPEROR Odin, EMPEROR Lug, CHARIOT Mahakala,
CHARIOT Shiva, JUSTICE Pallas Athena, DEATH Mot,
TOWER Set, SUN Il-Dana, FOOL Fuuma Kotarou, SWORD Kanshou,
SWORD Chu Chulain, SWORD Futsu no Mitama

ギロチンフェイク (Guillotine Fake) Type: Sword
Inflicts an extremely large amount of sword damage on all enemies.

Used by:

-Demons:

-Personas: HANGEDMAN Azazel

プララヤ (Pralaya) Type: Sword
Random kills 1-3 enemies in battle.

Used by:

-Demons: N/A

-Personas: CHARIOT Shiva

=====
3.2 GUN ATTACKS (飛具)
=====

シングルショット (Single Shot) Type: Gun
Inflicts a small amount of gun damage on one enemy.

Used by:

-Demons: HUMAN Liu Mang, HUMAN Garrison

-Personas: JUSTICE Helios

フレアショット (Flare Shot) Type: Gun
Inflicts a small amount of gun damage on one enemy. Also has a
68% chance of causing the 'illusion' (幻影) status.

Used by:

-Demons: HUMAN Tenchuugun Myoujou

-Personas: JUSTICE Hyperion

トリプルダウン (Triple Down) Type: Gun
Inflicts an extremely large amount of gun damage on one enemy.

Used by:

-Demons: HANGEDMAN Barbatos, DEVIL Dairokuten Maou,
HUMAN Tenchuugun Mochizuki, HUMAN Tenchuugun Myoujou,
HUMAN Tenchuugun Akatsuki

-Personas: EMPRESS Nemesis, JUSTICE Hyperion, HANGEDMAN Barbatos,

ねらいうち (Nerai Uchi, Aimed Attack) Type: Gun
Has a 20% chance of killing one enemy.

Used by:

-Demons: DEVIL Dairokuten Maou

-Personas: HANGEDMAN Barbatos

刹那五月雨撃 (Instant Summer Rain Attack) Type: Gun
Inflicts a large amount of gun damage against all enemies.

Used by:

-Demons: EMPRESS Gaia, HANGEDMAN Procell, SUN Vairochana,
JUDGEMENT Cherubim

-Personas: EMPRESS Gaia, HIEROPANT Yamaoka, SUN Vairochana

ジャスティスショット (Justice Shot)

Type: Gun

Drops one enemy's HP down to 1. Works with a 48% efficiency.

Used by:

-Demons: N/A

-Personas: JUSTICE Hyperion

3.3 FIST ATTACKS (打撃)

ひっかき (Hikkaki, Scratch)

Type: Fist

Inflicts a small amount of fist damage against one enemy.

Used by:

-Demons: HERMIT Ratatosk, HERMIT Nekomata, HANGEDMAN Adramelech,
TEMPERANCE Harpy

-Personas: MAGICIAN Rangda, HIEROPHANT Umayado no Oji, LOVERS Alice,
HERMIT Nekomata, JUSTICE Helios, HANGEDMAN Adramelech,
TEMPERANCE Harpy, STAR Iris, MOON Maia Upgrade

毒ひっかき (Doku Hikkaki, Poison Scratch)

Type: Fist

Inflicts a small amount of fist damage against one enemy, and also has a 58% chance of causing the poison status.

Used by:

-Demons: STRENGTH Azi Dahaka, ZOMBIE Zombie Junkie, RUMOR Teke Teke

-Personas: HERMIT Nekomata, STAR Hanuman

マヒひっかき (Mahi Hikkaki, Tranquilizing Scratch)

Type: Fist

Inflicts a small amount of fist damage against one enemy, and also has a 42% chance of causing the sleep status.

Used by:

-Demons: ZOMBIE Zombie DJ

-Personas: HIEROPHANT Umayado no Oji, TEMPERANCE Harpy, MOON Pairika

ソニックパンチ (Sonic Punch)

Type: Fist

Inflicts a moderate amount of fist damage on one enemy.

Used by:

-Demons: LOVERS Jack Frost, CHARIOT Minotaur

-Personas: HIEROPHANT Aizen-Myouou, LOVERS Jack Frost,
CHARIOT Minotaur, JUSTICE Nata, DEVIL Poltergeist

ギガンフィスト (Gigan Fist)

Type: Fist

Inflicts a large amount of fist damage on one enemy.

Used by:

-Demons: DEVIL Tzitzimitl

-Personas: SUN Apollo. CUP Dagda

ブレインシェイク (Brain Shake)

Type: Fist

Inflicts a moderate amount of fist damage on one enemy, and also has a 32% chance of causing the 'confuse' (混乱) status.

Used by:

-Demons: CHARIOT Taras, JUDGEMENT Power

-Personas: CHARIOT Minotaur, JUSTICE Nata

バイパースマッシュ (Viper Smash) Type: Fist
Inflicts an extremely large amount of fist damage on one enemy.

Used by:

-Demons: CHARIOT Taras

-Personas: CUP Dagda

秘孔突き (Secret Hole Thrust) Type: Fist
Has a 20% chance of killing one enemy.

Used by:

-Demons: LOVERS Satyr

-Personas: FOOL Tenjiku Tokubei, FOOL Fuuma Kotarou

3.4 THROWING WEAPON ATTACKS (投具)

九十九針 (99 Needles) Type: Throw
Inflicts a small amount of 'throwing weapon' type damage on one enemy.

Used by:

-Demons: STRENGTH Kiyohime

-Personas: PRIESTESS Ten Sen Nyan Nyan, STRENGTH Otohime,
HANGEDMAN Odysseus, HANGEDMAN Prometheus, TOWER Kanaloa,
WORLD Demeter

邪毒針 (Poison Needle) Type: Throw
Inflicts a small amount of 'throwing weapon' type damage on one enemy, also has a 58% chance of causing the 'poison' status.

Used by:

-Demons: TEMPERANCE Camazotz

-Personas: TOWER Loki, MOON Tsuki-Yomi, FOOL Sarutobi Sasuke,
FOOL Kuroda Junosuke

夢見針 (Dream Needle) Type: Throw
Inflicts a small amount of 'throwing weapon' type damage on one enemy. Also has a 42% chance of causing the 'sleep' status.

Used by:

-Demons: N/A

-Personas: MAGICIAN Abe no Seimei, PRIESTESS Ten Sen Nyan Nyan,
EMPRESS Seioubo, STRENGTH Otohime, STAR Asteria,
ROD Hotei, PENTACLE Saraswati

秘孔針 (Secret Hole Needle) Type: Throw
Has a 20% chance of killing one enemy.

Used by:

-Demons: PRIESTESS Izanami

-Personas: MAGICIAN Abe no Seimei, PRIESTESS Izanami,
FOOL Sartobi Sasuke, FOOL Kuroda Junosuke

旋回速弾 (Quick Rotation of Bullets) Type: Throw

Inflicts a small amount of 'throw' type damage on all enemies.

Used by:

-Demons: N/A

-Personas: PRIESTESS Scathach, HIEROPHANT Varuna,
JUSTICE Gundali Myouou, SUN Surya, FOOL Sartobi Sasuke

高天烈風弾 (Heaven's Gale Shot) Type: Throw

Inflicts a moderate amount of 'throwing weapon' type damage on all enemies.

Used by:

-Demons: HERMIT Apaosha, MOON Jahi

-Personas: EMPRESS Seioubo, FORTUNE Gyokukoujoutei, STAR Hanuman,
STAR Fereydoun

封魔の御札 (Magic Seal Tag) Type: Throw

Inflicts a small amount of 'throwing weapon' damage on one enemy. Also has a 32% chance of causing the 'magic-sealing' (魔封) status.

Used by:

-Demons: N/A

-Personas: MAGICIAN Abe no Seimei

ワイズマンスナップ (Wise Man Snap) Type: Throw

Inflicts an extremely large amount of 'throw' type damage on one enemy.

Used by:

-Demons: N/A

-Personas: HANGEDMAN Prometheus

=====
3.5 BATTLE ARTS
=====

消化液 (Digesting Liquid) Type: Battle Art

Inflicts a small amount of damage on one enemy. Also has a 28% chance of causing the 'poison' status.

Used by:

-Demons: TOWER Blob, TOWER Ochre Jelly

-Personas: STRENGTH Takshaka

かみつき (Kamitsuki, Bite) Type: Battle Art

Inflicts a small amount of damage on one enemy.

Used by:

-Demons: STRENGTH Apep, STRENGTH Cuelebre, HERMIT Catoblepas,
FORTUNE Cerberus, HANGEDMAN Kabandha

-Personas: STRENGTH Cuelebre, STRENGTH Vritra, HERMIT Byakko,
FORTUNE Cerberus, HANGEDMAN Kabandha, WORLD Seiryuu

毒かみつき (Doku Kamitsuki, Poison Bite) Type: Battle Art

Inflicts a small amount of damage on one enemy. Also has a 58% chance of causing the 'poison' status.

Used by:

-Demons: HERMIT Cwn Annwn, FORTUNE Orthros
-Personas: HIEROPHANT Varuna, STRENGTH Takshaka,

マヒかみつぎ (Mahi Kamitsuki, Tranquilizing Bite) Type: Battle Art
2nd Tyoe: Nerve

Inflicts a small amount of damage on one enemy. Also has a 42% chance of causing the 'sleep' status.

Used by:

-Demons: STRENGTH Vasuki, HERMIT Kinich Ahau, FORTUNE Fenrir,
MOON Pairika, RUMOR Tsuchinoko
-Personas: STRENGTH Cuelebre, HERMIT Genbu, HERMIT Kinich Ahau,
FORTUNE Fenrir

体当たり (Taiatari, Body Blow) Type: Battle Art
Inflicts a moderate amount of damage on one enemy.

Used by:

-Demons: CHARIOT Minotaur, CHARIOT Taranis, CHARIOT Girimekara,
FORTUNE Orthros, FORTUNE Fenrir, HANGEDMAN Kabandha
ZOMBIE Zombie Jogakusei
-Personas: CHARIOT Minotaur, CHARIOT Taranis, HERMIT Kinich Ahau,
FORTUNE Cerberus, FORTUNE Fenrir, JUSTICE Nata,
HANGEDMAN Kabandha, TEMPERANCE Fjalar, JUDGEMENT Armaiti,
FOOL Tenjiku Tokubei

アサルトダイブ (Assault Dive) Type: Battle Art
Inflicts a moderate amount of damage on one enemy.

Used by:

-Demons: TEMPERANCE Vucub Caquix, TEMPERANCE Kau, TOWER Seker
-Personas: TEMPERANCE Phoenix, TOWER Seker

串刺し (Skewer) Type: Battle Art
Inflicts a small amount of damage on one enemy. Also has a 20% chance of killing its target.

Used by:

-Demons: TOWER Kanaloa, WORLD Kraken, WORLD Uroboros
-Personas: STRENGTH Wonlon, TOWER Kanaloa, WORLD Uroboros

はばたき (Habataki, Wing Flap) Type: Battle Art
Inflicts a small amount of damage on all enemies.

Used by:

-Demons: STRENGTH Cuelebre, STRENGTH Python, TEMPERANCE Fjalar,
TEMPERANCE Vucub Caquix, TOWER Seker, WORLD Cockatrice
-Personas: STRENGTH Cuelebre, TEMPERANCE Fjalar, TEMPERANCE Phoenix,
TEMPERANCE Suzaku, TOWER Seker, SUN Kinich Kakmo

電光石火 (Denkousekka, Lightning Speed) Type: Battle Art
Inflicts a small amount of damage on all enemies. Also has a 32% chance of causing the 'shock' status.

Used by:

-Demons: DEATH Hunhau, RUMOR 100 Kilo Babaa, RUMOR 200 Kilo Jijii
-Personas: HERMIT Gullinbursti, JUDGEMENT Armaiti

大暴れ (Great Rage) Type: Battle Art
Inflicts a moderate amount of damage against all enemies.

Used by:

-Demons: STRENGTH Fafnir, FORTUNE Fenrir, DEVIL Lich, RUMOR Tsuchinoko
-Personas: STRENGTH Wonlon, FORTUNE Fenrir, WORLD Uroboros

光子砲 (Photon Cannon) Type: Battle Art
Inflicts a large amount of damage against all enemies.

Used by:

-Demons: STRENGTH Takshaka, DEVIL Byakhee
-Personas: EMPEROR Baal, HIEROPHANT Mithra, STRENGTH Takshaka,
DEVIL Lucifer, JUDGEMENT Satan

メガトンプレス (Megaton Press) Type: Battle Art
Inflicts an extremely large amount of damage against all enemies.

Used by:

-Demons: CHARIOT Taras, STRENGTH Azi Dahaka
-Personas: WORLD Shokuin

IV. MAGIC COMBOS LIST

=====

4.1 FIRE-BASED COMBOS (火炎)

=====

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

Order: 1. Any 'fire' (火炎) spell
----> 2. Any 'fire' (火炎) spell

タワーインフェルノ (Tower Inferno) Type: Fire
A fire-based combo that attacks one enemy. The damage inflicted by this combo is partially determined by the strength of the 'fire' spell used (eg. a 'Tower Inferno' combo in which the final spell is 'Agirao' would be stronger than a similar combo in which the final spell is 'Agi').

Order: 1. Any 'wind' (疾風) spell
----> 2. Any 'earth' (地変) spell
----> 3. Any 'Fire' (火炎) Spell

ロワゾー・ド・フー (L'oiseau de feu, Bird of Fire) Type: Fire
Inflicts a large amount of 'fire' damage on all enemies.

Order: 1. Any 'Fire' (火炎) spell
----> 2. Any 'earth' (地変) spell
----> 3. Maharagi (マハラギ)

メガブレイズ (Megablaze) Type: Fire
Inflicts a large amount of 'fire' damage on all enemies. Stronger than the 'L'oiseau de feu' combo.

Order: 1. Any 'Fire' (火炎) spell
----> 2. Any 'earth' (地変) spell
----> 3. Maharagion (マハラギオン)

メルトダウン (Meltdown) Type: Fire
Inflicts an extremely large amount of 'fire' damage on all enemies.

Order: 1. Any 'fire' (火炎) spell
----> 2. Any 'earth' (地変) spell
----> 3. Maharagidhain (マハラギダイン)

メガロファイア (Megalofire) Type: Fire
Kills all enemies with an almost 100% efficiency. Ineffective against enemies that are strong against 'fire'.

Order: 1. Any 'fire' (火炎) spell
----> 2. Any 'all-purpose' (万能) attack spell
----> 3. Deadly Burn (デッドリーバーン)

サラマンダー (Salamander) Type: Fire
A special combo in which you summon a 'Salamander', an elemental spirit of fire. The damage inflicted by this combo is determined by the levels of the casters.

Order: 1. Dynamic Agirao (ダイナミックアギラオ, LOVERS Jack Lantern)
----> 2. Spirit Summon (精霊召喚)

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

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4.2 WATER-BASED COMBOS (水撃)

=====

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

Order: 1. Any 'water' (水撃) spell
----> 2. Any 'water' (水撃) spell

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

Order: 1. Any 'earth' (地変) spell
----> 2. Any 'wind' (疾風) spell
----> 3. Any 'water' (水撃) spell

疾駆水爪破 (Rapid Water Claw) Type: Water
Inflicts a large amount of 'water' damage against all enemies.

Order: 1. Any 'water' (水撃) spell
----> 2. Any 'wind' (疾風) spell
----> 3. Maha-Aqua (マハアクア)

タイダルウェイブ (Tidal Wave) Type: Water
Inflicts a large amount of 'water' damage against all enemies.
Stronger than the 'Rapid Water Claw' combo.

Order: 1. Any 'water' (水撃) spell
----> 2. Any 'wind' (疾風) spell
----> 3. Maha-Aques (マハアクエス)

ベインスプラッシュ (Bane Splash) Type: Water
Inflicts an extremely large amount of 'water' damage against all enemies.

Order: 1. Any 'water' (水撃) spell
----> 2. Any 'wind' (疾風) spell
----> 3. Maha-Aqudhain (マハアクダイン)

メイルストローム (Maelstrom) Type: Water
Kills all enemies with an almost 100% efficiency. Ineffective against enemies that are strong against water.

Order: 1. Any 'water' (水撃) spell
----> 2. Any 'all-purpose' (万能) spell
----> 3. Aquaritide (アクアライド)

ウンディーネ (Undine) Type: Water
A special combo in which you summon an 'Undine', an elemental spirit of water. Affects all enemies. Damage is determined by the levels of the casters.

Order: 1. Wonderful Aques (ワンダフルアクエス, TOWER Kanaloa)
----> 2. Spirit Summon (精霊召喚)

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

4.3 WIND-BASED COMBOS (疾風)

龍飛天翔 (Flying Dragon) Type: Wind
A wind-based combo attack that affects one enemy. Damage is partially determined by the strength of its component spells (eg. a 'Flying Dragon' combo that uses two 'Garura' spells would be

stronger than a combo that just uses two 'Garu' spells).

Order: 1. Any 'wind' (疾風) spell
----> 2. Any 'wind' (疾風) spell

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

Order: 1. Any 'fire' (火炎) spell
----> 2. Any 'water' (水撃) spell
----> 3. Any 'wind' (疾風) spell

真空波 (Vacuum Wave) Type: Wind
Inflicts a large amount of 'wind' damage on all enemies.

Order: 1. Any 'wind' (疾風) spell
----> 2. Any 'water' (水撃) spell
----> 3. Mahagaru (マハガル)

マキシテンペスト (Maxi-tempest) Type: Wind
Inflicts a large amount of 'wind' damage on all enemies. Stronger than the 'Vacuum Wave' combo.

Order: 1. Any 'wind' (疾風) spell
----> 2. Any 'water' (水撃) spell
----> 3. Mahagarura (マハガルルーラ)

ギガサイクロン (Giga-cyclone) Type: Wind
Inflicts an extremely large amount of 'wind' damage on all enemies.

Order: 1. Any 'wind' (疾風) spell
----> 2. Any 'water' (水撃) spell
----> 3. Mahagarudhain (マハガルダイン)

ストームナイトメア (Storm Nightmare) Type: Wind
Kills all enemies with an almost 100% efficiency. Ineffective against enemies that are strong against wind.

Order: 1. Any 'wind' (疾風) spell
----> 2. Any 'all-purpose' (万能) spell
----> 3. Twinkle Nebula (ツインクルネビュラ, STAR Asteria)

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

Order: 1. Dangerous Garura (デンジャラスガルルーラ, TEMPERANCE Stymphalides)
----> 2. Spirit Summon (精霊召喚)

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

4.4 EARTH-BASED SPELLS (地変)

尖鋭奇岩 (Sharp Rock)

Type: Earth

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

Order: 1. Any 'earth' (地変) spell
----> 2. Any 'earth' (地変) spell

ストーンライズ (Stone Rise)

Type: Earth

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

Order: 1. Any 'water' (水撃) spell
----> 2. Any 'Fire' (火炎) spell
----> 3. Any 'earth' (地変) spell

ランドスパーク (Land Spark)

Type: Earth

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

Order: 1. Any 'earth' (地変) spell
----> 2. Any 'fire' (火炎) spell
----> 3. Mahamaguna (マハマグナ)

クラッグファング (Crag Fang)

Type: Earth

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

Order: 1. Any 'earth' (地変) spell
----> 2. Any 'fire' (火炎) spell
----> 3. Mahamagunasu (マハマグナス)

ラストクエイク (Last Quake)

Type: Earth

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

Order: 1. Any 'earth' (地変) spell
----> 2. Any 'fire' (火炎) spell
----> 3. Mahamagudhain (マハマグダイン)

ヘルデザート (Hell Desert)

Type: Earth

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

Order: 1. Any 'earth' (地変) spell
----> 2. Any 'all-purpose' (万能) spell
----> 3. Anger of the Earth (大地の怒り)

ノーム (Gnome)

Type: Earth

A special combo in which you summon a 'Gnome', an elemental spirit

of earth. Affects all enemies. Damage is determined by the levels of the casters.

Order: 1. Great Magunasu (グレートマグナス, HANGEDMAN Barbatos)
---> 2. Spirit Summon (精霊召喚)

Note: In order for this combo to work, you'll need to obtain and spread the 2 rumors "Barbatos can use Great Magunasu.", and "Great Magunasu could be used in fusion magic." You could obtain these rumors by talking to demons in the Undersea Ruins, or in the 5th area of the Shelter.

4.5 ICE-BASED COMBOS (氷結)

アイスブラスト (Ice Blast) Type: Ice
Inflicts a large amount of 'ice' damage on all enemies. Damage is partially determined by the strength of its component spells (eg. an Ice Blast combo using two 'Bufura' spells is stronger than one using just two 'Bufu' spells. Also has a 40% chance of causing 'freeze' (氷結) status.

Order: 1. Any 'ice' (氷結) spell
---> 2. Any 'ice' (氷結) spell

アイスクラッシュ (Ice Crush) Type: Ice
Inflicts a large amount of 'ice' damage on all enemies. Also has a 40% chance of causing the 'freeze' (氷結) status.

Order: 1. Any 'ice' (氷結) spell
---> 2. Any 'all-purpose' (万能) attack spell
---> 3. Diamond Dust (ダイヤモンドダスト)

アイスジハード (Ice Jihad) Type: Ice
Inflicts an extremely large amount of 'ice' damage on all enemies. Also has a 40% chance of causing the 'freeze' (氷結) status.

Order: 1. Any 'ice' (氷結) spell
---> 2. Any 'all-purpose' (万能) attack spell
---> 3. Lily's Jail (リリースジェイル)

キングフロスト (King Frost) Type: Ice
A special combo in which you summon the 'King Frost'. Affects all enemies. Damage is determined by the levels of the casters.

Order: 1. Atomic Bufura (LOVERS Jack Frost)
---> 2. Spirit Summon (精霊召喚)

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

4.6 LIGHTNING BASED COMBOS (電撃)

サンダーブラスト (Thunder Blast) Type: Lightning
Inflicts a large amount of 'lightning' damage on all enemies.
Also has a 40% chance of causing the 'shock' status.

Order: 1. Any 'Lightning' (電撃) spell
----> 2. Any 'Lightning' (電撃) spell

サンダークラッシュ (Thunder Crush) Type: Lightning
Inflicts a large amount of 'lightning' damage on all enemies.
Also has a 40% chance of causing the 'shock' status.

Order: 1. Any 'lightning' (電撃) spell
----> 2. Any 'all-purpose' (万能) attack spell
----> 3. Thunder Baptism (雷の洗礼)

サンダージハード (Thunder Jihad) Type: Lightning
Inflicts an extremely large amount of 'lightning' damage on all
enemies. Also has a 40% chance of causing the 'shock' status.

Order: 1. Any 'lightning' (電撃) spell
----> 2. Any 'all-purpose' (万能) attack spell
----> 3. Guardian Hammer (ガーディアンハンマー)

タケミカヅチ (Takemikazuchi) Type: Lightning
A special combo in which you summon the Japanese thunder god.
Affects all enemies. Damage is determined by the level of the
casters.

Order: 1. Hyper Jionga (ハイパージオンガ, DEATH Ankou)
----> 2. Spirit Summmon (精霊召喚)

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

4.7 HEAT BASED COMBOS (核熱)

ヒートブラスト (Heat Blast) Type: Heat
Inflicts large amounts of 'heat' damage on all enemies.

Order: 1. Any 'Heat' (核熱) spell
----> 2. Any 'Heat' (核熱) spell

ヒートクラッシュ (Heat Clash) Type: Heat
Inflicts large amounts of 'heat' damage on all enemies.

Order: 1. Any 'Heat' (核熱) spell
----> 2. Any 'all-purpose' (万能) attack spell
----> 3. Heat Kaiser (ヒートカイザー)

ヒートジハード (Heat Jihad) Type: Heat

Inflicts extremely large amounts of 'heat' damage on all enemies.

Order: 1. Any 'Heat' (核熱) spell
---> 2. Any 'all-purpose' (万能) attack spell
---> 3. Nuclear Missile (ニュークリアミサイル)

ヒノカグツチ (Hinokagutsuchi) Type: Heat
A special combo in which you summon the Japanese god of fire.
Affects all enemies. Damage is determined by the level of the
casters.

Order: 1. Ultra Flaila (ウルトラフレイラ), WORLD Demeter
---> 2. Spirit Summon (精霊召喚)

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

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4.8 MISCELLANEOUS ATTACK COMBOS
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ゴッドハンド (God Hand) Type: All-Purpose
Inflicts large amounts of damage against all enemies.

Order: 1. Any 'all-purpose' (万能) attack spell
---> 2. High Pressure (ハイプレッシャー)

メテオクラッシュ (Meteor Clash) Type: All-Purpose
Inflicts extremely large amounts of damage against all enemies.

Order: 1. Any 'fire' (火炎) spell
---> 2. Any 'earth' (地変) spell
---> 3. Asteroid Bomb (アステロイドボム)

パンテオン (Pantheon) Type: All-Purpose
2nd Type: Light
Inflicts large amounts of damage against all enemies.

Order: 1. Any 'light' (神聖) spell
---> 2. Any all-purpose (万能) attack spell
---> 3. Hierosuguryupein (ヒエロスグリュペイン)

パンデモニウム (Pandemonium) Type: All-Purpose
2nd Type: Darkness
Inflicts large amounts of damage against all enemies.

Order: 1. Any 'darkness' (暗黒) spell
---> 2. Any 'all-purpose' (万能) attack spell
---> 3. Chaos Element (カオスエレメント)

ハチマン (Hachiman) Type: All-Purpose
A special combo in which you summon the Japanese god of war. Affects
all enemies. Damage is determined by the levels of the casters.

Order: 1. Super Megido (超メギド), MOON Succubus

---> 2. Spirit Summon (精霊召喚)

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

原子破壊 (Atomic Destruction) Type: None
Kills one enemy with a 50% efficiency.

Order: 1. Any 'fire' (火炎) spell
---> 2. Any 'water' (水撃) spell
---> 3. Any 'All-Purpose' (万能) attack spell

ブラックホール (Black Hole) Type: None
Kills all enemies with a 50% efficiency.

Order: 1. Any 'wind' (疾風) spell
---> 2. Any 'darkness' (暗黒) spell
---> 3. Guradhain (グラダイン)

キンヌンガ・ガップ (Ginnunga-gap) Type: None
Kills all enemies and allies, except for the party members participating in this combo.

Order: 1. Any 'fire' (火炎) spell
---> 2. Any 'ice' (氷結) spell
---> 3. Anger of the Earth (大地の怒り)

悪魔のスロット (Demon's Slots) Type: None
Affects everyone. A slot machine appears on the screen, and the results from the slots determines how much damage this spell causes. This spell can inflict as much as 1999 damage to all enemies; on the other hand, if you're unlucky, the entire party can take as much as 222 HP of damage.

Order: 1. Judgement of Darkness (闇の審判)
---> 2. Judgement of Light (光の裁き)
---> 3. Demon's Smile (悪魔の微笑み)

死神のルーレット (God of Death Roulette) Type: None
Randomly kills one enemy or ally.

Order: 1. Any 'light' (神聖) spell
---> 2. Any 'darkness' (暗黒) spell

オール1 (All 1) Type: None
Drops everyone's HP down to 1.

Order: 1. Mudo-On (ムドオン)
---> 2. Hama-On (ハマオン)

ローエンドブレイカー (Low End Breaker) Type: None
Kills all enemies of lower level.

Order: 1. Zanma (ザンマ)
---> 2. Any 'light' (神聖) spell

ハイエンドクラッシュ (High End Crush) Type: None

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

Order: 1. Zanma (ザンマ)
----> 2. Any 'darkness' (暗黒) spell

ワンダーストーリー (Wonder Story) Type: None
Forces all enemies to escape, but you'll still collect money (as if you defeated them).

Order: 1. Trafuri (トラフーリ)
----> 2. Any 'darkness' (暗黒) spell

=====
4.9 RECOVERY/ASSIST COMBOS
=====

ディアマイ (Diamai) Type: Recovery
Affects one ally. The recipient will automatically recover a small amount of HP each turn.

Order: 1. Dia (ディア)
----> 2. Love Prayer (慈愛の祈り)

メディアマイ (Mediamai) Type: Recovery
Like the 'Diamai' combo, but it affects all allies.

Order: 1. Media (メディア)
----> 2. Love Prayer (慈愛の祈り)

バラケイアの祝福 (Panacea Blessing) Type: Recovery
Cures all status ailments except 'near death'. Affects all allies.

Order: 1. Patra (パトラ)
----> 2. Dia (ディア)
----> 3. Re-Come (リカム)

ファーストエイド (First Aid) Type: Recovery
Works on one character. When that character dies, he/she will automatically recover with 1/4 max HP.

Order: 1. Refresh Ring (リフレッシュリング)
----> 2. Re-Come-Dora (リカムドラ)

マハタルカジャ (Maha-Taru-Kaja) Type: Assist
Has the same effect as the 'Taru-Kaja' spell (doubles recipient's physical attack power) but it affects all allies.

Order: 1. Taru-Kaja (タルカジャ)
----> 2. Love Prayer (慈愛の祈り)

マハラクカジャ (Maha-Raku-Kaja) Type: Assist
Has the same effect as the 'Raku-Kaja' spell (doubles recipient's physical defense power) but it affects all allies.

Order: 1. Raku-Kaja (ラクカジャ)
----> 2. Love Prayer (慈愛の祈り)

マハマカカジャ (Maha-Maka-Kaja) Type: Assist

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

Order: 1. Maka-Kaja (マカカジャ)
----> 2. Love Prayer (慈愛の祈り)

マハサマカジャ (Maha-Sama-Kaja) Type: Assist
Has the same effect as the 'Sama-Kaja' spell (doubles recipient's magic defense) but it affects all allies.

Order: 1. Sama-Kaja (サマカジャ)
----> 2. Love Prayer (慈愛の祈り)

マハスクカジャ (Maha-Suku-Kaja) Type: Assist
Has the same effect as the 'Suku-Kaja' spell (increases recipient's agility) but it affects all allies.

Order: 1. Suku-Kaja (スクカジャ)
----> 2. Love Prayer (慈愛の祈り)

=====
4.10 STATUS CHANGING COMBOS
=====

クラシックメロディ (Classic Melody) Type: Nerve
Causes the 'sleep' (睡眠) status on all enemies. Works with an almost 100% efficiency.

Order: 1. Dorminer (ドルミナー)
----> 2. Healing Song (癒しの調べ)

魅惑のメロディ (Charming Melody) Type: Mind
Causes the 'charm' (魅惑) status on all enemies. Works with an almost 100% efficiency.

Order: 1. Marin Karin (マリンカリン)
----> 2. Healing Song (癒しの調べ)

カゲキなメロディ (Violent Melody) Type: All-Purpose
Causes the 'berserk' (狂暴) status on all enemies. Works with an almost 100% efficiency.

Order: 1. Berserk (バルザック)
----> 2. Healing Song (癒しの調べ)

V. PHYSICAL ATTACK COMBOS

=====
5.1 SWORD ATTACK COMBOS (剣撃)
=====

火炎撃 (Flame Attack) Type: Sword

2nd Type: Fire

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

Order: 1. Any 'fire' (火炎) spell
----> 2. Straight Slash (一文字斬り)

疾風斬 (Hurricane Strike)

Type: Sword

2nd Type: Wind

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

Order: 1. Any 'wind' (疾風) spell
----> 2. Straight Slash (一文字斬り)

氷結刃 (Freezing Sword)

Type: Sword

2nd Type: Ice

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

Order: 1. Any 'ice' (氷結) spell
----> 2. Strong Cut (剛切断)

地雷斬 (Landmine Cut)

Type: Sword

2nd Type: Lightning

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

Order: 1. Any 'lightning' (電撃) spell
----> 2. Strong Cut (剛切断)

狂焰乱舞 (Crazy Flame Dance)

Type: Sword

2nd Type: Fire

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

Order: 1. Any 'fire' (火炎) spell
----> 2. Sword Dance (利剣乱舞)

烈風乱舞 (Violent Wind Dance)

Type: Sword

2nd Type: Wind

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

Order: 1. Any 'wind' (疾風) spell
----> 2. Sword Dance (利剣乱舞)

霜剣乱舞 (Frost Sword Dance)

Type: Sword

2nd Type: Ice

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

Order: 1. Any 'ice' (氷結) spell
----> 2. Heat Wave (ヒートウェイブ)

雷震乱舞 (Thunder Dance)

Type: Sword

2nd Type: Lightning

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

Order: 1. Any 'lightning' (電撃) spell
---> 2. Heat Wave (ヒートウェイブ)

ライトスマッシャー (Light Smasher) Type: Sword
2nd Type: Light

A light-based sword combo that inflicts a large amount of damage against one enemy. Also has a chance of causing the 'near death' (瀕死) status.

Order: 1. Any 'light' (神聖) spell
---> 2. Any 'sword' (剣撃) attack

ダークセイバー (Dark Saber) Type: Sword
2nd Type: Darkness

A darkness-based sword combo that inflicts a large amount of damage against one enemy. Also has a chance of causing the 'near death' (瀕死) status.

Order: 1. Any 'darkness' (暗黒) spell
---> 2. Any 'sword' (剣撃) attack

=====
5.2 GUN ATTACK COMBOS (飛具)
=====

マズルシュート (Muzzle Shoot) Type: Gun
A gun attack combo that inflicts a large amount of damage against one enemy. Also has a chance of causing the 'magic-sealing' (魔封) status.

Order: 1. Mafui (マフーイ)
---> 2. Any 'gun' (飛具) attack

ハニーコウム (Honey Comb) Type: Gun
Inflicts huge amounts of damage against all enemies.

Order: 1. Any 'gun' (飛具) attack
---> 2. Any 'gun' (飛具) attack
---> 3. Any 'gun' (飛具) attack

=====
5.3 FIST ATTACK COMBOS (打撃)
=====

毒ひっかき・改 (Poison Scratch Upgrade) Type: Fist
Inflicts a moderate amount of fist-type damage against one enemy. Also has a chance of causing the 'poison' (猛毒) status.

Order: 1. Poizuma (ポイズマ)
---> 2. Hikkaki (ひっかき)

マヒひっかき・改 (Tranquilizing Scratch Upgrade) Type: Fist
Inflicts a moderate amount of fist-type damage against one enemy.
Also has a chance of causing the 'sleep' (睡眠) status.

Order: 1. Dorminer (ドルミナー)
---> 2. Hikkaki (ひっかき)

天馬流星烈拳 (Pegasus Meteor Violent Fist) Type: Fist
Inflicts a large amount of fist-type damage against one enemy.

Order: 1. Any 'wind' (疾風) spell
---> 2. Sonic Punch (ソニックパンチ)

オクトパシーフィスト (Octopus Fist) Type: Fist
Inflicts an extremely large amount of fist-type damage against one enemy.

Order: 1. Any 'fist' (打撃) attack
---> 2. Any 'fist' (打撃) attack
---> 3. Any 'fist' (打撃) attack

5.4 THROWING WEAPON ATTACK COMBOS (投具)

邪毒針・改 (Poison Needle Upgrade) Type: Throw
Inflicts a moderate amount of 'throwing weapon' type damage on one enemy. Also has a chance of causing the 'poison' status.

Order: 1. Poizuma (ポイズマ)
---> 2. 99 Needles (九十九針)

夢見針・改 (Dream Needle Upgrade) Type: Throw
Inflicts a moderate amount of 'throwing weapon' type damage on one enemy. Also has a chance of causing the 'sleep' status.

Order: 1. Dorminer (ドルミナー)
---> 2. 99 Needles (九十九針)

5.5 BATTLE ARTS COMBOS (戦技)

トリプルチャージ (Triple Charge) Type: Battle Art
Inflicts large amounts of damage against one enemy.

Order: 1. Body Blow (体当たり)
---> 2. Body Blow (体当たり)
---> 3. Body Blow (体当たり)

VI. SPECIAL PERSONA-SPECIFIC COMBOS

ノルンの瞬き (Wink of the Norns)
Has a random effect (see below).

Order: 1. Hierosuguryupein (ヒエロスグリュペイン), FORTUNE Skuld
----> 2. Judgement of Light (光の裁き), FORTUNE Verdandi
----> 3. Judgement of Darkness (闇の審判), FORTUNE Urth

List of known effects:
-Inflicts 'magic seal' status on all enemies.
-Recovers all allies' SP.
-Kills all enemies.
-Makes all enemies run away.
-Enemies will be unable to move for 3 turns.

武神召喚 (God of War Summon)

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

Order: 1. Any 'fire' spell, TEMPERANCE Suzaku
----> 2. Any 'wind' spell, WORLD Seiryuu
----> 3. Any 'earth' spell, HERMIT Genbu
----> 4. Any 'water' spell, HERMIT Byakko
----> 5. Spirit Summon, MAGICIAN Abe no Seimei

二十八宿の守護 (28 Mansions Protection)

Affects all allies, protects the party from all four elements (earth, fire, wind, water). This combo involves the four celestial beasts from Chinese legend.

Order: 1. Atmospheric Wall (大気の壁), WORLD Seiryuu
----> 2. Flame Wall (炎の壁), TEMPERANCE Suzaku
----> 3. Earth Wall (大地の壁), HERMIT Genbu
----> 4. Water Wall (水の壁), HERMIT Byakko

シンドゥミステリー (Sindhu Mystery)

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

Order: 1. Holy Light (ホーリーライト), HIEROPHANT Genjou
----> 2. Sama-Kaja (サマカジャ), CHARIOT Seitentaisei
----> 3. Raku-Kaja (ラクカジャ), HERMIT Tenhou Gensui
----> 4. Tetraja (テトラジャ), STAR Kenren Taishou
----> 5. Mirage Breath (ミラージュブレス), STRENGTH Ryuume

トリムールティ (Trimurti)

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

Order: 1. Nuclear Missile (ニュークリアミサイル), CHARIOT Shiva
----> 2. Megidoraon (メギドラオン), EMPEROR Vishnu
----> 3. Alpha Blaster (アルファブラスター), HIEROPHANT Brahma

オーム (AUM)

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

Order: 1. Pralaya (プララヤ), CHARIOT Shiva
---> 2. Stiti (ステイテイ), EMPEROR Vishnu
---> 3. Sristi (スリスティ), HIEROPHANT Brahma

ラグナロク (Ragnarok)

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

Order: 1. Mahagarura (マハガルーラ), SUN Heimdall
---> 2. Agidhain (アギダイン), DEVIL Surtr
---> 3. Tempting Mazurka (誘惑のマズルカ), TOWER Loki
---> 4. Great Rage (大暴れ), FORTUNE Fenrir
---> 5. Thunder Baptism (雷の洗礼), EMPEROR Odin

魔界大戦 (Makai Taisen, War in Hell) Type: All-Purpose

A powerful combo that randomly attacks all enemies 16 times.

Order: 1. Gurai (グライ), DEVIL Poltergeist
---> 2. Agidhain (アギダイン), DEVIL Surtr
---> 3. Chaos Element (カオスエレメント), DEVIL Beelzebub
---> 4. Another Dimension (アナザディメンション), DEVIL Lucifer

ハルマゲドン (Armageddon)

Annihilates all enemies. Also works against some bosses.

Order: 1. Omega Cluster (オメガクラスタ), DEVIL Lucifer
---> 2. Alpha Blaster (アルファブラスタ), JUDGEMENT Satan

ドラゴンクロス (Dragon Cross) Type: All-Purpose

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

Order: 1. Wise Man Snap (ワイズマンスナップ), HANGEDMAN Prometheus
---> 2. Twinkle Nebula (ツインクルネビュラ), STAR Asteria
---> 3. Crescent Mirror (クレセントミラー), MOON Artemis
---> 4. Justice Shot (ジャスティスショット), JUSTICE Hyperion
---> 5. Novasizer (ノヴァサイザー), SUN Apollo

四天修羅詠滅剣舞 (Four Heavenly Guardians Sword Dance) Type: Sword

Inflicts huge amounts of sword damage against all enemies.

Order: 1. Sword Dance (利剣乱舞), EMPEROR Indra
---> 2. Quick Rotation of Bullets (巡回速弾), Varuna
---> 3. Sword Dance (利剣乱舞), JUSTICE Bishamon-Ten
---> 4. Sword Dance (利剣乱舞), HIEROPHANT Yama

Note: In Hindu tradition, these are the guardians of the four cardinal directions, also known as the 'Shittennou' in Japanese. Indra protects the east, Varuna protects the west, Bishamon-Ten (aka Kubera) protects the north, and Yama governs the south...

天誅殺 (Heaven's Punishment Kill) Type: Sword

Inflicts an extremely large amount of sword damage against one enemy.

Order: 1. Secret Hole Needle (秘孔針), FOOL Kuroda Junnosuke
---> 2. Divine Protection Dance (加護の舞) MOON Amano Maihime
---> 3. Strong Cut (剛切断) SUN Suou Tatsunojin

Note: These are the three 'ancestral hero' Personas.

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CLOSING STATEMENTS

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Well, that's it for now. I'll have more Persona 2: Eternal Punishment guides in the near future. Be sure to let me know if there are any mistakes in this document; though I've gone through this guide several times to check for accuracy, there may still be a mistake or two (I'm only human after all).

Also, if you have *any* questions about either chapter of Persona 2 (I've finished both), don't hesitate to e-mail me. I could always incorporate these questions into my future Persona 2 guides. ^_^

I would like to extend my thanks to the following:

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-Everyone at the Summoner's Network BBS! *waves* You all know me as 'PDT'. ^_^

More Persona 2 guides are coming soon. Until then...

-eof-

