

Shin Megami Tensei Majin Guide

by Nakratos

Updated to v1.1 on Feb 10, 2015

This walkthrough was originally written for Shin Megami Tensei on the SNES, but the walkthrough is still applicable to the GBA version of the game.

```
| Copyright - 2015 - Arom Silva |
| Shin Megami Tensei I - Majin FAQ |
| By Nakratos |
| Version 1.1 |
|_____|
```

.....
| Index |
.....

In order to keep the guide organized and facilitate its use, this FAQ contains a "Keyword" feature. Just press "Ctrl+F" and type the code in the brackets to jump directly to the section you want to read.

1. Intro_____	(INT)	
2. Contact_____	(CNT)	
3. About the Author_____	(ATH)	
4. Frequently Asked Questions_____	(FAQ)	
5. Majin Hunting Guide_____	(GUD)	
5.1 The Easy Way_____	(ESY)	
5.2 Preparations_____	(PRP)	
5.3 Locations where Majin are found_____	(LCT)	
5.4 Hunting Down the Majin_____	(HNT)	
5.4.1 Majin Hunting on SNES_____	(SNS)	
5.4.1 Majin Hunting on Emulator_____	(EML)	
6. The Majin_____	(MJN)	
6.1 High Priest_____	(HGH)	
6.1.1 The Reaper's Bell_____	(WP1)	
6.2 David_____	(DVD)	
6.2.1 The Stradivari_____	(WP2)	
6.3 Pale Rider_____	(PLR)	
6.3.1 The Angel's Trumpet_____	(WP3)	
7. Thanks and Credits_____	(CRD)	
8. Legalities_____	(LAW)	
8.1 Terms of Distribution_____	(TOD)	
8.2 Disclaimer_____	(DSC)	

.....
| 1. | Intro | (INT) |
.....

This is an unofficial guide for the SNES version of Shin Megami Tensei

that will focus on the three rarest enemies in the game, the "Majin", or "Fiends", as they will be called from now on. Here you will find information about them and efficient methods to find these extremely rare foes.

Be warned, though, that the Fiends in this game are disappointingly weak and their drops - albeit excellent - are as rare as the Fiends themselves.

.....
| 2. | Contact | (CNT) |
.....

If you have anything to add, ask or correct, feel free to message me on my Youtube Account: "<https://www.youtube.com/user/DonMaximusRomeo>". There, you will also find videos of the Majin.

You could also e-mail me at "Arom.Silva23@gmail.com".

Alternately, you could look for me, "Nakratos", in Shin Megami Tensei SNES version Gamefaqs' board.

.....
| 3. | About the Author | (ATH) |
.....

First and foremost: English is not my native language, so bear with me. I'm quite confident about my rhetoric and my vocabulary is quite extensive, but - just like any human being - I may commit mistakes. I hope you'll be patient with any spelling and/or grammar errors you might find in this FAQ. In fact, if I let anything slip through my proof-reading, feel free to contact me.

Now that this important detail is out of the way, let's talk about my favorite subject...

I'm joking, but you wouldn't know. I don't use emoticons or jargons and slangs very often. On one side, this means that you won't see me saying things like "I used to [insert absolutely anything here], but then I took an arrow to the a"...nyway, this also means that there will be hardly any decent humor in my FAQ, just failed attempts like this last one.

Shin Megami Tensei is my favorite RPG series. I've always liked Dungeon Crawlers and the ability to customize my party to some extent and SMT is just about that. I have played many MegaTen titles and the main series is my favorite. However, while Nocturne is full of FAQs and SMT II has enough great ones, SMT I is kind of lacking good information sources, especially about the Fiends, who are merely briefly mentioned in Re-Miel's FAQ. That's why I decided to write this guide: to share all the information I obtained through research and trial and error. If you want to know about gameplay basics, check Re-Miel's or Infinity Dragon's FAQs, they are quite good and guaranteed to help.

.....
| 4. | Frequently Asked Questions | (FAQ) |
.....

There aren't any great questions about SMT I's Fiends, since most players don't even know about their existence, but here are some questions that I've been made more than once:

Q: How rare are the Fiends anyway?

A: They have a 1/256 spawn chance in some fixed spots. That means that if

interesting piece of code that allows you to change which enemy you'll face in a regular battle. But, as you might realize upon checking his FAQ, there are no values for boss battles and, thus, no values for Fiends, meaning that you can't use that code for finding David and Co. Another interesting aspect is that the mentioned code only seems to change the enemy's sprite instead of actually changing the enemy itself, so even if you try to face, say, Vishnu when you would normally face a Pixie, what you'll find is a Vishnu with the same stats and attacks of a regular Pixie.

For a long time, it was thought that the game stored values for boss encounters elsewhere and that was why it seemed to be impossible to find a code that would allow one to fight an actual- boss anywhere, as opposed to merely seeing the boss' sprite. We're still not perfectly sure about how all of this works, but recently it has been discovered that the game checks for some sort of "boss battle flag" and, after running this check, it selects which enemies can be found in that specific battle.

Basically, if you enter the code 7E050A23 (for David) right before a regular battle, you will simply find the regular demon Cherub since the boss battle flag will be turned off. If, however, you enter that same code right before a boss battle, then, since the boss flag will be turned on, the game will pick an enemy from its boss table instead of its regular enemy table.

In simpler terms, if normally, without the code, you would fight a regular enemy, you'll still get a regular enemy. If you would fight a boss, you'll still face a boss. In the end, it's just a matter of telling the game which specific boss you want to fight and that's why these codes only work as intended if activated right before boss battles.

Note: It doesn't matter which boss you pick, the game will always say that it belongs to whichever race the original boss you should be fighting belongs to. So if you choose to fight Asura when you would normally fight Red Phantom, the game will introduce the boss as "Human Asura". That doesn't mean anything, however, as the bosses will retain their stats, movesets and macca/EXP/item drops. Yes, that does mean that this can be used to farm the top tier weapons, though as of now this still remains unconfirmed. If you do obtain one of the Fiend weapons, please post your findings on the SNES board in Gamefaqs, thanks.

Enough explanatory banter, here are the codes you can use before a boss battle and which boss you'll find if you do:

Enter the code:

7E050Axx

And change xx to get the following results:

00 = Orias
01 = Amanojaku
02 = Doman
03 = Gotou
04 = Thor
05 = Red Phantasm
06 = Blue Phantasm
07 = Take-Minakata
08 = Arachne
09 = Belial
0A = Nebiros
0B = Defense System

0C = Kazfiel
0D = Haniel
0E = Yama
0F = Nio
10 = Ladon
11 = Echidna
12 = Vishnu
13 = Ravana
14 = Indrajit
15 = Gabriel
16 = Uriel
17 = Raphael
18 = Arioch
19 = Astaroth
1A = Surt
1B = Law Hero
1C = Chaos Hero
1D = Lillith
1E = Beelzebub
1F = Michael
20 = Asura Lord
21 = Zenki
22 = Goki

!!!!

23 = David
24 = Pale Rider
25 = High Priest / Daisoujou
26 = Lord Masakado (likely to one hit KO everything)

!!!!

27 = Turtle
28 = Octopus
29 = Bishamonten (a statue)
2A = Four Defenders (much like Bishamonten)

Items that only seem to have a sprite so that they you can fuse them, like swords and the rings (they all seem to be immune to everything)

2B = Renki-no-Ken
2C = Fuujin-Ken
2D = Raiji-Ken
2E = Karyu-Ken
2F = Kusanagi-no-Tsurugi
30 = Futsu-no-Mitama
31 = Ame-no-Murakumo
32 = Hinokagutsuchi
33 = Angel Ring
34 = Pascal
35 = Chaos Hero (who, very interestingly, in this patch, is called Waruo)

After this, you'll only get bugged sprites with the names of races, spells, skills and equipments.

Long story short, go to any boss of the game -- it doesn't matter if it's Doman during the vision you get upon talking to the old man near the park or Michael/Asura -- and enter the code 7E050Axx, where xx is 23 for David, 24 for Pale Rider and 25 for Daisoujou and There you go.

.....
| 5.2| Preparations | (PRP) |
.....

There's not much to be said here, I already stated that the Fiends are quite weak. They are still incredibly rare, of course, so you will need good preparation for finding them, not for the fights themselves.

It may not make a lot of sense now, but I'll explain soon enough. The most important thing you need to find the Fiends is a demon who knows the spell Estoma/ Estma.

Also, you will certainly want demons with decent physical power. A demon with Power = 80 can deal about 14 points of damage to the Pale Rider, any number higher than this will probably make the battles too easy, though.

It will all depend on how late in the game you are. If you want a decent challenge, Fiends can put up a fight up to levels 20 or 25, but then you still wouldn't have access to Estoma/ Estma, since the lowest level demon who possesses this skill is Megami Kushinada-Hime, level 28.

About items, they simply don't matter much if you have a healer, but if you are at level 20, you might want to save those Orbs the demons drop. That's it for preparations: a party, a demon with Estma and some orbs, for safety.

.....
| 5.3| Locations Where the Majin Are Found | (LCT) |
.....

This is, perhaps, the most important part of this guide, If everyone knew this, there would be no need for a FAQ after all. First, let me erase the biggest misconception that stops most players from even having the slightest chance of finding a Fiend: Fiends are NOT found just by wandering around dungeons. When I say that they are found in specific spots, I mean SPECIFIC spots.

Do you remember those tiny one-cell rooms that simply greet you with a random enemy? No treasures, often just one cell and no doors other than the one you entered from, see? Ever noticed how, after you killed the random enemy, if you reenter the room, the enemy will be replaced by the message "Nobody is here"? Suspect, no? You certainly understand now, but to be a gentleman and drive the point home...

There are four specific locations where Fiends are said to be found, let's analyse them.

"Shibuya - Close to the Entrance"

Not always in these words, but always this vague, this piece of advice isn't untrue, it just doesn't help very much. Actually, it talks about the room marked on this map:

<http://img802.imageshack.us/img802/5210/shibuya.png>
(I hope I've made evident enough which room I'm talking about, heh.
And if the link is dead, tell me, check the contact section.)

There, you will ALWAYS find either a Rusalka or an Archangel. Don't

believe me? Yeah, this is a healthy habit. But do cast Estma and see for yourself, the encounter is fixed there. And I said it was healthy to don't trust me, because I just lied. There, you can actually find a Rusalka, an Archangel OR any of the three Fiends. Moving on.

"Shinjuku Mall Basement, where the resistance is, during 199x"

This one is very true, it talks about Shinjuku B2.

<http://img864.imageshack.us/img864/6198/shinjukubasement.png>

In this room, you'll always find a Goblin, a Cyak or a Fiend.

"Shinjuku basement, to the North of the eastern stairs"

This one is my favorite, because it's the earliest Fiend spawn point that you can access in the game. This one is easy to figure out, but there you go:

<http://img834.imageshack.us/img834/511/shinjukub1.png>

Here, too, you will find a Goblin, a Cyak or a Fiend, and this is the room where I found a Fiend for the first time.

"Kongokai, South of the Red Phantasm room".

This one is probably the most misleading clue that roams the Internet.

The actual room is moderately far from the reference and I wouldn't say it's "to the South of the Red Phantasm room", I'd say it's in the second outer layer of cells, one of the rooms to the East. See if you agree with me:

<http://img685.imageshack.us/img685/6186/kongokai.png>

This room is populated by Tangies, Yakshinis and, eventually, violinists, Sokushinbutsu Monks and Horsemen of Apocalypse.

Now that we know where to find them, let's study how to find them.

```
.....  
| 5.4|                Hunting Down the Majin                | (HNT) |  
.....
```

This part is of extreme importance, if you just close this window now and try to find a Fiend, it'll probably take you even longer than it took me.

I divided this section in two parts, explaining how to do things correctly in case you are playing on an actual SNES or using Emulators. Before I explain each method, however, I'll explain the mechanics. If you don't care about the behavior of the game's Random Number Generator, skip to (SNE) or (EMU).

Now, SMT's Random Number Generator (or RNG) is just semi-random, so it takes some effort to randomize it. And, as you know, Fiend encounters work with a 1/256 chance. Each step randomizes the RNG, but playing around with the menu, turning to another direction or ramming a wall doesn't. Allow me to make a simple example:

Let's suppose you get to the cell right next to where a Fiend is supposed to appear. Your chances of finding the Fiend are already pre-determined, and for this example, let's say that you wouldn't find one this time. The step that you take when entering the Fiend's room DOESN'T randomize your chances, so you still wouldn't find one this time. If, instead, you turn back, walk one cell, then turn around again and go back to the cell right next to the Fiend - the cell where you were at, at the beginning of the example - the RNG has been randomized, and now you have a chance of finding a Majin.

Now, each of these Fiend's rooms has two regular enemies that you can find at random: one of them is extremely common, the other is somewhat rare. For another example, let's say you are using an emulator and right now you are right in front of the Fiend's room. You save state and enter the room, only to find the common enemy. If you just load state and enter again, you'll find the regular enemy infinitely. If you use that simple method to randomize the RNG I mentioned just now - walking back one room, then going back to the room you saved state in - your chances are randomized again. So you save state a second time, having randomized you RNG, and try to enter the room again. This time, though, you find the rare regular enemy, instead of the common one. If you load state and simply enter again, you will ALSO keep finding the rare enemy infinitely until you randomize the RNG again. That's always true, if you had found a Fiend, then you could load state and you'd still find the Fiend until you randomized the RNG once more.

There is always the annoying "random battle" factor. While you walk back one room to randomize the RNG, there's always a chance of finding an enemy, and any battle outside of the Fiend's room means nothing to you and will just take time. That is why I advised you to bring a demon who knows Estma. The Fiend's room battle is fixed, so even if you use Estma, you can still find a Fiend, and this way you don't have to worry about annoying and useless random battles. This DOES NOT mean that you will instantly find a Fiend, you still have a 1/256 chance of finding them and most of the time you will still find a regular enemy inside the Fiend's room, Estma will simply eliminate battles OUTSIDE of the Majin's room.

As a last note, once you kill any enemy in a Fiend's room, that room will remain empty until you reset the game. That means that if you don't find a Fiend, you shouldn't kill the regular enemy, you should load state.

Anyway, this was supposed to be just a simple mechanics explanation, not a guide. Here are the guides:

```
.....  
|5.4.1|           Majin Hunting on the SNES           |           (SNS)           |  
.....
```

Simply skip this part if you are using an emulator, finding them on the actual SNES is infinitely more difficult and this method is just being included here because I didn't want all that work of mine to go unmentioned.

Now, one can't save states on the SNES, so there is absolutely no way to know if one would find a Fiend now, or if further randomization would be required. That just makes the process excruciatingly slower. You'd also need more preparations.

Two important things if you want to find Fiends without the blessing of Save States: go make a huge jar of coffee and get your favorite 500 musics playing. Try to have at least 400 musics as long as Freebird, Rhyme of the Ancient Mariner or Stairway to Heaven. This will, most likely, take a few days.

As you might have guessed, walking back and forth between rooms doesn't help now, since you can't enter the Fiend's room to actually see if there's a Fiend there or not, and if you kill a regular enemy, the room will remain empty until you reset the game and load your save file. It definitely doesn't help that all the Fiend's rooms are so far away from Terminals, but I HIGHLY recommend Shinjuku's First Basement for this. It's the closest to a terminal and the way to the Fiend's room is pretty much just a straight line.

Here's the plan: Save in Shinjuku B1 Terminal. It's right to the North of the western stairs. You must get here:

<http://img834.imageshack.us/img834/511/shinjukub1.png>

The first thing to be done is to cast Estma as soon as you leave the Terminal. Now head towards that Fiend's room and, as you approach it, pray. Or just hope hard, if you think you are Chaos aligned as a person. Enter the room and see what is inside. If it's a Goblin... reset the console and restart the process. If it's a Cyak... reset the console and restart the process. If it's a Fiend... reset thNO, I mean, dance the safety dance!

Now seriously, you will reset the game so many times that it's actually very likely that your natural reflex will be "reset the console", even if you find a Fiend. It is, after all, extremely difficult to remain entirely focused on a boring, simple and repetitive task, but do pay attention. If you did beat a Fiend on an actual SNES, congratulations! We are part a an EXTREMELY select group. That doesn't mean much... it means nothing, actually, but at least tap yourself on the back. All those hours along all those days finally paid off... kind of. All your friends probably think you are dead and you'll REALLY have to make up for it with your girlfriend, but you did find an exceptionally weak and even more exceptionally rare enemy in an exceptionally unknown game. Yay.

So, it's basically:

1. Save in Shinjuku B1 Terminal.
2. Cast Estma.
3. Walk into the Fiend's room.
4. See what enemy is in there...
 - 4.1. If it's a Goblin, reset the game and repeat steps 2-4.
 - 4.2. If it's a Cyak, reset the game and repeat steps 2-4.
 - 4.3. If it's a Fiend, you've made it.

```
..... |
|5.4.2|           Majin Hunting on Emulator           |           (EML)           |
..... |
```

First, since you are using emulators and the distance between the Fiend's room and the Terminal doesn't matter, you may choose whichever location you want among those I presented earlier in (LOC). I just personally dislike Shinjuku B2, because you have to move sideways instead of back and forth, so try to avoid that one. Here we go:

First, go to the room right next to the Fiend's room you chose, but don't enter the Fiend's room yet. Summon your demon who knows Estma and cast it,

then Return all your demons to the COMP, you don't want to run out of Magnetite (don't worry, you won't fight the Fiends without them).

After casting Estma and returning all you demons to the COMP, save state in this room adjacent to the Fiend's room. Now enter the room and you'll be forced into a battle. If it's not a Fiend, load state. This time, instead of entering, turn your back to the Fiend's room entrance, step ahead once, then go back to the room you had save stated just now. Save state again and enter once more. If it's still not a Fiend, load state and do the same: walk back one cell, then back to the room right next to the Fiend's room, save state and enter. Once you finally find a Fiend, load state, summon your demons, DO NOT step out of the room you are in. After making all necessary preparations, and I emphasize: NOT walking out of the room you had save stated in, finally do enter the Fiend's room and, if you did not walk out before you were told to, he'll still be waiting.

So, basically:

1. Choose your favorite location from the ones listed in (LOC)
2. Go to the room right beside the chosen Fiend's room, but don't enter.
2. Cast Estma.
3. Return all demons to the COMP.
4. Save state.
5. Walk into the Fiend's room.
6. See what enemy is in there...
 - 6.1. If it's a regular (common or rare) enemy...
 - 6.1.1. Load state.
 - 6.1.2. Walk one cell away from the Fiend's room (so that there's an empty cell between your current location and the Fiend's room).
 - 6.1.3. Go back to the room adjacent to the Fiend's room (where you had save stated).
 - 6.1.4. Repeat steps 4-6.
 - 6.2. If it's a Fiend...
 - 6.2.1. Load state.
 - 6.2.2. Summon all your demons and heal your party.
 - 6.2.3. Enter the room, and the Fiend wil still be there. You've made it.

```
.....  
| 6. |                               The Majin                               | (MJN) |  
.....
```

The Majin, or The Fiends, for the Occidental audience, are recurring demons in the Shin Megami Tensei series. They are said to be incarnations of death itself (as a concept, not as the reaper), and very often have skeletal faces. They are commonly Neutral-Evil aligned and serve as mostly optional bosses who usually provide a better challenge than Story-Line bosses. Fiends, however, are not "Ultimate Bosses" and thus aren't meant to be fought by an overpowered party, but a simple, often "mid-levels" one.

"Fiends" is actually the name of their clan, much like there are "Megamis", "Tenshis", "Yamas" and so many others, but it eventually became their "Title", and in recent SMT games, they call themselves "Fiends" as a sign of status and power. Needless to say, they are vastly loved by the audience and the producers themselves.

Let's analyse the Fiends found in the original SMT.

```
.....  
| 6.1|                               The High Priest                               | (HGH) |
```

.....
Despite his name, "The High Priest" represents the Chaos alignment among the Fiends. He drops the "Reaper's Bell", but more on that later. He is heavily magic oriented... he just doesn't know any magics at all.

Name: High Priest
Clan: Majin
Level: 99
Dropped item: Reaper's Bell

HP: 999
MP: 999
Base Experience: 2772
Money: 4752
Magnetite: 1980

Strength: 15
Intelligence: 40
Magic: 40
Stamina: 10
Speed: 10
Luck: 20

Power: 128
Accuracy: 14
Defense: 64
Evasion: 15
Magic Power: 45
Magic Effect: 45

Moves:

Physical Attack (One target)
Blood Steal (One target Paralysis)
Petora (One target, Petrify)
Devil Smile (One target, Curse)

Better known as "Daisoujou", this Fiend is based on the Buddhist Sokushinbutsu. Sokushinbutsu were Monks who performed a ritual of "Self Mummification". For one thousand days, these Monks would only eat nuts and seeds and practice intense physical activities, to get rid of any body fat. After this, they would go into yet another diet, for yet other thousand days, this time eating only bark and roots and drinking Urushi tea, a lightly poisonous tea made from the sap of Urushi tree. This poison caused constant vomit, which caused quick loss of bodily fluids, but also made the Monks' body too poisonous to be eaten by maggots. After all of this, they would be locked in a small box only large enough for them to fit in while sitting in the Lotus position. The box only had a small fissure linked to a tube to ensure the passage of air, and the Monks were given a bell. Every day, the Monk would ring the bell to let the people outside know that he was alive. Eventually, the bell would stop ringing - so the people would understand that the Monk had died. The tube that granted air to the box was removed and the box was entirely sealed for one thousand days. After this period, the box was unsealed. If the Monk's body did not decompose, he was considered a Buddha. If it did, he was regarded as valorous for trying, but his soul would return to Samsara, like anything that dies.

Despite this ritual not being practiced any longer, this is not a mere legend and this feat is quite possible, thanks to the absence of bodily fluids and

fat and the poison of Urushi tea, factors that severely slowed down the process of decomposition. About twenty Sokushinbutsus have been successful, other millions have failed. Including Daisoujou.

Anyway, High Priest Daisoujou here drops the Reaper's Bell...

```
.....  
|6.1.1|                               The Reaper's Bell                               | (WP1) |  
.....
```

The Reaper's Bell is arguably the strongest Chaos Alignment weapon in the game.

Reaper's Bell

Power: 223

Accuracy: 23

Bonus:

Strength + 3

Note that those Power and Accuracy values suppose that the character is level 1 and fully unequipped, if you add them up to your parameters, both Power and Accuracy should go be at the very least 40 points higher.

The Reaper's Bell, another reference to the Sokushinbutsu, and to Daisoujou himself. The High Priest is a reaper who once held this bell, when he tried to become one with the Great Buddha. Having failed, not only he, but the very bell he held were tainted.

```
.....  
| 6.2 |                               David                               | (DVD) |  
.....
```

David represents the Neutral Alignment among the Fiends, he is a minstrel who never ceases to play his violin. He doesn't seem to have been inspired in any mythology or religion. David fights by attempting (and failing horribly) to status lock the party.

Name: David

Clan: Majin

Level: 99

Dropped Item: Stradivari

HP: 999

MP: 999

Base Experience: 2772

Money: 4752

Magnetite: 1980

Strength: 25

Intelligence: 35

Magic: 25

Stamina: 20

Speed: 40

Luck: 40

Power: 160

Accuracy: 46

Defense: 86

Evasion: 53

Magic Power: 29
Magic Effect: 38

Moves:

- Physical Attack (One target)
- Hapilma (Full party, Happiness)
- Pulinpa (Full party, Panic)
- Marin Karin (One character, Charm)

As previously noted, David doesn't seem to have been inspired on any religion or mythology. He drops the Stradivari...

```
.....  
|6.2.1|                               The Stradivari                               | (WP2) |  
.....
```

The Stradivari, or Stradivarius, is arguably the best Neutral Alignment weapon in the game.

Stradivari
Power: 260
Accuracy: 12

Bonus:

Magic + 3

"Stradivari" is a reference to Antonio Stradivari, a famous Italian string instrument crafter. Due to his fame and exceptional skills unmatched by any other luthier, his surname - and its latinized form, "Stradivarius" - are often associated with excellence and majesty in any field. "The Stradivari", then, would mean "the best", as in best weapon in the game. That, however, is hardly true.

```
.....  
| 6.3 |                               Pale Rider                               | (PLR) |  
.....
```

Pale Rider, being one of the Horsemen God Himself sends upon the Earth on the day of Judgement, represents the Law Alignment among the Fiends. Does anyone else think that High Priest and Pale Rider should swap Alignments? Anyway, this Fiend fights by using instant death, status ailments and strong physical attacks.

Name: Pale Rider
Clan: Majin
Level: 99
Dropped Item: Angel's Trumpet

HP: 999
MP: 999
Base Experience: 2772
Money: 4752
Magnetite: 1980

Strength: 40
Intelligence: 10
Magic: 25
Stamina: 30

Speed: 35
Luck 20

Power: 208
Accuracy: 45
Defense: 110
Evasion: 38
Magic Power: 26
Magic Effect: 13

Moves:

Physical Attack (One target)
Tentarafoo (Full party, Panic)
Mudo (One or two characters, Instant Death)
Mudoon (Three or four characters, Instant Death)

The final Horseman of Apocalypse, who, according to the Book of Revelations, of the Christianity, descends to Earth after Conquest, War and Famine. He is often associated with a scythe, but actually he's the only horseman who isn't said to carry any weapons or objects. He rides a horse pale as a corpse and wherever he walks he leaves the trail of Hell. To him is given the power over one fourth of the humanity left on Earth, for him to kill "with sword, and with hunger, and with death, and with the beasts of the earth". (Extracted from the end of Revelations, 6:8). By the way, there is no such thing as a "Pestilence" Horseman of Apocalypse. I'm agnostic and even I know, read the Bible.

Pale Rider drops the Angel's Trumpet...

.....
|6.3.1| The Angel's Trumpet | (WP3) |
.....

The Angel's Trumpet is arguably the most powerful Law Alignment weapon in the game.

Angel's Trumpet
Power: 208
Accuracy: 23

Bonus:

Strength + 3

The Angel's Trumpet is a reference to the Trumpeters of Apocalypse (on whom, by the way, a Fiend was later inspired), the angels who sounded the trumpets at the day of Apocalypse, each Trumpet bringing about different catastrophes upon the land. Just like the Horsemen themselves, these Trumpeters appear in the Christian Book of Revelations.

.....
| 7. | Thanks and Credits | (CRD) |
.....

This was my first FAQ, and while I'm not entirely satisfied with it, it'll do the trick. I did seek some guidance, though, otherwise I couldn't have even started. So I'd like to thank:

- Gamefaqs, for hosting it and having such an organized "Help Section".
- Atlus, for making such a great game.

- Infinity Dragon and Re-Miel, who wrote very good Guides that helped me when my game decided to glitch up.
- Dragon Wizard, for his "Iten PAR Codes" that helped me research on the attributes of the weapons dropped by the Fiends.
- Snake, of Illusion City, for posting some of the info that made me start all this quest.
- Gamefaqs user Senshi_Baldios, for insisting that I share all this information, which led to me writing this guide.
- Gamefaqs user mcabel for resparking the discussion, which ultimately led to the recent findings of version 1.1.
- Claudia, who taught me English. I definitely wouldn't be able to write any of this if not for her.

Now, none of this could have happened if I didn't have the information that helped me get here. So, of course, I must give credit where credit is due.

- hkaityo.hp.infoseek.sk/wiz/. This Japanese site gave me a lot of useful information, including the Fiends' stats.
- AgoraJournal published the interesting article about the Sokushinbutsu, from where I took many pieces of information.
- Gamefaqs user A l e x, because I used his FAQ format as a guideline.

.....
 | 8. | Legalities | (LAW) |
 | |

I'm well aware of my rights and will easily be able to recognize an infraction. Don't bother trying. If you do... I know where you live. And if any of these days you wake up with your house set ablaze and with a Tarantula inside your mouth... tough luck.

.....
 | 8.1 | Terms of Distribution | (TOD) |
 | |

As of January, 5th, 2015, any site that so desires may host this FAQ as long as proper credit is given.

.....
 | 8.2 | Disclaimer | (DSC) |
 | |

This may be not be reproduced under any circumstances except for personal, private use.

Thanks again, Gamefaqs.