



SHIN MEGAMI TENSEI

THE ROLEPLAYING GAME

TOKYO CONCEPTION



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CHAPTER ONE

INTRODUCTION



A NEW SMT ARISES

Welcome to this world of chaos and rebirth.

Welcome to the Vortex World.

What you now hold is a copy of *Shin Megami Tensei - The Roleplaying Game: Tokyo Conception*, wherein you can play ATLUS's 2003 *Shin Megami Tensei III: Nocturne* video game, but as a TRPG. The *Shin Megami Tensei* TRPG series dates back to the mid-90s, but *Tokyo Conception* is the first time the series has ever left Japan.

The Vortex World—where the story of the original game unfolded—was born after the Conception, an event devised by a man named Hikawa, a leader in the cult known as the Ring of Gaia. It is a world teeming with gods, fairies, and other creatures, all of them summarized with a single word: demon.

Whether by chance, whether by destiny...

Whether desired or not, those who remained after the Conception were forced to fight for their lives. Some took in Magatama and became fiends. Others chose to cling to their humanity, remaining human. And some poor souls could not survive without borrowing from the strength of demons.

In this game, you will take on the role of a human, fiend, or demon who wanders this Vortex World, and you will be swept up into matters that could happen only in a place such as this. Behold the Vortex World, the egg of creation. Behold the war, waged between the Assembly of Nihilo and the Mantra Army. And know that to survive here, you will need to unravel its mysteries.

WHAT IS A TRPG?

TRPG is short for tabletop role-playing game, an innovative form of game in which each player, playing an imaginary character, engages in likewise imaginary scenarios that form an adventure for them all to enjoy. TRPGs are games with a strong theatrical component, where taking on a particular role is required. The participants in this game are either the Game Master (GM) or a player.

For players, each takes on the role of an imaginary individual called their character, and through acting as that individual, helps to create a story. In *Tokyo Conception*, that story will involve becoming a resident of the Vortex World and going on an adventure filled with risk and danger.

The Game Master, meanwhile, is a unique participant whose role is to ensure the game progresses smoothly while also handling rules decisions. It may be easiest to think of one as being the director, scriptwriter, stagehand, and narrator all at once.

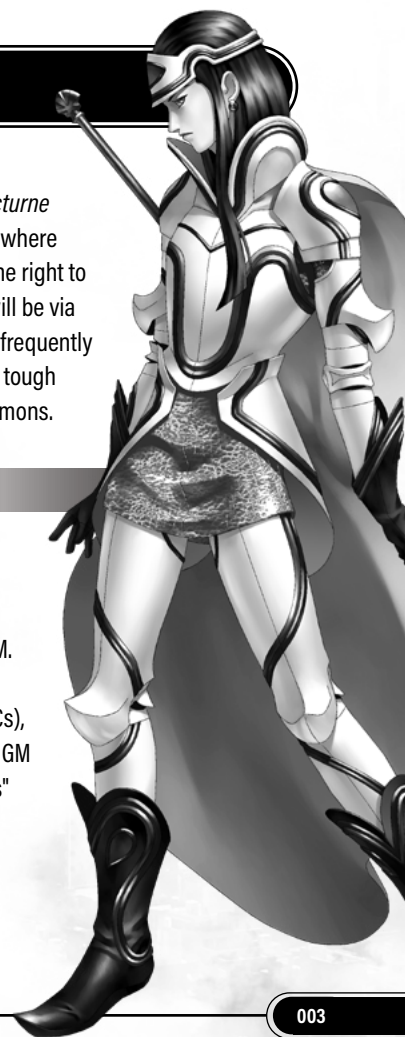
There are many games out there, but TRPGs are unique in that you will not be concerned with winning or losing—such as with chess or card games—but rather with enjoying the mechanics of the game and the simulation of story it creates. By playing *Tokyo Conception*, the hope is that, for players, you experience being swept up into an adventure in the Vortex World, and for the Game Master, you feel the enjoyment that comes from creating your very own story.

GAME SUMMARY

To take on the role of a resident in the *Shin Megami Tensei III: Nocturne* setting and adventure in a world where demons vie for dominance and the right to determine what the new world will be via their Reason. This adventure will frequently include dungeons to explore and tough battles to fight against hostile demons.

CHARACTERS

The word "character" indicates any living person or demon who appears in the story, whether controlled by the player or the GM. Characters controlled by players are called "player characters" (PCs), and characters controlled by the GM are called "non-player characters" (NPCs).



PLAYER CHARACTERS

A PC is played and controlled by a player. As a result of the Conception, the twisted Vortex World was born, and the PCs have been forced—however reluctantly—to survive in this harsh realm.

Goal of the PCs

Above all, the first goal of PCs is to survive the Vortex World.

Should they succeed in that, the PCs will be faced with choices. For the Vortex World is an egg, and for those who live here, the ultimate goal is to gather Magatsuhi into their himorogi, enough to make their Reason a reality and thus become the creators of the new world.

Whether or not the PCs themselves will choose to pursue that goal is up to them. However, one thing is for certain: in the turbulent Vortex World, the PCs will not be allowed to live peaceful, quiet lives.

OVERVIEW

In this section, you will find an explanation of what you will need in order to play a game of *Tokyo Conception*, and you will also be provided a look at the overall flow of the game.

NECESSARY ITEMS

To play *Tokyo Conception*, you will need to have the following items:

- This rulebook
- At least two 10-sided dice (d10s), preferably two per participant
- Writing tools, such as pencils, erasers, etc.
- A story in mind called the scenario

The Rulebook

Before playing, you should read through this book so you know where to find the important information later on. You may also find it prudent to apply sticky notes to important pages or to copy the information down for easier reference later.

In particular, you will want to make certain you have enough review sheets and character sheets for all players, perhaps even a few extras. There's a high likelihood that at least one player will be interested in playing a demon as well, so making copies of demons they are able to use will make things easier for them.

Dice

To play *Tokyo Conception*, you will use two 10-sided dice, typically marked with the numbers 0-9. From this point forward, the text will refer to 10-sided dice as "d10s." By rolling the dice together, you may find a result from 01 - 100 (00), which is called a percentile roll. Designate one of the dice as your tens-digit die before rolling, then roll them at the same time. If your tens digit die shows a 5, and the ones digit a 1, then your number is 51. For percentile rolls, it may be best to use different colored dice to help determine which die is the tens digit, but however you do it, make certain you know which die is the tens digit before rolling.

Writing Tools

In *Tokyo Conception*, you will be writing down numbers all over your character sheet frequently, and as such, writing tools are indispensable. Since many of these numbers will change during play, pencils (mechanical or not) are preferable to pens. Of course, don't forget your erasers.

Scenario

The GM will need to have a scenario in mind, which will form the outline of the session's adventure. For your first session, you may wish to use the premade scenario on Pg. 279, or glance over the scenario ideas list on Pg 288. Experienced GMs can feel free to create any scenario they like, of course. Some ideas on how to formulate your own concepts can be found in the Game Master chapter on Pg 272.

Players

TRPGs such as *Tokyo Conception* can't be played on your own, and as such you'll need to gather some friends to play with you. Generally you will want 3-5 players, or 4-6 participants total if you include the GM. The GM should ideally be someone who has experience both in running TRPGs, and with the *Shin Megami Tensei* series in general. If no one has such experience, then consider the person who owns this rulebook thus challenged to become the GM.

Time

A single session of *Tokyo Conception* can take 3 to 5 hours. During that time, you will become a character in the world of *Nocturne* and become enthralled in an adventure story of your own making. As *Tokyo Conception* is played in the form of a conversation, you should find a space to play where you will be bothering as few people as is reasonable.

ATTITUDE

Finally, bear in mind the most important thing when it comes to playing a TRPG: that above all else, you are there to have fun. Not only should you have fun, but everyone at the table should, as well. Shed your passiveness, but likewise do not run wild over everyone else, either. Seek to bring enjoyment to yourself and to all you are playing with. This will require you to have consideration for others, to pay attention, and to have at least a modicum of manners. Approach the game with this attitude in mind, and you should find no barrier to your enjoyment.





THE WORLD OF NOCTURNE

NOCTURNE

Before we delve into the particulars of the game, let us first turn to a brief review of the history of it.

Shin Megami Tensei III: Nocturne was, when it was released in 2003, the latest in ATLUS's popular *Shin Megami Tensei* series, which had not seen a release for some eight years. It received such acclaim that in February of 2004 it was re-released in a new *Mani*ax version, which not only added a great deal of new story content, but also was in collaboration with the *Devil May Cry* series. Henceforth, we will refer to these as "the original game" and "Maniax."

Nocturne was set in the Vortex World, a place created on the inside of a sphere, which came to be after the old world was wiped away in the Conception—the Ring of Gaia's plan for renewing the world.

The Ring of Gaia was a cult that believed in the teachings of the Scriptures of Miroku, and from their ritual, the world was destroyed entirely, save for small parts of the city of Tokyo, which remained as the "egg of the new world." Said portions of Tokyo were then rolled into a sphere, at the center of which shined the argent light of Kagutsuchi.

Among the ruins of the human world, demons—creatures found previously only in the myths and legends of the old world—were born, who then proceeded to divide into factions and went to war to determine the shape of the world yet to be born from the egg.

Hikawa, leader of the Ring of Gaia, established the Assembly of Nihilo and quickly gained dominance over the Vortex World. But he was not unopposed, for the Mantra Army of Ikebukuro rose up to stand against him.

The protagonist of the game's story was a normal high school student. Yet, thanks to his homeroom teacher, Takao Yuko (who was also priestess of the Ring of Gaia) he, by chance, lived to see the destruction of the world, became a fiend when made to ingest a Magatama—the essence of demonic power—and then became embroiled in the apocalyptic battle to decide what the new world would be.

A TWISTED WORLD

The Vortex World is a world unlike our own.

While the shattered remnants of Tokyo's metropolis can be found here and there, nearly all the rest of the world is desert. At times, that desert will have been consumed by a sea of nothingness, and strange, newly created precipices will have cleaved the land into fragments.

Had you glimpsed the world as it was even hours before its destruction, you may in comparison view this new world as the same but for some hundreds of years having passed. Perhaps that time has indeed passed, or perhaps it has not. There is no way to mark the passage of time but by the wax and the wane of Kagutsuchi's light.

DEMONS

The primary residents of the Vortex World are demons.

"Demon" being the term for a whole host of creatures—those ghosts and goblins, those archdemons, angels (fallen and not), spirits, divinities, monsters, fairies, and other terrors of the night—who once lived only in legend. With the birth of the Vortex World, so too were they born; for during the Conception, humans were wiped out, with survivors being few and far between.

Yet you will find that electricity and water still flow through the ruins, this being the result of artificial humans known as Manikin slaving to maintain the infrastructure of the Vortex World.

KAGUTSUCHI

The silver light at the center of the world: Kagutsuchi.

Kagutsuchi's light shines steadily yet comes as the moon's. When it is strongest, we say it is "Full," and when it is weakest, we say it is "New." The wax and wane of that light have a profound influence over demons' behaviors. Moreover, the light is said to be equivalent to that of a single day back in humanity's era, but in truth, there is no way to be certain just how much time passes between the phases.

Many residents of the Vortex World neither sleep nor rest, but when they tire or are hurt, they find restoration in the rejuvenating waters of a Fountain of Life.

MAGATSUHI

Magatsuhi is the energy of life—it is mana.

It is said that through the collection of Magatsuhi, a demon may gain incredible power. As such, both the Assembly of Nihilo and the Mantra Army attempt to gather as much Magatsuhi as they are able.

Throughout the spherical earth that encompasses the Vortex World runs the Amala Network, through which—like the veins of the world—flows vast quantities of Magatsuhi. The Amala Network can only be entered via its terminals.

Deep, deep within the Amala Network lies a dark world known as

the Labyrinth of Amala, said to be a place of congregation for the most wicked of demons.

REASON OF GENESIS: NIHILO & SHIJIMA

The Vortex World is not one of permanence. It is but an egg, a world created to give shape to the new world. It is nothing more than a staging ground for one to control the flow of Magatsuhi and, with it, summon a patron god that will birth the new world.

As the one who brought the Conception to fruition, Hikawa, leader of the Ring of Gaia, has established his Assembly of Nihilo within Shiodome and has begun collecting Magatsuhi en masse. His goal is to create a world of beautiful silence, held under perfect order. Such is the Reason named Shijima. Should his Reason be achieved, then the world will no longer experience change of any kind.

MANTRA ARMY: STRENGTH & YOSUGA

Gathering in Ikebukuro to stand against the Assembly of Nihilo is the Mantra Army, led by Gozu-Tennoh. The Mantra place their faith in strength alone and seek a world led by the truly strong. Although originally they had no word to call their Reason, of late they have accepted a new leader, a human girl, and gained a name: Yosuga.

Should the Reason of Yosuga be realized, the world will become one of survival of the fittest, where those with strength rule. In such a world, the losers are oppressed, and the winners stand dominant over all.

LURKERS IN AMALA: ISOLATION & MUSUBI

The souls that dwell in the Amala Network are giving rise to their own Reason: Musubi, which strives for a world of complete isolation. Those who follow this Reason despise connection with others and seek only the solace that exists within oneself.

This Reason preaches self-reliance to the point of reforming one's own sense of being able to rely on others, ultimately leading to the denial of communication with all others and the eschewing of society, social groups, family, and even love.

When Musubi becomes reality, all individuals will be secluded in their own individual regions and eternally subsumed in isolation. It will be a world without salvation.

CREATION OF A NEW WORLD

Only those with a Reason—ideals that form the foundation of genesis—may attempt the act of creation that will birth the new world. At present, only three Reasons are known, but surely there are others seeking their own Reason to change the Vortex World.

In *Tokyo Conception*, the PCs may initially have difficulty simply surviving. But before long, they too may gain their own Reason and become immersed in creation.

KAGUTSUCHI & REASON

It is said that any faction who wishes to enact their own Reason must first reach Kagutsuchi. The means for doing so, however, were only recorded within the Scriptures of Miroku.

One theory suggests that one must utilize the massive amount of Magatsuhi accumulated within the Yahiro no Himorogi, summon a powerful god from beyond our world, and then draw forth a tower from Kagutsuchi itself.

The Assembly of Nihilo has sent its demons out to hunt down sources of Magatsuhi, and as that continues, it's invested everything it has in constructing the Obelisk to reach Kagutsuchi on its own.

MAGATAMA & FIENDS

Among all this, did the Demi-fiend appear in the Vortex World. He was a being neither human nor demon. He was a fiend. Once human, then made demon by his Magatama.

Magatama are insects filled with mana. With one, a human can become demonic. We call these fiends—creatures neither human nor demon but something different entirely.

They are so rare, in fact, that few in the Vortex World even know what they are, let alone where they originate from or how many different types exist.

It is said that there are twenty-four types of Magatama in total, scattered across the entirety of the Vortex World. It is also said that by gathering them all and by bringing them to a certain place, one can obtain a Magatama of legendary power.

One thing that is known for certain, however, is that once you become a fiend by ingesting a Magatama, you may never again return to being human.

AND SO, THE STORY BEGINS

With the appearance of the fiends, the world once again begins to stir. Will you form your own Reason, and steer the new world to be as you see it? Such is when the battle will begin.

SPIN THE TALE

Here we conclude our review.

Turn the page, and you will find an introductory replay—a transcript of an actual session of *Tokyo Conception*—that you can read to get a better understanding of how the game plays. From there, you can begin reading the rules of the game for yourself.

Should you happen to be experienced with TRPGs already, feel free to jump to Pg. 22, and begin making your character. If you want to jump right into the action, then you can read the rules summary on Pg. 297, pick a sample character, and start playing.

However, if you are new to TRPGs, don't get overwhelmed by everything. Take the book slowly, little by little, and focus your efforts. You'll get there.

INTRODUCTORY REPLAY: DEEP BELOW

TRAILER

It's like being at the bottom of the ocean.

The underground waterway might be cavernous, with a ceiling over ten meters high, but such is necessary for the giant, multi-meter wide wingspan manta ray creature that swims there.

"That would be Forneus. If we don't take that guy out, no way we're ever seeing the light again."

What else is there to do but fight?

REPLAY START

Here begins a replay of the *Shin Megami Tensei - The Roleplaying Game: Tokyo Conception*, which will provide you with a look into how the game actually plays. TRPGs are games played via conversation, so in order for you to learn how to do that, it's best to read an account of others playing it—hence, "replay."

For this adventure, entitled "Deep Below," we have five participants. One of them is the Game Master (referred to as the GM). The other four are the players, who will be participating in the adventure as their own characters. We will refer to the players as A, B, C, and D.

A and B are veterans who are familiar with both the original game and TRPGs in general. C loves the *Shin Megami Tensei* series but has little experience with TRPGs. Meanwhile, D is well-versed in TRPGs but doesn't know the original game whatsoever.

CHARACTER CREATION

GM: All right, and here we begin our introductory replay of *Shin Megami Tensei - The Roleplaying Game: Tokyo Conception*.

A, B, C, D: Thanks for having us!

GM: So I've already read you the trailer, and for today's adventure, I'd like you all to use sample characters.

A: Meaning we're not making our own?

Most TRPGs have rules for creating one's very own character. *Tokyo Conception* is no different, but when you have beginners playing, you can skip the complete "Full Scratch" custom character creation rules and instead use the included pre-generated sample characters.

GM: Yes. That way all we need to fiddle with are the backgrounds and connections and figure out how the PCs are connected.

The GM proceeds to lay out the 8 sample characters on the table. Reader, you may wish to view them for yourself. They begin on Pg. 25.

B: So we've got fiends, humans, and demons?

GM: Humans are, well, just like us. But they're something of an endangered species since the Vortex World destroyed the old world.

C: Oh yeah! *Nocturne* itself started with the destruction of the world.

GM: Yes, and so the majority of residents of this new world are demons.

D: Demons? Like with wings and tails?

GM: It's sort of a term unique to *Shin Megami Tensei* and is sort of like saying monster or creature. All sorts of beings from myth

exist in this, and you'll see gods, youkai, magic beasts, monstrous entities, malevolent divinities, archfiends, angels, and even spirits—but they're all called demons.

D: Whoa, cool.

C: Telling me I could play a Pixie is pretty tempting, I have to admit...

GM: Fiends are unique in that they're humans who obtained an item called a Magatama and with it turned into a demon. Then they get all, like, striped. The protagonist of the original game was a fiend of sorts.

C: "With it, you have joined the ranks of demons."

This is a famous line from the original game. The protagonist gets his Magatama from a blonde-haired boy, and this is said to him. He is also told it wouldn't hurt, but it looked quite painful indeed.

A: Who would you recommend?

GM: Fiend (Marogareh), Fiend (Shiranui), Pixie, and Jack Frost have my vote. It's a good balance, with two fiends and two demons.

C: No humans?

GM: If you want to be one, sure, but there probably should only be one. Two or more and things start getting rough. They're kind of weak.

B: "Weak"... I like the sound of that.

D: Who would be easiest to play?

GM: I think that would have to be one of the fiends. Marogareh is just like the original game's protagonist, and Shiranui is a magic-user with lots of firepower. They're pretty strong. Ankh has a healer Magatama ingested, but they're also a fighter type. With some levels they can plow through enemies with Heatwave.

GM: For demons, I think if they match what you want to be doing, they're fairly easy to use. Pixie is a support type but can do well with other spells. Jack Frost is pretty much good all-around and thus will be effective anywhere.

After much hemming and even more hawing, the players at last make their choices, as seen below:

- A: Fiend (Marogareh)
- B: Human (Magazine Journalist)
- C: Jack Frost
- D: Pixie

A relatively standard party formation.

OPENING 01: BIRTH OF A FIEND

GM: Okay, let's do the opening. We'll handle each PC in turn. First up, our fiend.

A: Yeah, why not. Uhm... where do we start?

GM: As this is our first game, let's not have you suddenly thrown into the Vortex World but rather start the night before the Conception.

GM: You're a high schooler, and your homeroom teacher has been hospitalized. So, you've come to visit her, along with some classmates.

A: What's my teacher's name?

GM: Takao Yuko. She's young and quite pretty. A bit mysterious too, but she's pretty popular with your class.

A: The protagonist route, huh. Better enter my name here.

GM: Aw, hell... We forgot to have you all pick names!

C, D: Do demons get names?

GM: Demons don't need to have one, no. If you can't figure out a name, we can just call you Pixie or Snowman.

C: Not a snowman, hee.

A: Mr. Hee-Ho, then?

C: Oh, can I steal that?

Deciding on names takes a bit of time, but eventually we settle on the following:

- A: Fiend, Yuuki Junpei
- B: Human, Hirosawa Kou
- C: Mr. Hee-Ho
- D: Pixie

Then we look at the Bond table, and, going around clockwise, figure out the PCs' relationships to one another by rolling 1d10. Some re-roll, and others just choose.

Yuuki: So to me, Hirosawa is my "Savior."

Hirosawa: You'd better be grateful, too. Hmm, and my bond with Mr. Hee-Ho, will be "Strange Hobby." Maybe we like MMA?

Mr. Hee-Ho: We gotta aim to hee the strongest demons-ho! My bond with Pixie will be "Affection," probably because she's soooo moe, right?

Pixie: I'm not sure about that. But my bond to the fiend is "Responsibility." I have to protect him? But also, I don't have any memories.

GM: So you just have this feeling that you need to keep him safe.

Pixie: Pretty much, yeah.

Mr. Hee-Ho: Fiends sure are popular-ho.

OPENING 01B: BIRTH OF A FIEND

GM: Okay, let's get back to Yuuki's opening. Once you make it to the hospital, you find it totally abandoned for no reason, you can tell, and the whole vibe feels off.

Yuuki: Teach? Hey, teach, you here?

GM: You check around the hospital alone until you finally find your teacher up on the roof. We'll do her famous line now.

Teacher: The world must first die for it to be born again.

Yuuki: Huh? Teach, what are you saying?

Teacher: I know this is all a little sudden for you.

Yuuki: I don't understand...

Teacher: You will live through this. Then, in the newly reborn world... come and find me.

Yuuki: Teach!

GM: And with that, the world ends.

Following nearly the same path as the original game's protagonist, predictably, Yuuki is given his Magatama by a boy with blonde hair.

GM: And so, you become a demon, and awaken in the Great Underpass of Ginza.

Yuuki: Ginza? Not the Shinjuku Medical Center?

GM: Nope, Ginza.

Yuuki: You mentioned Forneus, though...

The original game begins in the basement of the Shinjuku Medical Center, but for this adventure, the GM has decided it will be the Ginza Underpass. Stretching from Ikebukuro to Harumi, the Underpass was originally a sewer system that returned purified wastewater to the ocean.

Yuuki's surprise comes from the trailer mentioning Forneus, who was in the original game the boss enemy found in Shinjuku Medical Center.

OPENING 2: A STRANGE ENCOUNTER

GM: So, Hirosawa and the two demons are going to happen upon our fallen fiend, but before that, let's wind back time a little.

GM: Hirosawa, you're a writer for *Ayakashi Monthly*, and Hijiri has asked you to write an article on the mystery of the Great Underpass of Ginza.

Hirosawa: Something like, "The Lucky Manta, Found at Ginza Underpass!"?

GM: Yeah, that'll do.

GM: Something happened, however, while you were investigating. There was this horrible earthquake, and you felt like the world itself was twisting around you. Sadly, your cell phone lost signal, so you had no idea as to what happened. But you remember Hijiri saying something; that soon, something incredible was going to happen, and that the world would be destroyed.

Hirosawa: That Hijiri, always a sensationalist.

GM: Well, since you were in the Underpass, you still aren't sure what happened. With no other choice, you've started looking around for an exit. However, it's like the shape of the place changed—you can't actually find an exit.

Hirosawa: This deadline ain't gonna make itself, you know.

GM: And it's amidst all that that you meet a snowman.

Mr. Hee-Ho: It's my turn-ho!

OPENING 3: TO BE THE STRONGEST

GM: Right. So you're called Mr. Hee-Ho, but you're in fact a Jack Frost who aims to become the strongest demon.

Mr. Hee-Ho: Let's get pumped, ho!

GM: You must've tried to get into the Mantra Army, huh?

Mr. Hee-Ho: Sure, but I wimped out and didn't do it. So now I'm in training, ho!

Pixie: Poor Mr. Hee-Ho.

Mr. Hee-Ho: I'll get there one day!

GM: So during your training, you somehow ended up getting lost in the Great Underpass of Ginza. You came across Pixie while walking around, and, taken with her at first sight, you're now working together.

Pixie: What else could I do? I don't have any memories!

OPENING 4: LOST MEMORIES

GM: Which brings us to your opening, Pixie. You're a Pixie, and you probably don't have a name. You're not sure how, but you've found yourself in the Great Underpass of Ginza.

Pixie: Troublesome...

GM: Your last memory is akin to the trailer, a scene where Forneus is leisurely swimming around the Underpass. Indeed, you know that if you don't do something about that, you'll never be able to escape to the surface.

Pixie: And while I was fretting about that, here comes this snowman, calling out to me.

Mr. Hee-Ho: Hey gurl, how 'bout we go get some tea together?

Pixie: Ugh, that was pathetic. Why would a snowman even drink tea? You'd melt.

Mr. Hee-Ho: Oh, true. Wanna focus energy with me, then?

Pixie: I don't even know what that means!

GM: Around there is when you come across Hirosawa. You two were cautious at first, as you'd never seen someone like him before, but then you found a common interest...

Hirosawa: What hobby could you even share with a talking snowman? Well, whatever. I just so happen to have a sports newspaper I bought this morning in my bag, the latest K-1.

Mr. Hee-Ho: Bob Sapp is strong-ho.

Hirosawa: I'm more into Peter Aerts, myself.

Pixie: They're in a world of their own now.

GM: While they are, Pixie, you happen to spot the fallen form of a fiend.

Pixie: How cute.

GM: Excuse me?

Pixie: I feel I need to protect him, right? So, clearly, he's cute.

GM: And thus do we find that Mr. Hee-Ho's affections are unrequited.

Pixie: A snowman's love isn't valid, anyway.

Mr. Hee-Ho: Uwaaaaah!

Yuuki: I'm thinking that's about where I come to, yeah?

After this, the group continues chattering for a while. The conversation between these two demons, who say the world has been destroyed, and the human and fiend, who have yet to see outside of the Great Underpass of Ginza, doesn't go so well—except for the parts about professional fighting; those conversations go well.

SCENE 01: SLIME ATTACK

GM: Sorry to interrupt while you're all excited, but I feel we ought to get a combat in for practice. So, will you all please roll me a Luck check.

Mr. Hee-Ho: Fail.

Pixie: Succeed.

Hirosawa: Mwahaha! Critical with a 05!

Yuuki: That's some luck, man. I rolled a 97. Auto-fail.

GM: So a net zero, then. Combat starts with no particular conditions on it.

While playing *Tokyo Conception*, when it's possible the PCs might get ambushed, we roll an encounter check and find what situation arises. The party makes Luck checks, and depending on what everyone rolls, the GM may add positive or negative modifiers as they like. For this combat, we have neither penalties nor bonuses.

GM: A single Slime draws near.

Pixie: Oh, easy!

Hirosawa: No danger at all.

GM: Roll for initiative. That's 1d10 plus your Agility. The slime has 9.

Pixie: 3. Why is a pixie slower than a slime?

Hirosawa: 10. Nice, first strike.

Yuuki: Oh, 9.

GM: Since that's the same as the slime, roll 1d10 again. I've got a 7.

Yuuki: 3, I lose.

Mr. Hee-Ho: Hey, my die shows a 10!

GM: You can smash that, then.

Mr. Hee-Ho: Rolled a 9, so I've got 23 in total.

Hirosawa: That's so pointlessly fast.

Turn Order

23 - Mr. Hee-Ho
10 - Hirosawa
9 - Slime
9 - Yuuki
3 - Pixie

Mr. Hee-Ho: Let's start this off with a Bufu! I rolled a 17, and with a TN of 59%, I succeed!

GM: The slime fails its dodge check.

Mr. Hee-Ho: My total power is 29, and my roll is 6, so 35 damage-ho!

GM: Ough. It felt that. Over half its HP in one go.

Here are the steps to making an attack. First, the attacker rolls their hit check. If they're successful, then the defender rolls their dodge check. Only if the defender fails to dodge does the attack hit. For damage, the attacker rolls 1d10 and

adds that to their total power. Then the defender reduces that amount by the appropriate resistance and finally reduces their HP by the remaining amount.

In this case, the Slime has 5 magical resistance, so reducing Mr. Hee-Ho's damage by 5 leaves us with 30. The Slime only has 54 HP, so this leaves us with less than half remaining.

Mr. Hee-Ho: Plus the 20% chance to Freeze-ho.

GM: An ailment attack, right. Okay—no freezing this time, sadly.

Hirosawa: That makes it my turn. Analyze!

Analyze is an important skill that allows one to read enemy statblocks. It's an auto-success skill, so no check is needed.

GM: It has Null Dark, Strong Phys, and is weak to Fire and Light. Its skills are Deathtouch and Feral Bite.

Hirosawa: Strong Phys, really? Hmm, well, its physical resist is only 4, so we can make that work. Can't we, Yuuki-boy?

GM: Except it's the Slime's turn next. It'll use Deathtouch on Yuuki. Oof, barely made it. Your dodge roll, then.

Yuuki: Yeah, didn't think I'd make that.

GM: Power 28. Your magical resist is 6, so that's 22 damage for you and 22 HP recovery for it.

Hirosawa: You good, Yuuki-boy?

Yuuki: I've still got 76 HP left.

Hirosawa: Fiends are scary, man. With no damage taken, I've got 48 HP total.

Yuuki: I'll sink some of that excess HP into a Lunge, then! 19, meaning I succeed.

GM: Slime fails to dodge. Let's see the damage!

Yuuki: Just rolling it up. Okay, 47 damage.

GM: With Strong Phys, that drops to 23. Then with 4 physical resist, its HP goes down by 19. Deathtouch gave it plenty of breathing room though.

Pixie: Then I'll give it a Zio! Success on the roll!

GM: Ough. It didn't dodge, sadly.

Pixie: 35 damage.

GM: And down goes the Slime.

Pixie: Woohoo!

GM: 13 EXP for each of you. The party gains 33 macca. As for drop items...

Hirosawa: Wait, I have a thing. Lucky Find.

GM: A bag of tricks on you, huh? All right, make a Luck check.

Hirosawa: 05 would be a critical.

GM: It normally drops a Medicine, so that will get you a Bead.

Medicine is an item that recovers 50 HP, while Beads recover all HP. Also, before moving on, Pixie uses Dia on Yuuki to recover some of his HP.

SCENE 02: RESEARCH

Yuuki: I'm thinking it's time I got looking for Ms. Takao.

Hirosawa: Hold up. We should first figure out what's what. We're in the Great Underpass of Ginza, and Forneus is hovering around the exit. Meaning we can't leave unless we end him, right?

Pixie: Yup, that sums it up.

Mr. Hee-Ho: Is that dude strong?

Pixie: Probably?

Hirosawa: You all are hopeless. Hey, GM, I can use the Analyze skill to figure out info on demons, right?

GM: You can. Roll Luck.

Hirosawa: Finally some dice rolling. Okay, so I just need to roll equal or under my Luck TN, right? So an 80 or under wins. And that's a 42—success!

Whenever you need to "check" if something happens or not, you make a check using a percentile roll. Roll two 10-sided dice, with one declared as the tens digit and the other as the ones digit. If the numbers showing on the dice are less than or equal to your TN, you succeed.

GM: Forneus is a level 20 Fallen. Since your target is a higher level than you are, that's all you get, unfortunately.

Hirosawa: Tch. All right, let's use Once A Snake, and I'll see about its weaknesses.

GM: An auto-success skill, huh. OK, Forneus's affinities are Null Ice and Elec Weak.

In *Tokyo Conception's* combat, affinities play a very important role. No Ice-element attack will be effective against Forneus whatsoever, but Elec-element attacks will be quite effective.

Hirosawa: Clearly I find that out in the latest edition of *Ayakashi Monthly*. All right, team, so what can we do with all that?

Pixie: I've got Zio! That's an Elec element.

Hirosawa: Nice. What about our snowman, though?

Mr. Hee-Ho: I've got Drain Ice, too! I'll hit him with Bufu!

Hirosawa: What are you even talking about...

SCENE 03: COLLECTOR MANIKIN

Yuuki: Elec attacks though... that's gonna be a pain. Maybe we could pick up some items like that?

Mr. Hee-Ho: Oh hey, I've got the Collector Manikin as a contact.

Yuuki: Yeah, that'd help!

GM: Sure, make a Negotiation check.

Mr. Hee-Ho: Don't wanna use Trade and can't use Connection, so I'm left with 28%. Weh... fail. Maybe I ought to use Trade. What do you think, gang?

Hirosawa: Wait, hold up. I've got a contact with the Collector too, for whatever reason. Always looking for material, I am. Or maybe Hijiri set me up. My Negotiation roll succeeds!

Mr. Hee-Ho: Bag of tricks, ho.

Hirosawa: Yeah, but in combat I do squat. Research is where I shine.

Collector Manikin: Well if you say so, Mr. Hirosawa, that's how it is. Wobble. Here, take this Mazio Rock. Wobble.

Pixie: What's with the "wobble wobble"?

GM: Manikin are artificial humans. Sometimes they lose their balance and wobble a bit. It's sort of a bit, I guess?

Collector Manikin: In exchange, I just ask that you bring any rare items you find out there from the old world to me. I'll buy them at a good price! What I'd really like to see, though...

Hirosawa: The 1000 yen note, right?

Collector Manikin: A backscratcher.

Hirosawa: Huh, well, if we see one, we'll make sure we get it to you.

Mr. Hee-Ho: Bet Loki's got one.

The Collector Manikin is a unique character who appears in the original game. As a collector of strange items, he asks the protagonist to find him a 1000 yen note. Despite not knowing what it's used for, he wants it anyway. With no other choice, the protagonist has to sneak into the Tyrant Loki's collection room to find one.

SCENE 04: BOSS FIGHT (VS. FORNEUS)

It's like being at the bottom of the ocean.

The underground waterway might be cavernous, with a ceiling over ten meters high, but such is necessary for the giant, multi-meter wide wingspan manta ray creature that swims there.

Mr. Hee-Ho: He's hee-huge! And looks real strong, ho.

Pixie: That would be Forneus. If we don't take that guy out, no way we're ever seeing the light again.

Hirosawa: We got our Mazio ready. Everything else rides on you, Yuuki-boy!

Yuuki: Then let's get it started.

GM: Let's do a boss fight, then. And since Forneus is a boss, his HP and MP are both doubled, he can use fate points, and takes two actions per turn. Everything else is the same as he is normally.

Hirosawa: That's more than enough, really.

GM: We don't need an encounter check, so initiative, please.

Forneus	11
Yuuki	10
Hirosawa	8
Pixie	7
Mr. Hee-Ho	19

Hirosawa: What's with that 19?

Mr. Hee-Ho: Rolled another 10, ho!

Hirosawa: Pointlessly fast, again.

ROUND ONE

Mr. Hee-Ho: Attacking with a TN of 34%. I hit! My damage is 19, ho!

GM: Forneus fails to dodge. With 15 physical resist though, that's 4 damage.

Mr. Hee-Ho: Hee's tough, ho!

GM: Forneus will then use Bufula on Yuuki. Hits for 59.

Yuuki: No dodging for me. I've got 45 HP left.

GM: Freeze chance 20%, too.

Yuuki: 19... oh, I'm iced.

GM: You can reroll if you spend a fate point.

Yuuki: Yeeeahh, getting frozen right off the bat kinda sucks. Okay, this time I pass!

GM: He's a boss, so he has one more action. He does a basic strike on Hirosawa, which hits! 35 physical damage.

Hirosawa: I-I'm gonna die, that leaves me with 19 HP.

Yuuki: All right, here I go. Using 20 HP to do a Hell Thrust! Ooh... crit! So my 54 damage gets doubled to 108, bet he feels that!

GM: Failed to dodge, here. With a crit, we don't apply resistance, huh? So we take it as-is. Well, that's fine, he'll eat it.

Yuuki: You don't seem to be sweating it over there.

GM: Yeah, he's a boss. He's got HP to spare.

Hirosawa: I'm up next, I think. Let's use that Mazio Rock. Auto success, 22 damage.

GM: No dodge again. Since it's his weakness, that doubles to 44 damage, huh? Still looking good. But the Shock might change that. With a crit, that 10% chance becomes 20%... but should be fine?

GM: Oh, unless I roll 06. Well, I don't want him to be Shocked, so let's spend a fate to reroll that. And, uh, roll an 02. Let's spend another one. 44, but you made me spend two fate points for it.

Hirosawa: Didn't do too much damage, but sure as hell was worth it.

Pixie: I'll Zio next. And not succeed at the roll. It feels pretty easy to miss at this level, really.

GM: And that completes the round. Remember you can use the Concentrate action to give you +20% on your next roll.

ROUND TWO

Mr. Hee-Ho: Time for my Super Sure-Kill Punch! It misses.

GM: Then, Forneus will use Mabufu. 00? Uh, fumbling would be bad. Reroll with a fate point, success! 44 damage to everyone, 10% freeze.

Pixie: I dodge!

Yuuki: I eat it. That'd kill me, so let's halve the damage with a fate. Down to 11 HP, but no freeze at least.

Hirosawa: I also eat it. And that would also kill me, so let's use Luck Smiles. I take nothing.

Mr. Hee-Ho: Damn, that feels good!

Pixie: There's the snowman with his Drain Ice.

GM: Let's do a basic strike on that same snowman. Hits for 33.

Mr. Hee-Ho: That hee-hurts!

Yuuki: Nothing else to use, so basic strike. Hits for 31.

GM: Dodged!

Yuuki: Ugggh.

Hirosawa: Them's the breaks. I'll use our Bead on Yuuki-boy, full HP recover.

Yuuki: Hell yes.

Pixie: And I'll Concentrate on Zio.

ROUND THREE

Mr. Hee-Ho: Time for my Super Sure-Kill Punch! It misses again.

Hirosawa: You gotta aim, my guy.

GM: Forneus will Mabufu first. Succeeds, 42 damage to everyone with 10% freeze.

Pixie: Aw, I get hit this time. 50 HP left.

Yuuki: I also get hit. No freeze, 62 HP.

Hirosawa: I- just barely dodge. I'm alive!

Mr. Hee-Ho: Feels sooooo good, back up to full HP.

GM: Uwah. Kind of a spread there, huh. All right, let's forget the snowman. Yuuki's doing the most damage, so let's basic strike him. Or, Forneus would, but he misses.

Yuuki: Now's my chance. Hell Thrust! 56 damage.

GM: Ugh, that's not the dodge roll I wanted.

Hirosawa: Put this to bed, Pixie! I'll do an Aid action, success. Pixie's next check has +20%.

Pixie: Zio! With Aid and Concentrate, that's +40%, so 89%. 08. Oh hey, isn't that a critical? Okay, power roll is... 10. Explodes for... 9. Base power was 27, so 46 damage. Then critical doubles it, and weakness doubles it again... 184 damage!

GM: Even if I dodge it, it'd still hit. And I didn't dodge.. That'd kill Forneus, so let's halve the damage with a fate.

GM: Then there's the Shock. 20% originally, so with crit and weakness, that doubles and doubles again to 80%? I'm going to use another fate to lower it by 20%, but I can only reroll once. And, 59. So, reroll, 33. The ailment lands. He's Shocked for one round, and can't evade at all.

ROUND FOUR

Mr. Hee-Ho: Now roar, my Super Sure-Kill Punch!

Yuuki: You're the only one who gets to knock Forneus around before he can try a save.

Pixie: Do your best...!

Mr. Hee-Ho: I can feel the love, spurring me on. So let's drop three fate on this punch and jack it up to 94%, ho! I've got Might, too, so that means my crit chance is at 18%!

GM: Well, while he's Shocked, any Phys affinity attacks that land get automatically upgraded to criticals.

Mr. Hee-Ho: Aw, dang.

Hirosawa: Hey, here's an idea. You should drop your last two fate points in!

Yuuki: Ooh, a multi-action?

When your TN exceeds 100%, you can choose to attack twice by evenly splitting the TN in two. Since Mr. Hee-Ho can attack before Forneus has a chance to shake off the Shock, there's good reason to push for it here.

Mr. Hee-Ho: Okay, with my TN at 134%, I'm letting him hee-have it twice at 67%! 47, hits. 12, also hits!

GM: He can't dodge, and those become criticals. So your damage is doubled. Oh, what's your base physical power, by the way?

Mr. Hee-Ho: It's 14, ho.

GM: Not very high...

Mr. Hee-Ho: First hit, I roll 5. So 19, doubles to 38 total, ho.

GM: Forneus is still up. Maybe he'll make it?

Mr. Hee-Ho: Explode!! 10, then a 7, so 31, total 62!

GM: Argh... Forneus is dead.

Mr. Hee-Ho: Ya-hee-hoo!

GM: All right, let me hand out EXP and such. 278 EXP to each of you. 298 macca for the whole party.

Mr. Hee-Ho: That's a level-up-ho.

GM: We'll do level-ups together later. Oh, and drop items are Medicine, and the Magatama Wadatsumi. Roll Lucky Find, also.

Hirosawa: Whoa, a Life Bead, just sitting there!

ENDING

Thus, with Forneus defeated, the party leaves the Great Underpass of Ginza, and steps out among the ruins of eastern Ikebukuro. They find that the world has been twisted and rolled into a giant sphere, with the silver light of Kagatsuchi glowing over their heads.

Hirosawa: So the world really was destroyed?

Mr. Hee-Ho: Oh hey, I know all about Ikebukuro, ho. There are tons of strong demons at the Mantra Army HQ.

Hirosawa: I've had my fill of demons, really. Which... those aren't something I'm going to be able to avoid, huh. Oh, well.

Pixie: Well, I'll be going wherever Yuuki ends up going.

Mr. Hee-Ho: And if Pixie's going, I'm super going, ho!

Yuuki: I've got to find Ms. Takao...

Their adventure has yet to end... or rather, has only just begun.

COOL DOWN

GM: Nice play, everyone.

All Players: Thanks for having us!

GM: Okay, so for completing the story, you gain 120 EXP. Hirosawa has hit a level up and now is level 12. When we advance characters, fiends and humans gain +1 to a stat of their choice, and demons increase a stat randomly.

Yuuki: Gotta be +1 Strength, then.

Hirosawa: I need to raise Vitality so I get some HP.

Mr. Hee-Ho: My Strength went up! I'm gonna be a strong demon, ho.

Pixie: Aren't you a spellcaster type, though? Is Strength really what you want going up? Whatever. My Luck went up again, meanwhile.

Mr. Hee-Ho: More importantly, you can hee-evolve!

Pixie: Oh yeah? So I can be a High Pixie, huh. Hmm... but then my Magic would go down for a bit. I'm not sure.

Pixie: I'll pass this time. I like the more maiden-like Pixie anyway.

GM: As the final step, then, we mark down review sheets, and that will end the game!

Hopefully this gave you a good idea of how to play this game. Now, all you need to do is read on to the rules chapter.

TERMS

Dice: Polyhedral random number generators. For this game, each participant should have two 10-sided dice.

Player: A participant in this game who takes on the role of a specific character.

Game Master (GM): A participant in this game who is responsible for keeping the story flowing, an essential part of the roleplaying game experience.

Character: Any entity appearing in the game that has a personality one can interact with. They may be a normal person or otherwise.

Player Character (PC): A character played by a player. Players control their characters like they would themselves, and, in working together with other players and the Game Master, create a unique adventure in the Vortex World for everyone to enjoy.

Non-Player Character (NPC): Any character that is not explicitly played by a player. Generally, the Game Master has them appear to serve the story somehow.

Party: A word for the PCs altogether. A group whose fates are bound together.

Level: A number indicating a character's relative level of strength. Sometimes shortened to LV.

Party Level: Indicates the party's relative level of strength. This is equal to the level of the character with the highest level in the party.

Class: Characters all belong to one of the following categories, which is their class: fiend, demon, or human.

Fiend: A human who has become a demon thanks to a Magatama. Demi-fiend also falls under this type.

Demon: In the *Shin Megami Tensei* series, demon is a shorthand for all manner of creatures who appear in legends and myths, including gods, youkai, archfiends, angels, and even spirits.

Subclass: A subcategory to a character's class. For humans, their subclass reflects the character's history.

Session: Indicates one full gameplay session of a TRPG, such as this game. Should take roughly 3 to 5 hours to complete.

Scenario: The set of materials needed to perform one full game of a TRPG, including the general idea for a story the GM has prepared and any character stats needed for it. The scenario is only a plan or draft, however, as the PCs' actions will create many twists and turns. The scenario is for the GM only to know, and is not presented in its entirety to the players.

Scene: The story of the game is divided into these, which are acted out to advance the plot.

Combat Scene: A scene dedicated to combat. Characters perform actions in order per round of combat, which is about 10 seconds of time (in-game).

Initiative: The order in which characters take their turns in combat.

Round: A unit for keeping time during combat. Characters usually take one simple action during their turn.

Stat: A value that expresses a character's ability. Five of them exist: Strength, Magic, Vitality, Agility, Luck.

Check: During the game, when you are not sure whether an action would be successful, when you're not sure how a particular event would play out, or when there's no clear answer for what's happening, you make a "check" by rolling dice in order to determine the outcome.

Skill: Special techniques or attacks.

Physical/Magical Damage: Damage inflicted is one of these two types.

Power: A word that represents efficacy, for example with damage.

Explode: A rule wherein, upon rolling a certain number on the dice, you roll again, and add the numbers together. Occurs only on power rolls.

Boss: A type of enemy that serves as the final battle for the scenario. Characters categorized as bosses gain the Boss trait. Bosses gain special effects, including the ability to use fate points, double actions, additional HP and MP, access to special boss skills, and special affinities.

Element: Categorizations of effects and attacks. The following types exist: Phys, Fire, Ice, Elec, Force, Mind, Ruin, Nerve, Dark, Light, Almighty.

Affinity: Represents weakness or resistance to certain elements.

Character Sheet: A sheet of paper designed to hold all information relevant to a character.

Fate: Spendable points that can help a character in the game.

Macca: The currency of the Vortex World.

CHARACTER SHEET TERMS

EXP: The current amount of EXP held by the character.

NEXT: The amount of EXP needed to advance to the next level.

Level: The character's level.

Class: The character's class and subclass. This will be Fiend, Demon, or Human.

Stats: Values that represent a character's aptitude in several kinds of activity.

Strength: Used for the hit checks of physical attacks, and their power.

Magic: Represents magical capabilities. Used for cast checks of spells, and in the calculation of MP.

Vitality: Represents one's physical endurance. Used to calculate HP, and in checks to recover from ailments, called saves.

Agility: Represents speed and nimbleness. Used when rolling initiative, and when dodging attacks.

Luck: Used for any check that doesn't involve one of the above stats, including talking to demons or noticing things. Determines fate points as well.

Target Number (TN): Number that determines how likely a check is to succeed.

Physical Power: Value that serves for a base amount of damage of basic strikes and physical attack skills. It is calculated by adding together your level and Strength.

Magical Power: Value that serves for a base amount of damage of spells and magical attack skills. It is calculated by adding together your level and Magic.

Save TN: Value used when saving from ailments. Equal to your Vitality TN.

Dodge TN: Value used when making a check to avoid an attack. Equal to your Agility + 10.

Negotiation TN: Value used in negotiation or otherwise persuading demons. Multiply your Luck TN by 2, and add 20.

HP: Short for Hit Points. This represents your life itself. When you have 0 HP, you die.

MP: Short for Magic Points. This represents the mana you have to make spells and magical attacks with. When you have 0 MP, you cannot use spells or magical attack skills.

Physical Resistance: A defensive value used against Phys element attacks. You reduce incoming Phys element damage by this amount.

Magical Resistance: A defensive value used against any non-Phys element attack. You reduce incoming non-Phys element damage by this amount.

Fate: Represents your available number of fate points. Fate points are spendable, and can be used to support heroic actions, or help you manage taking damage. You have your full amount when you begin a new game session.

Affinities: Represents your affinity for or against certain elements.

Basic Strike: A bodily attack that is made without using any skills.

Skill: A character is able to learn up to eight skills maximum. Explanations for each skill can be found in the Skills Explanations chapter on Pg. 94.

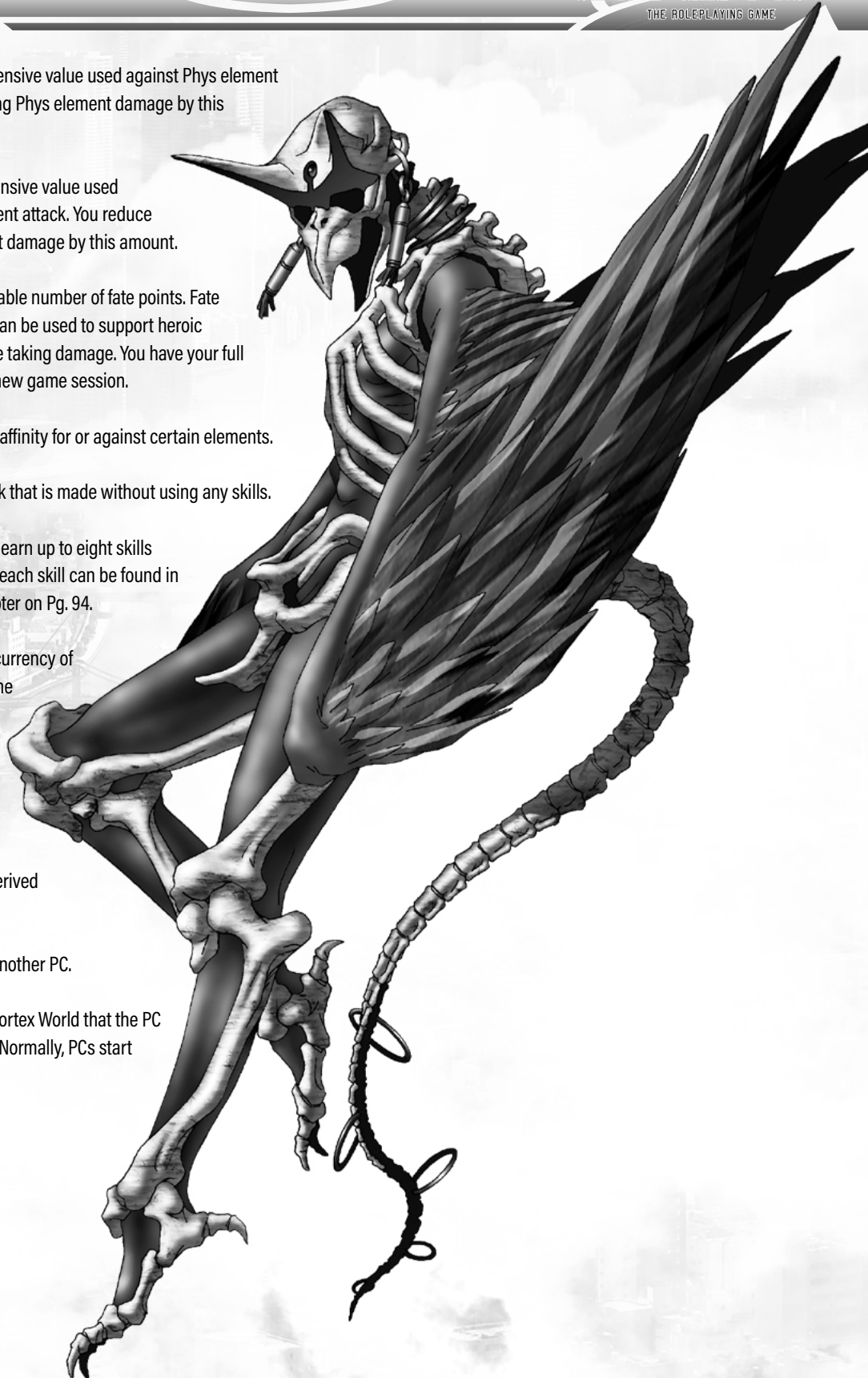
Held Macca: Macca is the currency of demons, used throughout the Vortex World.

Background: A quality that depicts a PC's past, or a motive for their actions.

Goal: A PC's goal, usually derived from their Background.

Bond: The PC's bond with another PC.

Contact: A resident of the Vortex World that the PC can use as a source of info. Normally, PCs start with two of these.



CHAPTER TWO

CHARACTER CREATION



In this chapter, you will learn to create the character you will use for your *Tokyo Conception* game. There are two methods to create a character: "Quick Start," wherein players select their character from premade samples, or "Full Scratch" in which one creates a fully unique character from scratch. The GM decides which method would be most suitable for their game.

PLAYER CHARACTERS

In game terms, any character that is played by a player is called a player character (PC).

After the Conception, whether they wanted it or not, the PCs were forced into a life of survival in a new, twisted land called the Vortex World. For the sake of that survival, they do not act alone but rather have gathered together into their own independent faction: the party.

The Vortex World is no more than an egg, a temporary creation brought about to determine the Reason of the new world. So it is here where the battle is fought to see which Reason shall emerge victorious, and it is the Assembly of Nihilo who is winning that fight.

Low-level PCs are, to the Vortex World, nothing more than a group of fiends, demons, and humans, which none would regard as important. Regardless, it is the fate of the PCs to plunge into the whirlpool of events and battles that give the Vortex World its name.

RECOMMENDED LEVEL

Much like the original game, *Tokyo Conception* can handle levels 1 to 100. However, characters for actual play should be created to suit the recommended level set by the GM. Said level is determined via experience points granted. For example, when using the sample characters from Quick Start, each of those is created with 1100 EXP. This means the fiends are at level 10, demons at level 9, and humans at level 11.

We recommend you set characters no lower than level 5 and no higher than 70, as this provides the most stable, playable experience.

QUICK START

An abbreviated method of creating characters that allows you to get right to playing, in Quick Start, all you must do is select one of the sample characters starting on Pg. 25, then determine 2 or 3 narrative qualities for them, and you're ready to go. In this fashion, you can even play the introductory scenario on Pg. 279, right away.

0. Trailer: GM's Recommendations

After explaining what the session for the day will be like, the GM declares which sample characters can be used.

Example: "Today we'll be adventuring near Shibuya. We need at least one fiend, so something like Marogareh, Soldier, Pixie, and Jack Frost would be best. At minimum, if you don't have at least one physical attacker, this might be tough for you."

1. Choose Sample Characters

Players now choose their sample character. These characters already have 1100 EXP, and their level-up bonuses are already applied. The fiends are level 10, the demons level 9, and the humans level 11.

2. Set Names & Personal Info

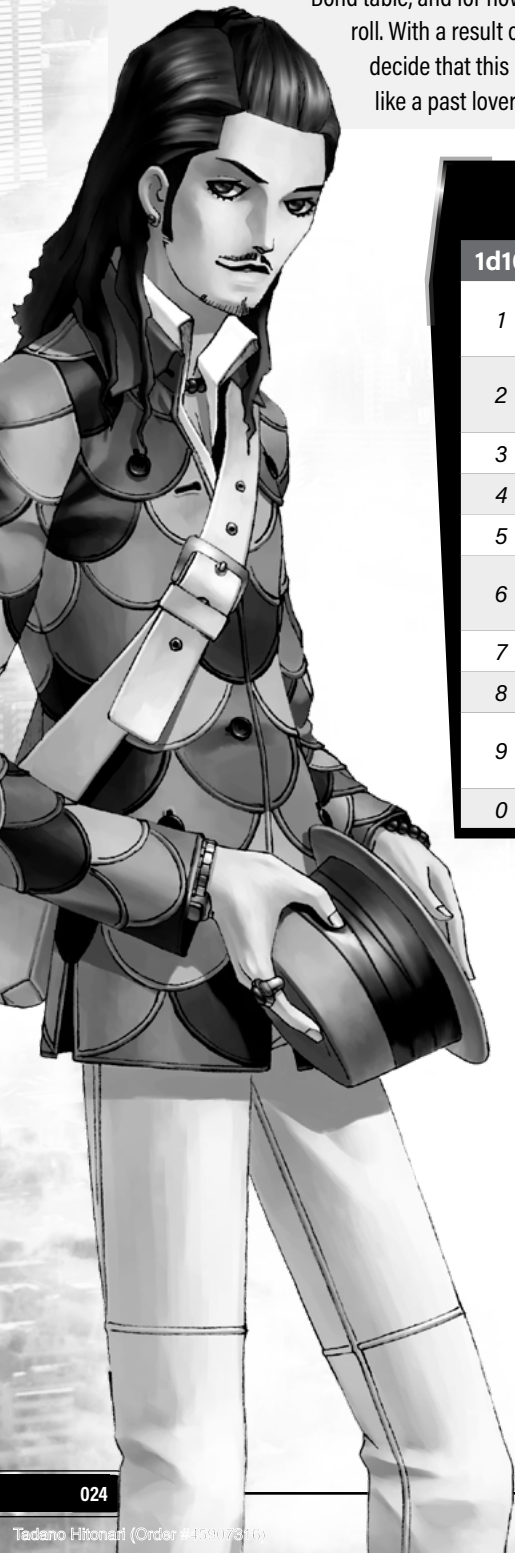
Players now freely decide the personal information relevant to their characters, such as name, age, and gender. For demons, setting an age isn't necessary.

3. Determine Bonds with Other PCs

Once all the PCs are set, glance over the Bond Table on Pg. 24, then go around the table clockwise to determine your PC's bond with the next PC in line, either by rolling on the table or by choosing something that appeals to you.

Example: The PCs are, in order clockwise from the GM, Fiend Marogareh, Fairy Pixie, Fairy Jack Frost, and Fiend Ankh. Marogareh needs to determine their Bond with Pixie. To do so, Marogareh's player can either choose or roll on the Bond table, and for now, they choose to roll. With a result of 9, Rebirth, they decide that this Pixie must look like a past lover of theirs, making

Marogareh believe they are a reincarnation of said lover. Now it is Pixie's turn to determine her Bond with Jack Frost. With a roll of 4, that would mean Affection, but because she wants to avoid having a romance with a snowman, she rerolls. This time, the result is 1, so the two of them have a shared, unique interest. Perhaps they enjoy collecting relics from the old human civilization.



BOND TABLE

1d10	Relationship
1	<i>Shared Hobby</i> You share some strange hobby with them, such as collecting old human relics.
2	<i>Buddy</i> As two who have fought the same battles, you accept one another.
3	<i>Savior</i> They saved your life.
4	<i>Affection</i> You feel affection or even love for them.
5	<i>Friendship</i> You feel like you two are friends.
6	<i>Favor Owed</i> In the past, either they did you a solid, or someone related to them did.
7	<i>Good Vibes</i> Somehow you just get along.
8	<i>Fated Vision</i> You keep seeing visions of them in your dreams.
9	<i>Rebirth</i> You feel they are the reincarnation of someone dear to you.
0	<i>Duty</i> You feel you must keep them safe.

SAMPLE CHARACTER - 01

Marogareh

Once, you were a normal high school student. But then one day, while you were visiting the Shinjuku Medical Center to check on your homeroom teacher, something happened. It was then that a strange blonde-haired boy granted you your Magatama, and you became a fiend. You now believe that nothing is as important as finding Takao Yuko, your teacher.

FIEND



STATS

EXP	1100 (Next: 1331)	Level	10
CLASS	Fiend		
STRENGTH	11 + 4 = 15	TN: 85%	Base Physical Power: 25
MAGIC	2 + 1 = 3	TN: 25%	Base Magical Power: 13
VITALITY	2 + 2 = 4	TN: 30%	Save TN: 30%
AGILITY	2 + 2 = 4	TN: 30%	Dodge TN: 14%
LUCK	2 + 1 = 3	TN: 25%	Negotiation TN: 26%
FATE POINTS	5		

HP	98	MP	39
PHYSICAL RESISTANCE	7	MAGICAL RESISTANCE	6
AFFINITIES	Normal		

BASIC ATTACK

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Strike	—	85%	25	1	Phys	

SKILLS

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Lunge	10 HP	85%	35	1	Phys	
Hell Thrust	20 HP	85%	50	1	Phys	
Life Bonus	—	—	—	—	—	Increase HP multiplier by 1 (now 7)
Berserk	15 HP	85%	35	All	Phys	
Scout	—	46%	—	1	—	Talk skill
Powerful Strikes	—	—	—	—	—	Add +1d10 to the power roll of physical attacks
Luck Smiles	—	—	—	—	—	1/scenario, nullify all effects to you from one attack

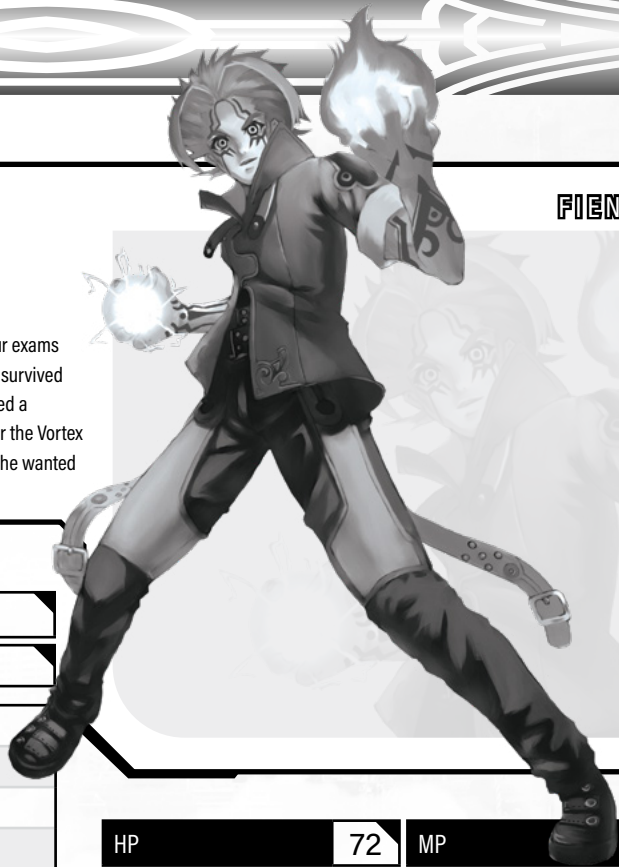
BACKGROUND 1	Fiend Reason & Blonde-Haired Boy	BACKGROUND 2	Student of the Maiden, Takao Yuko
GOAL	Find Takao Yuko	MAGICAL RESISTANCE	6
CONTACTS	Takao Yuko, Blonde-Haired Boy	HELD MACCA	500

SAMPLE CHARACTER - 02

Shiranui

Not too long ago, you were a normal high school student, studying for your exams with your girlfriend. Then something happened. While your girlfriend also survived the event, she went missing in the aftermath. You, meanwhile, were granted a Magatama by an angel and then fell in with the Manikins. You now wander the Vortex World in search of your girlfriend, whose parting words to you were that she wanted to change the world.

FIEND



STATS

EXP	1100 (Next: 1331)	Level	10
CLASS	Fiend		
STRENGTH	2 + 1 = 3	TN: 25%	Base Physical Power: 13
MAGIC	11 + 5 = 16	TN: 90%	Base Magical Power: 26
VITALITY	2 + 0 = 2	TN: 20%	Save TN: 20%
AGILITY	2 + 4 = 6	TN: 40%	Dodge TN: 16%
LUCK	2 + 0 = 2	TN: 20%	Negotiation TN: 24%
FATE POINTS	5		

HP	72	MP	78
PHYSICAL RESISTANCE	6	MAGICAL RESISTANCE	13
AFFINITIES	Null Fire, Weak Force		

BASIC ATTACK

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Strike	—	25%	13	1	Phys	

SKILLS

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Agi	3 MP	90%	61 (41)	1	Fire	
Fire Breath	9 HP	25%	34 (23)	All	Fire	
Fire Boost	—	—	—	—	—	Multiply the power of Fire attacks by 1.5x
Provoke	20 MP	Auto	—	All	Support	Enemies reduce resistances by 1d10, increase their base power by the same
Scout	—	44%	—	1	—	Talk skill
Zio	3 MP	90%	36	1	Elec	20% chance to Shock
Luck Smiles	—	—	—	—	—	1/scenario, nullify all effects to you from one attack

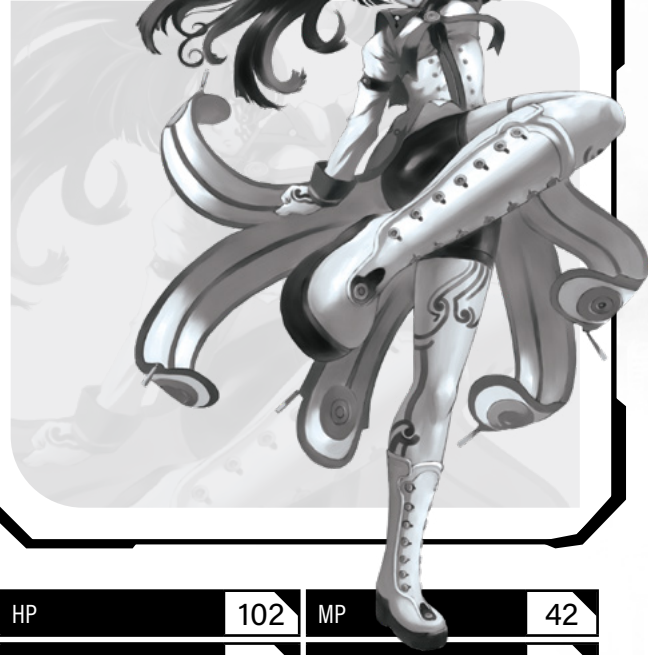
BACKGROUND 1	Fiend Reason → Revelation (Divine Angel)	BACKGROUND 2	Searching for your girlfriend
GOAL	Find Girlfriend	MAGICAL RESISTANCE	
CONTACTS	Manikin, Divine Angel	HELD MACCA	500

SAMPLE CHARACTER - 03

Ankh

You are a lady fiend. You once dedicated your strong will to studying martial arts, but then you felt something calling you. It was there you found your Magatama, Ankh, and with it you survived. Now you seek friendship, somewhere in the Vortex World.

FIEND



STATS

EXP	1100 (Next: 1331)	Level	10
CLASS	Fiend		
STRENGTH	11 + 1 = 12	TN: 70%	Base Physical Power: 22
MAGIC	2 + 2 = 4	TN: 30%	Base Magical Power: 14
VITALITY	2 + 5 = 7	TN: 45%	Save TN: 45%
AGILITY	2 + 0 = 2	TN: 20%	Dodge TN: 12%
LUCK	2 + 2 = 4	TN: 30%	Negotiation TN: 28%
FATE POINTS	5		

HP	102	MP	42
PHYSICAL RESISTANCE	8	MAGICAL RESISTANCE	7
AFFINITIES	Null Light, Weak Dark		

BASIC ATTACK

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Strike	—	70%	22	1	Phys	

SKILLS

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Dia	3 MP	Auto	24	1	Recovery	Recover HP
Patra	5 MP	Auto	—	1	Recovery	Remove Restrain, Sleep, Panic
Posumudi	5 MP	Auto	—	1	—	Remove Poison
Paraladi	5 MP	Auto	—	1	—	Remove Stun
Analyze	—	Auto	—	1	Almighty	View statblock of one demon no higher than your own level
Scout	—	48%	—	1	—	Talk skill
Heat Wave	13 HP	70%	44	All	Phys	
Focus	5 MP	Auto	—	—	—	Double the power of the next attack you make

BACKGROUND 1	Fiend Reason → Discovered (Elite Pixie)	BACKGROUND 2	Absence (Looking for a place to belong)
GOAL	Find purpose	MAGICAL RESISTANCE	
CONTACTS	Manikin, Elite Pixie	HELD MACCA	500

Pixie

You are a Fairy clan demon who, for reasons unknown, are missing parts of your memories. All you can do is cling to the feeling that there's someone you're meant to protect.

DEMON



STATS

EXP	1100 (Next: 1330)	Level	9
CLASS	Demon (Fairy)		
STRENGTH	4	TN: 29%	Base Physical Power: 13
MAGIC	8	TN: 39%	Base Magical Power: 17
VITALITY	5	TN: 34%	Save TN: 34%
AGILITY	3	TN: 24%	Dodge TN: 13%
LUCK	9 (*)	TN: 54%	Negotiation TN: 38%
FATE POINTS	6		

HP	84	MP	51
PHYSICAL RESISTANCE	7	MAGICAL RESISTANCE	8
AFFINITIES	Strong Elec		

BASIC ATTACK

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Strike	—	29%	13	1	Phys	

SKILLS

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Dia	3 MP	Auto	27	1	Recovery	Recover HP
Zio	3 MP	49%	27	1	Elec	20% chance to Shock
Seduce	—	58%	—	—	—	Talk skill
Rakunda	12 MP	Auto	(1d10)	All	Debuff	Reduce enemy resistances
Posumudi	5 MP	Auto	—	1	—	Remove Poison
Wing Buffet	9 HP	29%	18	All	Force	If target is Stoned, 30% to Instant Kill
Patra	5 MP	Auto	—	1	Recovery	Remove Restrain, Sleep, Panic
When you reach Level 10, gain the following skill						
Powerful Spells	—	—	—	—	—	Add +1d10 to the power roll of magical skills

BACKGROUND 1	Out of Order (Memory Loss)	BACKGROUND 2	Absence (Looking for a place to belong)
GOAL	Protect PC (name here), return home	MAGICAL RESISTANCE	
CONTACTS	King of the Fairies, Elite Pixie	HELD MACCA	450

SAMPLE CHARACTER - 05

Jack Frost

You are a snowman-like Fairy clan demon, who idolizes the Deity Thor, and strives to one day become the strongest demon. You're known for your amiability, and are curious about humans and fiends.

DEMON



STATS

EXP	1100 (Next: 1300)	Level	9
CLASS	Demon (Fairy)		
STRENGTH	5	TN: 34%	Base Physical Power: 14
MAGIC	10 (*)	TN: 59%	Base Magical Power: 19
VITALITY	6	TN: 39%	Save TN: 39%
AGILITY	4	TN: 29%	Dodge TN: 14%
LUCK	4	TN: 29%	Negotiation TN: 28%
FATE POINTS	5		

HP	90	MP	57
PHYSICAL RESISTANCE	7	MAGICAL RESISTANCE	9
AFFINITIES	Drain Ice, Weak Fire		

BASIC ATTACK

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Strike	—	34%	14	1	Phys	(Critical 6%)

SKILLS

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Bufu	3 MP	59%	29	1	Ice	20% chance to Freeze
Mabufu	8 MP	59%	24	All	Ice	10% chance to Freeze
Dia	3 MP	Auto	29	1	Recovery	Recover HP
Trade	—	48%	—	1	—	Talk skill (item exchange)
Connection	—	48%	—	—	—	Talk skill (limited to Fairies)
Might	—	Auto	—	—	—	Double crit chance of physical attacks
When you reach Level 10, gain the following two skills						
Ice Breath	9 HP	34%	19	All	Ice	10% chance to Freeze (Critical 6%)
Heat Wave	13 HP	34%	36	All	Phys	(Critical 6%)

BACKGROUND 1	Curiosity (Humans)	BACKGROUND 2	Dear Wish (To be strongest)
GOAL	Become a powerful hee-ro	MAGICAL RESISTANCE	
CONTACTS	Thor, Junk Shop Manikin	HELD MACCA	450

Hellhound

You are a Beast clan demon who has sworn to exact vengeance on the Fallen Eligor. Originally, you were a member of the Mantra Army, but then Eligor slaughtered your kin, and you've thought of nothing but revenge since. While seeking the means to do this, the general of the Mantra, Thor, spoke to you and told you to head for Shibuya.

Once party level reaches 13, you will be able to evolve into Inugami.



STATS

EXP	1100 (Next: 1300)	Level	9
CLASS	Demon (Beast)		
STRENGTH	10 (*)	TN: 59%	Base Physical Power: 19
MAGIC	5	TN: 39%	Base Magical Power: 15
VITALITY	8	TN: 49%	Save TN: 49%
AGILITY	5	TN: 34%	Dodge TN: 15%
LUCK	4	TN: 29%	Negotiation TN: 28%
FATE POINTS	5		

HP	102	MP	45
PHYSICAL RESISTANCE	8	MAGICAL RESISTANCE	7
AFFINITIES	Null Fire, Weak Force		

BASIC ATTACK

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Strike	—	59%	19	1	Phys	

SKILLS

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Feral Bite	13 HP	59%	43	1	Phys	
Fire Breath	9 HP	59%	29	All	Fire	
Powerful Strikes	—	—	—	—	—	Add +1d10 to the power roll of physical attacks
When you reach Level 10, gain the following skill						
Life Bonus	—	—	—	—	—	Increase HP multiplier by 1 (now 7)

BACKGROUND 1	Dear Wish (Yearning for power)	BACKGROUND 2	Revenge (against Eligor)
GOAL	Thrive in this world, and await chance for revenge	MAGICAL RESISTANCE	
CONTACTS	Fallen Decarabia, Deity Thor	HELD MACCA	450

Soldier

You are a surviving member of the JSDF ground forces, who previously had infiltrated the Shinjuku Medical Center, hunting the Ring of Gaia. While your team engaged a demon, the Conception happened, and you alone survived it. Even in this world gone crazy, you believe it is your duty to gather intel and report to the base in Ichigaya.

HUMAN



STATS

EXP	1100 (Next: 1382)	Level	11
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CLASS	Human (Soldier)
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STRENGTH	6	TN: 41%	Base Physical Power: 17
MAGIC	1	TN: 16%	Base Magical Power: 12
VITALITY	2	TN: 21%	Save TN: 21%
AGILITY	10	TN: 61%	Dodge TN: 20%
LUCK	1	TN: 16%	Negotiation TN: 22%

FATE POINTS	5
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HP	52	MP	24
PHYSICAL RESISTANCE	12 (6)	MAGICAL RESISTANCE	6
AFFINITIES	Null Light		

BASIC ATTACK

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Knife	—	41%	22	1	Phys	
Shoot	—	71%	26	1	Phys	

SKILLS

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Sure Shot	—	—	—	—	—	Gain +10 to Shoot TNs
Analyze	—	Auto	—	1	Almighty	View statblock of one demon no higher than your own level
Double Tap	8 MP	Auto	—	—	—	Can make 1 additional Shoot (1/round only)
Mighty Gust	13 HP	41%	50	1	Phys	
Lucky Find	—	16%	—	—	—	After combat, can acquire drop items
Luck Smiles	—	—	—	—	—	1/scenario, nullify all effects to you from one attack
Heat Wave	13 HP	41%	39	All	Phys	
Powerful Strikes	—	—	—	—	—	Add +1d10 to the power roll of physical attacks

GEAR

SIG-Sauer	Power 16, Ammo Count 9, Held Ammo 20
Knife	Power 5
Armor	Helmet, Bulletproof Vest, Combat Boots (Total bonus physical resistance +6)

BACKGROUND 1	Mission (Hunt for the secrets of the Ring of Gaia)	BACKGROUND 2	Revenge (Your team was killed by a demon & the Ring of Gaia)
GOAL	Live, and lay bare the mysteries of this world	MAGICAL RESISTANCE	6
CONTACTS	JSDF Superiors, Hikawa	HELD MACCA	550

Reporter

You are a reporter, and while working for a now-defunct occult magazine, you wrote about the Ring of Gaia. After the Conception, you endured in this vastly changed world to uncover its secrets. Through this, you've formed a connection with Decarabia, the boss of Shibuya, and keep tabs on the movements of the Mantra Army and Hikawa. While not strong in a fight, you can support the team with accurate advice (Aid) and item use.

HUMAN



STATS

EXP	1100 (Next: 1382)	Level	11
CLASS	Human (Reporter)		
STRENGTH	1	TN: 16%	Base Physical Power: 12
MAGIC	1	TN: 16%	Base Magical Power: 12
VITALITY	1	TN: 16%	Save TN: 12%
AGILITY	3	TN: 26%	Dodge TN: 13%
LUCK	14	TN: 81%	Negotiation TN: 48%
FATE POINTS	7		

HP	48	MP	24
PHYSICAL RESISTANCE	6	MAGICAL RESISTANCE	6
AFFINITIES	Null Light		

BASIC ATTACK

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Strike	—	16%	12	1	Phys	

SKILLS

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Lucky Find	—	81%	—	—	—	After combat, can acquire drop items
Luck Smiles	—	—	—	—	—	1/scenario, nullify all effects to you from one attack.
Scout	—	68%	—	1	—	Talk skill
Once a Snake	—	—	—	—	—	Learn 1 piece of world info. 1/scenario only
Analyze	—	Auto	—	1	Almighty	View statblock of one demon no higher than your own level
Item Pro	—	—	—	—	—	Add +1d10 to the power roll for items you use
Good Instincts	—	91%	—	—	—	Gain +10% to the TN to notice things (Luck checks)

This character's best tactic during combat is to use the "Aid" basic action

Aid Make a Luck check. On success, aided character gains +20% TN to their next action. Effect can stack.

GEAR

Medicine	1 ally recovers 50 HP
Extra Contact	(Already applied, see below)

BACKGROUND 1	Curiosity (Uncovering the secrets of the Ring of Gaia)	BACKGROUND 2	Absence (Your home died in the old world)
GOAL	Live, and lay bare the mysteries of this world	MAGICAL RESISTANCE	6
CONTACTS	Hijiri, Junk Shop Manikin, Fallen Decarabia	HELD MACCA	550

FULL SCRATCH

ORIGINAL CHARACTER CREATION

STEPS TO CREATE A CHARACTER

To create your own unique character, follow the steps outlined below. For ease of calculations and transcribing your stats, you should use the *Tokyo Conception* character sheet, found at the end of this book. Take care to use the correct sheet, as they differ for each class.

0. Trailer: GM's Recommendations
1. Decide Class
2. Select Additional Skills
3. Select Background
4. Select Contacts
5. Determine Goal
6. Set Name & Personal Info
7. Determine Bonds with Other PCs

0. TRAILER: GM'S RECOMMENDATIONS

First, the GM describes what the day's session will be like, then tells the players the level, classes, subclasses, backgrounds, etc., that they may use. Should the GM wish the characters to be created with closer ties to the scenario, then it may be ideal to create character handouts and give those to each player. Also, the GM may make changes for specific characters (adjusting level, restricting classes, etc) if they feel it appropriate for the story.

A character handout is a note given to players that explains their role in the story. This note may be brief or detailed, whichever works best. However, the more complex a handout is, the fewer options a player will have for making the character, so be careful not to go too overboard with this.

Example 1: The handouts describe only the PC's context and Bonds. "Fiend Marogareh: You're searching for your kidnapped lover."

Example 2: The handouts describe a unique trailer for each PC.

1. DECIDE CLASS

Decide between fiend, demon, or human. Each class has a different way to set your starting stats and the skills that you begin with. See the individual class pages for more information.

- Fiend Class → Pg. 39
- Demon Class → Pg. 43
- Human Class → Pg. 46

2. SELECT ADDITIONAL SKILLS

After determining your stats and starter skills from your class, you gain some extra skills as well. See Pg. 34 and Pg. 49 for more information on extra skills.

3. SELECT BACKGROUND

Now to determine your PC's history. Look over the Backgrounds Table on Pg. 37, and select two Backgrounds for your character, either by choosing them directly from the table or rolling randomly. If you roll and the result isn't to your liking, you may reroll.

4. SELECT CONTACTS

Each PC has contacts among the influential NPCs found in the Vortex World. During the game, these may be utilized in order to gather info. Contacts may've automatically been provided via a PC's Backgrounds, but each PC should have two, so you may need to determine one or both from the Contact Table on Pg. 38, as well.

5. DETERMINE GOAL

Next, determine an individual goal for your PC derived from their Backgrounds. Each PC may decide what their goal is freely, but the GM may also offer guidance or suggestions after the Trailer for the scenario is produced so that goals can align with the direction of the story.

6. SET NAME & PERSONAL INFO

Set your PC's personal info, such as their name, age, and gender however you like. If you're playing a demon, there is no need to consider their age.

7. DETERMINE BONDS WITH OTHER PCS

Once all PCs are settled, refer to Pg. 24 for the Bond Table, then go around the table clockwise to determine the PCs' Bonds with one another. You may either roll dice to determine the Bond or choose one from the table.

CLASS: THE MOST IMPORTANT CHOICE

PCs will be one of fiend, demon, or human, and each has its own separate way of constructing the character's stats.

Fiends choose a Magatama. Which they choose will set their starter skills and level 1 stats. Fiends cannot hold onto Gear, nor can they use armor or weapons.

Demons choose a demon to embody that has a level equal to or lower than the session's recommended level and then do level-ups until they reach the recommended level.

Humans choose a subclass, which is loosely based on several real-life professions. This choice provides them with their stats at level 1, starter skills, and equipment.

LEVELING PRIOR TO THE GAME

Tokyo Conception can handle PC levels 1 from 100. While you can begin play easily at level 1, to give characters more range and flexibility in their actions for conventions or one-shots, you will find it preferable to let characters advance to either level 10 or level 20 first. GMs should set the PC's levels to match the tone for the kind of game they desire, then have the PCs level up using the following order.

INCREASE STATS

For each level above the first, PCs gain 1 point to increase their stats. Fiends and humans may apply this point to any stat they

prefer. Demons, however, apply the point randomly. Roll 1d10, and consult the table below. Apply the point according to the result rolled.

DEMON STAT GROWTH TABLE

1d10	Stat Increased
1	Strength
2	Magic
3	Vitality
4	Agility
5	Luck
6, 7, 8	Favored stat, as determined by demon embodied
9, 0	Increase whichever stat is preferred

Favored stat is indicated with an asterisk (*) mark next to the stat.

ACQUIRE SKILLS

In addition to the starter skills learned, PCs learn all skills from their class choice up to the level they'll be starting at. They also learn 1 extra skill at level 1, level 10, level 20, and every 10 levels beyond that from the Extra Skills Table below.

Keep in mind that one character can only ever have a maximum of eight skills learned at one time. Should a character learn another skill in excess of 8, they must select one of the skills to forget.

When selecting a skill from the Extra Skills Table, you may either roll the dice to determine it or choose whichever you like.

Every character can learn new skills when they level up. These skills are learned at certain levels and are set according to class choice: for fiends, this depends on their Magatama; for humans, their subclass; for demons, which demon they have embodied.

At level up, a character can choose one new skill to learn from those they are eligible for. They may not choose a skill they have already learned. Even if a fiend has multiple Magatama ingested, they can still only learn one skill per level up.

EXTRA SKILLS TABLE

1d10	Learned Skill (Pick Either)	
1	Dia	Lunge
2	Agi	Focus
3	Bufu	Feral Claw
4	Zan	Heat Wave
5	Zio	Luck Smiles
6	Pulinpa	Analyze
7	Patra	Scout
8	Posumudi	Expert Dodge
9	Mana Bonus	Life Bonus
0	Powerful Spells	Powerful Strikes

FUSION & EVOLVING

In a campaign (sessions that continue where the previous one left off), if demons reach a sufficiently high level, they can benefit from a unique sort of advancement in the form of fusion and evolving. However, if these systems are allowed prior to the start of a new game, the player may find themselves mired in a rather complex puzzle. As such, fusing or evolving before a new game should generally not be permitted.

However, if the game's recommended level is 10 or higher, the GM may permit these systems with limitations, for example only allowing evolving or only allowing one single fusion with the player's choice of Element or Mitama. In the latter case, we recommend you only do this in a game with a recommended level of 20 or higher.

SEMI-QUICK START

When the recommended level for your session is 11-20, you may still choose to use sample characters but level them up as appropriate. If you're doing levels in multiples of 10 higher than the sample characters, you can speed up the level-up process by doing the following:

- For every 10 levels, give +1 to all stats, +3 to your highest stat, then spend the last two points as you like.
- Gain 1 extra skill. This may be learned regardless of your class.

CALCULATING OTHER STATS

After you have your stats and skills, you will need to calculate the other stats you'll be using in the game using the steps outlined below.

STAT TNs

Use the following formula to determine your base TN for each stat.

$$\text{(Stat x 5) + Level + Modifiers}$$

Modifiers towards your TNs are usually represented with a % symbol. But, for example, if you see +20%, that means you simply add 20 to the TN. This is a convention typical of TRPGs. Be sure not to actually apply 20% of the TN as a bonus.

DERIVED TNs

There are two more important TNs to calculate beyond your stat TNs; these are your Dodge TN and your Negotiation TN. They are calculated using the following formulas. Like with stat TNs, these numbers come out in a percentage value, but unlike stat TNs, they are NOT based on your level.

Dodge TN

This TN is used when you attempt to avoid any sort of attack. It is equal to your Agility stat plus 10.

$$\text{Dodge TN} = \text{Agility} + 10(\%)$$

Negotiation TN

This TN is used during negotiation and whenever talking to demons. It is equal to twice your Luck stat plus 20.

$$\text{Neegotiation TN} = (\text{Luck stat x2}) + 20(\%)$$

HP

HP is short for Hit Points. They represent your life, and when you reach 0 HP, you die.

$$\text{HP} = (\text{Vitality stat} + \text{Level}) \times \text{HP Multiplier}$$

Your HP modifier is determined by your class, with fiends and demons having 6 and humans with only 4. These may be changed by the Life Bonus, Life Gain, and Life Surge passive skills.

MP

MP is short for Magic Points. They represent your mana, which is used when casting spells or making magical attacks. When you reach 0 MP, you can no longer use magic.

$$\text{MP} = (\text{Magic stat} + \text{Level}) \times \text{MP Multiplier}$$

Your MP modifier is determined by your class, with fiends and demons having 3 and humans with only 2. These may be changed by the Mana Bonus, Mana Gain, and Mana Surge passive skills.

BASE POWER

Base power serves as a minimum floor to your power when dealing damage and comes in two different forms: physical power and magical power.

Physical power is used for your basic strikes and physical attack skills. It is equal to your Strength stat plus your level.

Magical power is used for your spells and your magical attack skills. It is equal to your Magic stat plus your level.

$$\text{Physical Power} = \text{Strength stat} + \text{Level}$$

$$\text{Magical Power} = \text{Magic stat} + \text{Level}$$

RESISTANCE

Resistance represents the durability of your body and comes in two different forms: physical resistance and magical resistance.

Physical resistance is used against Phys element attacks; reduce the amount of damage you take from these attacks by this amount.

Magical resistance is used against any non-Phys attack; reduce the amount of damage you take from these attacks by this amount.

$$\text{Physical Resistance} = (\text{Vitality stat} + \text{Level}) / 2$$

$$\text{Magical Resistance} = (\text{Magic stat} + \text{Level}) / 2$$

FATE

Fate points are spendable currency you can use to support your character performing heroic actions or to help you manage damage. This number represents your maximum fate points. You gain fate points up to your maximum at the start of the session.

Most characters have 5 fate points, but you can increase the number per 5 Luck you have.

$$\text{Fate} = (\text{Luck stat} / 5) + 5$$

Certain penalties may also reduce your number of points, as well.

STARTING MACCA

This number represents how much macca your character possesses at the end of character creation. It is equal to 50 times your PC's level.

$$\text{Starting Macca} = \text{Level} \times 50$$

REASON FOR BECOMING A FIEND / FIEND ONLY

1d10	Reason	Contact Gained
1	Old Woman & Boy You were given your Magatama by a blonde-haired boy dressed for a funeral.	Old Woman & Boy
2	Assembly of Nihilo A member of the Ring of Gaia made you into a fiend as an experiment.	Hikawa
3	Maiden Takao Yuko gave you the choice to be a fiend.	Takao Yuko
4	Fairy's Gift You gained your Magatama as a gift from the King of Fairies.	Yoyogi's Fairy King
5	Discovered You heard a voice calling you, and found your Magatama from following it.	Elite Pixie
6	Gozu-Tennoh You were given your Magatama by the leader of the Mantra Army, Gozu-Tennoh.	Gozu-Tennoh
7	Chasing Leads While finding leads on the Ring of Gaia, you found a Magatama and became a fiend.	Hijiri Jyoji
8	Revelation After the Conception, an angel gave you your Magatama.	Angel
9	Sorcerer You got your Magatama from the Cathedral of Shadows.	Minister
0	Chance You're not sure. Random chance, probably?	Manikin

REASON FOR BEING SPARED / HUMAN, FIEND ONLY

1d10	Reason	Contact Gained
1	Student You were a student of Takao Yuko's.	Takao Yuko
2	Cultist You survived the Conception as a member of the Ring of Gaia.	Hikawa
3	Maiden You were a maiden trained for the Conception.	Takao Yuko
4	Fairy's Favor You met a fairy before the Conception and escaped with your life.	Yoyogi's Fairy King
5	Mission You were investigating the Conception as an agent of the state.	Officer
6	Old Woman & Boy You were guided by two strange people.	Old Woman & Boy
7	Chasing Leads While finding dirt on the Ring of Gaia, you survived the end of the world.	Hijiri Jyoji
8	Rebirth After the Conception, an angel brought you back to life.	Angel
9	Sorcerer You were studying magic, and this helped you to survive the Conception.	Minister
0	Chance You're not sure. Random chance, probably?	Manikin

REASON TO ACT / NO CLASS RESTRICTIONS

1d10	Reason	Contact Gained	
1	Revenge	You've sworn vengeance on someone.	Use Extra Contact Table
2	Lost Memory	You've lost some of your memories, and you want them back.	Use Extra Contact Table
3	Disorder	Some part of you is broken, and you won't live long unless you fix it.	Use Extra Contact Table
4	Return Home	You want to go home and live with your family (friends, relatives, or lovers) again.	Use Extra Contact Table
5	Interest	Something interests you so much you feel a pull towards it.	Use Extra Contact Table
6	Desire	You desire something, and you'll do anything to get it.	Use Extra Contact Table
7	Alone	All your friends are gone. You'll need to find a new place to belong.	Use Extra Contact Table
8	Searching	You're searching for someone you knew once.	Use Extra Contact Table
9	Grief	You grieve for the world you lost and now want to make a world of your own.	Use Extra Contact Table
0	Absence	You don't feel like you belong in this world, and you seek peace of mind.	Use Extra Contact Table

EXTRA CONTACT TABLE

1d10	Reason	Contact Gained	
1	Forneus	Ruler of Shinjuku. He was summoned as the guardian of the Shinjuku Medical Center.	Use Extra Contact Table
2	Decarabia	Ruler of Free City Shibuya. Plans to rule the world with his best friend, Forneus.	Use Extra Contact Table
3	Loki	A big shot of Free City Ginza. He maintains a collection of old human relics.	Use Extra Contact Table
4	Thor	A powerful figure in the Mantra Army. Overseer of the duels.	Use Extra Contact Table
5	Lady of the Fount	The holy woman who guards the Fountain of Life.	Use Extra Contact Table
6	Mr. Hee-Ho	A Jack Frost who is on a journey to become the strongest demon, ho.	Use Extra Contact Table
7	Warden Jack-o'-Lantern	An underling of the Mantra Army.	Use Extra Contact Table
8	Eligor	A notable of Ginza. Follows the precepts of the Assembly of Nihilo.	Use Extra Contact Table
9	Elite Pixie	A messenger for Yoyogi, a fortress for the fairies. Basically a high-level Pixie that's been fused with a Mitama.	Use Extra Contact Table
0	Junk Collector	A manikin with a strange hobby. Collects human relics.	Use Extra Contact Table

CLASS: FIEND

A fiend is different from a demon. They were once humans, but after receiving a Magatama, they were changed and granted the power of demons. Sadly, once a Magatama is ingested and the fiend transformation is complete, they are forevermore changed, with no way to return to being human once again.

Fiends can use items, but they cannot use armor or weapons. Note that stats have a maximum of 40; no matter what kind of modifiers you receive from your Magatama, you can never exceed this maximum.

Stats:

Strength 2, Magic 2, Vitality 2, Agility 2, Luck 2

Starting Equipment:

1 Magatama (select 1 from the starter list)

HP Multiplier: 6

MP Multiplier: 3

Class Starting Skills

Fiends gain their starting skills from the starter Magatama they pick, specifically the skill it grants at level 1. Additionally, fiends gain 1 talk skill of their choice. Scout is recommended.

Scout (Talk Skill):

Begin negotiation with 1 enemy demon. When used to gather info, gains 1 demon's info.

Fiends are created by ingesting a Magatama. You select which Magatama you start with from among the eight starter Magatama. Fiends can have up to three Magatama ingested at once, but you may only receive bonuses from one of them at a time.

Switching which Magatama you have ingested can be done at any time while out of combat, but while in combat, it cannot be switched at all. You may have Magatama in your inventory

without ingesting them. Doing so can allow you to switch Magatama as you like between scenes.

8 STARTER MAGATAMA

These Magatama can be acquired at character creation. If you are creating a fiend of no higher than level 20, then you start with one Magatama you see below. You may choose any one of the following.

MAROGAREH

A physical attack Magatama—the same one the protagonist in the *Nocturne* video game starts with. It has great balance, with nothing special to its affinities or any weaknesses.

WADATSUMI

With this Magatama, you can learn Ice element skills. In the original game, you could only obtain it after defeating the boss of the Shinjuku Medical Center, Forneus, but here it's a starter choice. It grants Null Ice and Elec Weak.

ANKH

This Magatama will teach you recovery skills. Granting a substantial bonus to HP, it also lets you act as a vanguard for the party. It grants Null Light and Dark Weak.

IYOMANTE

A Magatama that focuses on debuffing spells. While equipped, it will grant you Null Mind, so it's a fairly powerful pick in its own right.

SHIRANUI

With this Magatama, you can learn Fire element skills. It has the highest power output for magical attacks, so it's a strong pick. It grants Null Fire and Force Weak.

HIFUMI

A Force element skill type Magatama. It has the next highest attack power after Shiranui. It grants Null Force and Fire Weak.

NARUKAMI

This Magatama focuses on Elec element attacks. With the ability to inflict Shock, it's a bit more of a strategic choice. It grants Null Elec and Ice Weak.

KAMUDO

With this Magatama, you focus more on martial skills. You'll gain new skills slowly, but sticking with it can provide powerful skills, such as Focus and Mind's Eye. While it is weak to ailments, it's also strong versus physical attacks upfront, allowing it to be comparable with Marogareh on the front lines. It grants Strong Phys and Ailment Attack Weak.

ADVANCED MAGATAMA

These Magatama may only be acquired after character creation. How to acquire them varies. Some demons may drop them once defeated, some may be purchased at the Junk Shop, while others will only be earned in unique ways.

ANATHEMA

A Magatama focused on Dark skills. While the Assembly of Nihilo's Fallen Ose has one, it's also inherently tied to the demon world, so it's possible that any powerful Fallen may have it. It grants Null Dark and Light Weak.

MIASMA

An advanced Ice element Magatama. It allows you to learn powerful, high-level Ice spells. It's held by the Mizuchi who serves as overseer of the Kabukicho prison. It grants Null Ice and Fire Weak.

NIRVANA

A Magatama focused on Light skills. It lies sleeping in the Asakusa underground and may be purchased from the Junk Shop after Asakusa's restoration. It grants Null Light and Dark Weak.

MURAKUMO

Another Strong Phys Magatama, of an even higher power level than Kamudo. It can prove vital to martial types, as it allows one to learn all ailment nullification skills. It's hidden away in the Ikebukuro Tunnel, guarded by Ongyo-Ki. It grants Strong Phys and Fire, Ice Weak.

GEIS

This Magatama is focused on recovery magic. It offers skills that will likely prove convenient. It's buried in the Asakusa underground, but after its restoration, it can be won as a prize for winning the Puzzle Boy games. It grants Null Light.

DJED

A Magatama that specializes in buff skills. It's guarded by the three Femme sisters of the Obelisk: Clotho, Lachesis, and Atropos. It grants Null Dark.

MUSPELL

With this Magatama, you can learn magical attack skills that inflict ailments. It is possessed by the Tyrant Mara, who dwells in the depths of the demon world. It can only be obtained by opening the door to the demon world and defeating him. This Magatama is also known for having the highest Magic stat bonus. It grants Strong Ailment Attack.

GEHENNA

An advanced Fire element Magatama. In addition to high-level Fire element spells, you can learn Mana Gain from it. Lying buried in the Asakusa underground, it can be purchased from the Junk Shop once Asakusa is restored. It grants Drain Fire and Ice Weak.

KAMUROGI

A powerful martial Magatama. It can teach you physical attack skills such as Blight, as well as Life Gain. After Asakusa's restoration, it's sold in the Collector Manikin's Junk Shop. It grants Strong Phys and Magic Weak.

SATAN

A wicked Magatama tied to the demon world. With it, you can learn special magic skills. When obtained by a demon, it changes

them into evil creatures. Once the Yahiro no Himorogi appeared in the world, this Magatama created Black Frost, for example. It grants Null Dark and Light Weak.

ADAMA

An advanced Elec element Magatama. With this, you can learn the Mana Surge and Elec Drain skills. It's said that only gods that have been brought from other worlds hold this Magatama. Meaning it can be found on the Entity of the Labyrinth of Amala, Albion. It grants Drain Elec and Force Weak.

VIMANA

An advanced martial Magatama. With it, you can learn skills that enhance your physical capabilities, such as Endure and Life Surge. It additionally has no weak affinities, making it very user-friendly. After Asakusa's restoration, it can be found for sale in the Collector Manikin's Junk Shop. It grants Null Nerve.

GUNDARI

An advanced Force element Magatama. It teaches powerful Force element skills. It's said to be protected by Bishamonten in the Northern Temple. It grants Drain Force and Elec Weak.

SOPHIA

An advanced recovery magic Magatama. With this, you can learn the revival spell Samarecarm and the full party healing Medirahan spell. After Asakusa's restoration, it can be found in the Collector Manikin's Junk Shop. It grants Null Light.

GAEA

A Magatama representing the Mantra Army's absolute belief in strength over all. Hidden in an underground treasure chamber below the Mantra's headquarters, it's said it will only be granted to those who can open the chamber's massive door. To open said door requires an unmodified Strength stat of no less than 24. It grants Strong Phys and Force, Light, Dark Weak.

KAILASH

A massively powerful Magatama that grants not only the Almighty attack spell Megido but also the reflective barrier spells Makarakarn and Tetrakarn. It is said it will only appear

in this world once the path leading to the tower that can reach Kagutsuchi is found. It has no strong affinities but no weaknesses either.

LEGENDARY MAGATAMA

Beyond the 24 Magatama listed here, there exists another legendary Magatama that can only be obtained once all the rest have been gathered. It is called Masakados, and it is held by an ancient specter known as Masakado. The one who possesses this Magatama will gain ultimate power in the form of having a Null affinity to all elements besides Almighty.

CHARACTER CREATION

Name	St	Ma	Vi	Ag	Lu	Acquire	Skill 1	LV	Skill 2	LV	Skill 3	LV	Skill 4	LV	Skill 5	LV	Skill 6	LV	Special	LV
<i>Marogarah</i>	4	1	2	2	1	Starter	Lunge	1	Hell Thrust	4	Life Bonus	6	Berserk	10	Counter	15	Last Resort	20		
<i>Wadatsumi</i>	1	3	3	2	1	Starter	Bfufu	1	Ice Breath	5	Mana Bonus	11	Ice Boost	15	Fog Breath	21	Anti-Ice	24		
<i>Ankh</i>	1	2	5	0	2	Starter	Dia	1	Patra	3	Posumudi	5	Analyze	6	Paraladi	10	Media	17		
<i>Iyomante</i>	2	0	2	2	4	Starter	Pulipa	1	Tarunda	5	Sukunda	8	Rakunda	12	Life Aid	16	Dekunda	25		
<i>Shiranui</i>	1	5	0	4	0	Starter	Agi	1	Fire Breath	6	Fire Boost	8	Provoke	10	Agirao	15	Anti-Fire	20		
<i>Hifumi</i>	0	3	0	4	3	Starter	Zan	1	Tornado	7	Force Boost	12	Warcry	15	Anti-Force	20	Null Force	25		
<i>Kamudo</i>	4	0	1	4	1	Starter	Focus	1	Heat Wave	6	Mind's Eye	12	Mighty Gust	17	Might	20	Gullotine	25		
<i>Narukami</i>	3	5	1	1	0	Starter	Zio	1	Mazio	5	Elec Boost	10	Zionga	15	Anti-Elec	20	Null Elec	25		
<i>Anathema</i>	0	8	2	1	1	Assembly of Nihilo	Mana Drain	28	Anti-Dark	32	Mamudo	35	Evil Gaze	38	Mamudoon	49				
<i>Miasma</i>	2	5	2	2	2	Mizuchi	Wild Dance	31	Null Ice	45	Glacial Blast	52	Ice Drain	60						
<i>Nirvana</i>	1	1	2	2	8	Asakusa	Violent Flash	32	Anti-Light	32	Divine Shot	41	Null Light	56						
<i>Murakumo</i>	4	4	1	4	1	Ikebukuro Tunnel	Null Mind	34	Null Nerve	37	Chaos Blade	40	Null Ruin	42						
<i>Geis</i>	2	2	4	3	3	Asakusa Puzzle Boy	Diarama	37	Tetraja	41	Mediarama	44	Diarahan	47						
<i>Djed</i>	2	6	2	2	2	Obelisk	Tarukaja	42	Sukukaja	43	Makakaja	44	Rakukaja	45	Dekaja	46				
<i>Muspell</i>	0	8	7	0	0	Shibuya Sabbath	Tentarafuo	49	Makajamaon	53	Xeros Beat	56								
<i>Gehenna</i>	3	3	3	3	3	Asakusa Junk Shop	Hellfire	33	Null Fire	42	Agidyne	41	Mana Gain	45	Fire Drain	60	Magma Axis	65		
<i>Kamurogi</i>	8	0	0	4	4	Asakusa Junk Shop	Blight	45	Life Gain	46	Iron Claw	48	Stasis Blade	54	Retaliate	54	Oni-Kagura	64		
<i>Satan</i>	2	8	1	1	4	Kabukicho Prison	Stone Hunt	30	Jive Talk	51	Null Dark	55	Mana Aid	58	Deadly Fury	65				
<i>Adama</i>	3	2	8	2	2	Labyrinth of Amala	Mazonga	33	Ziodyne	45	Bot Storm	60	Maziodyne	61	Mana Surge	62	Elec Drain	67		
<i>Vimana</i>	7	1	3	2	5	Asakusa Junk Shop	Endure	50	Tempst	59	Javelin Rain	68	Life Surge	71	Hades Blast	73				
<i>Gundari</i>	4	1	2	9	3	Bishamonen	Hell Fang	38	Wind Cutter	64	Force Drain	66	Spiral Viper	72						
<i>Sophia</i>	1	2	5	7	4	Asakusa Junk Shop	Reccam	26	Thunderclap	45	Samareccam	57	Drain Attack	59	Mediarahan	63	Holy Wrath	70		
<i>Gaea</i>	10	0	10	0	0	Mantra (St 24+)	Deathbound	61	Avenge	69	Gaea Rage	74	Attack All	76						
<i>Kalilash</i>	2	10	5	1	2	Tower of Kagutsuchi	Makarakam	72	Megido	75	Tetrakam	78	Feikugel	80	Megidola	84				
<i>Masakados</i>	10	10	10	10	0	Masakado (Collect 24)	Megidoion	1	Radiance	1	Fire Repel	1	Ice Repel	1	Elec Repel	1	Force Repel	1	Phys Repel	1

CLASS: DEMON

In *Tokyo Conception*, you can play as a demon. Demons overall have high stats and come with specialized skills. They need 1.3x as much EXP to level up as a fiend, but they can also, through the fusion and evolve systems, change to more advanced demons. When demons level up, their stat growth occurs randomly, as well. Lastly, demons cannot use weapons, armor, or even items.

EVOLVING

Some demons, when they reach a certain amount of EXP, may be able to evolve into a higher form of demon. Most demons do not have an evolve path however, so this is not a typical progression path.

When you have reached the specified level, you can choose to evolve into the demon specified, so long as the party level is equal to or higher than that demon. If you choose to evolve, then you may also inherit skills as able, up to the maximum limit.

There is no obligation to evolve, it is always a choice.

FUSING

Demons can fuse together with demons whose cards they possess in order to become different ones altogether. This method of progression also is limited by how high the party level is.

In addition to normal fusion, demons can perform "rank up" fusions with Element demons or even stay the same demon but with enhanced stats and skills with Mitama demon fusions.

DEMON PC CREATION

If you choose to play as a demon, make certain of the GM's recommendations for what demons would be ideal, and the recommended level. Then, select a demon that is equal to or lower than the recommended level, and if lower, level them up to the recommended level. Unless the GM permits otherwise, you may not do rank ups, fusions, or evolutions.

A Note to GMs

You should not permit players to use evil alignment demons, such as those from the Haunt or Foul clans. Viles and Tyrants should be limited for use to Boss enemies only.

OPTIONAL LEVEL EXCEPTIONS

When starting PCs from LV1 to LV5, there are few appropriate beginner demons to select. As such, the following optional rule may be used, depending on the starting level.

EASING LEVEL RESTRICTIONS

Should the recommended level put fiends at level 5 or lower, the same level limitation should be relaxed for demons by allowing them to pick any of the following demons, adjusted up to the recommended level:

- Fairy Pixie - LV2
- Jirae Kodama - LV3
- Jirae Hua Po - LV5
- Brute Shikigami - LV4

With the rule enabled, the PC should be set to an amount of EXP as though they had just reached the corresponding level and no higher.

ADDITIONAL LEVEL 1 DEMONS

To accommodate players who wish to raise their demon PC up from level 1, we have added some additional demons, adjusted to be level 1. Select one from the demons found starting on the next page. The demons Mini-Frost, Hellhound, and Kotengu are demons unique to *Tokyo Conception* and did not appear in the original *Nocturne* video game.

Pixie

Clan: Fairy

Original LV: 2

Evolve Path: When LV6 or higher, if the party level is 10 or higher, can evolve to High Pixie (LV10).

Description: A small, winged, humanoid Fairy. Filled with curiosity, they flit about to all kinds of places and often run into issues head-on.

Stats: Strength 3, Magic 6, Vitality 4, Agility 2, Luck 6 (*)

Affinities: Strong Elec

Skill Acquisition:

- LV1: Dia
- LV2: Zio
- LV3: Seduce
- LV4: Rakunda
- LV5: Posumudi
- LV6: Wing Buffet

Hua Po

Clan: Jirae

Original LV: 5

Evolve Path: None

Description: A tree spirit of Chinese folklore said to dwell in trees where people have hung themselves. Hua Po appears as a young girl and uses Fire element attacks. They possess a selfish attitude and often try to deceive humans.

Stats: Strength: 3, Magic 4 (*), Vitality 4, Agility 5, Luck 5

Affinities: Strong Fire, Weak Ice

Skill Acquisition:

- LV1: Agi
- LV2: Pester
- LV6: Patra
- LV7: Nag
- LV8: Sexy Gaze
- LV9: Rakukaja
- LV10: Maragi

Mini-Frost

Clan: Fairy

Original LV: TRPG Original

Evolve Path: When LV4 or higher, if the party level is 7 or higher, can evolve to Jack Frost (LV7).

Description: A snowman-like Fairy, Jack Frost in miniature. As the spirit of winter's chill, it possesses the terrifying ability to freeze people solid. On the other hand, it has such a friendly, childlike purity to it.

Stats: Strength 4, Magic 6 (*), Vitality 5, Agility 3, Luck 3

Affinities: Null Ice, Weak Fire

Skill Acquisition:

- LV1: Bufu
- LV3: Connection
- LV6: Might

Hellhound

Clan: Beast

Original LV: TRPG Original

Evolve Path: When LV8 or higher, if the party level is 13 or higher, can evolve to Inugami (LV13).

Description: A firebreathing canine, roughly as large as a human. Just looking at one can send people running. Hellhounds tend to be quite violent, but once someone has earned their trust, they are loyal for life.

Stats: Strength 6 (*), Magic 5, Vitality 7, Agility 4, Luck 3

Affinities: Null Fire, Weak Force

Skill Acquisition:

- LV1: Feral Bite
- LV3: Fire Breath

Kodama

Clan: Jirae

Original LV: 3

Evolve Path: When LV8 or higher, if the party level is 13 or higher, can evolve to Sudama (LV13).

Description: A tree spirit said to be the soul of a tree given form from some other power. They usually appear to waft on the breeze, as if dancing. In the original game they had no evolve path, but can evolve into Sudama in Tokyo Conception.

Stats: Strength 3, Magic 3 (*), Vitality 4, Agility 5, Luck 5

Affinities: Strong Force, Weak Fire

Skill Acquisition:

- LV1: Zan
- LV1: Dia
- LV3: Connection
- LV5: Lunge
- LV6: Scout
- LV7: Anti-Force

Kotengu

Clan: Yoma

Original LV: TRPG Original

Evolve Path: When LV15 or higher, if the party level is 19 or higher, can evolve to Koppa Tengu (LV19).

Description: A small tengu, no bigger than the size of a human child. They can use wind spells and can move quite fast. Though naturally inclined to prank, they are pure-hearted, and even a little foolish.

Stats: Strength 2, Magic 3, Vitality 1, Agility 5 (*), Luck 1

Affinities: Strong Force/Mind, Weak Nerve

Skill Acquisition:

- LV1: Zan
- LV4: Wing Buffet
- LV8: Tarukaja



STARTER DEMONS

Name	Stats			Clan	Affinities	Skill 1		Skill 2		Skill 3		Skill 4		Skill 5		
	St	Ma	Vi			Ag	Lu	Evolve Path	LV	Skill	LV	Skill	LV	Skill	LV	Skill
<i>Pixie</i>	3	6	4	2	6 (*)	Fairy	Strong Elec	Dia	1	Zio	1	Seduce	3	Rakunda	4	
<i>Mini-Frost</i>	4	6 (*)	5	3	3	Fairy	Null Ice, Weak Fire Evolves to Jack Frost (LV7)	BuFu	1	Connection	3	Might	6			
<i>Kodama</i>	3	3 (*)	4	5	5	Jirae	Strong Force, Weak Fire Evolves to Sudama (LV13)	Zan	1	Dia	1	Connection	3	Lunge	5	
<i>Hua Po</i>	3	4 (*)	4	5	5	Jirae	Strong Fire, Weak Ice No Evolve	Agi	1	Pester	2	Patra	6	Nag	7	
<i>Hellhound</i>	6 (*)	5	7	4	3	Beast	Null Fire, Weak Force Evolves to Inugami (LV13)	Feral Bite	1	Fire Breath	3					
<i>Kotengu</i>	2	3	1	5 (*)	1	Yoma	Strong Force/Mind, Weak Nerve	Zan	1	Wing Buffet	4	Tarukaja	8			

CLASS: HUMAN

Modern-day humans. Unfortunately, unlike fiends and demons, they are nothing special. They die easily, and their stats are quite low. But even so, among all the classes in this game, humans have the potential to shine brightest.

HP Multiplier: 4

MP Multiplier: 2

Class Starting Skills

Lucky Find: At the end of combat, can make a check to find items using Luck.

Luck Smiles: 1/Scenario, can nullify the effects of an attack on self.

Scout (Talk Skill): Begin negotiation with 1 enemy demon. When used to gather info, gains 1 demon's info.

1. SUBCLASS

Humans are divided by a number of subclasses. These represent their learned experiences in the old world and mechanically provide powerful skills as they level up.

2. GEAR

Humans can equip armor and weapons created in the old world to make themselves stronger. They can also use items, of course. Moreover, humans have access to a great equalizer in the form of guns. At the same time, guns are only powerful until their ammunition runs out, and obtaining more of it in this world is quite difficult. Therefore, guns must be used judiciously.

Human-Only Gear: Guns

When firing a gun, use Agility for the check and power, and also expend 1 bullet per 1 attack.

Gun Damage = Gear Power + Agility + 1d10

Do not add your level to gun damage.

3. FAST LEVELING

Humans gain levels even faster than fiends do. Reaching any particular level requires about 80% of the amount that fiends would need to reach the same level.

4. CHANGE

With a Magatama, humans can become fiends. They can also fuse themselves with demons to become a demon. This change is a one-way street, however, so once a human changes to either a fiend or a demon, they can never be a human again.

5. NULL LIGHT

As humans are not demonic, they cannot be exorcized via Hama spells. They always possess the Null Light affinity.

SUBCLASS INTRODUCTION

Potential: A normal, typical young person. Why did they survive to see this world? It could only be that they were guided by fate. As such, what else is it that fate has in store for them?

Reporter: Someone involved in mass media, such as a magazine writer. While searching for info on the Ring of Gaia cult, the Conception happened, and they survived only by chance. They carry no weapons save for their info gathering skills and their innate curiosity. Starts with an additional Contact.

Brawler: A fighter trained in the arts of unarmed combat, capable of facing down demons without a weapon in hand. Perhaps it's that very strength that earned them a place in the Vortex World. What style or school of martial arts they utilize is left to the player to decide.

Swordsman: A wielder of the blade. They survived the Conception due to being in a confrontation with the Ring of Gaia. Though a "swordsman," it covers any martial artist devoted to a weapon.

Soldier: A soldier of ground-based military forces, such as the JSDF. Having survived the Conception, they carried on, investigating the mysteries of this new world. They have an emphasis on gear, starting with a gun and body armor.

Maiden: A psychic or esper who was raised by the Ring of Gaia in order to commune with gods from beyond our realm. Possessing the power to heal, they learn recovery and healing magic.

Sorcerer: Once a member of a secret magical society standing in opposition to the Ring of Gaia. Having evaded the Conception, they now try to involve themselves with the genesis of the new world. They can learn offensive magic in the form of attack spells.

Manikin: An artificial humanoid condemned to forced labor throughout the Vortex World. Being similar to humans, they earned the name Manikin. Though Manikin are created as disposable objects from the mud of the river flowing through Asakusa, for some reason, the PC's Manikin possesses memories of a former life in the old human world.

In truth, Manikins are not humans but demons. As such, in addition to the rules for humans, they have the following restrictions:

- Cannot use Magatama
- May become a different demon through manifestation
- Cannot be used as ingredients for a fusion
- In addition to Null Light, they can gain Null Dark but lose both if they ever stop being a Manikin
- When the party level is 60 or higher, if their evil tendency is strong, they can evolve to Sakahagi

Potential

Description: A youth wandering lost through this Vortex World. Surely they have some role to fill in this new world, but what will it be?

Stats: Strength 2, Magic 2, Vitality 2, Agility 2, Luck 2

Items: Knife (Physical Power +5), Medicine (Recover 50 HP)

Skill Acquisition:

- LV1: Luck Smiles
- LV2: Item Pro
- LV4: Good Instincts
- LV6: Analyze
- LV9: Dia
- LV10: Any 1 Talk Skill

Reporter

Description: Someone involved in mass media, such as a magazine writer. While searching for info on the Ring of Gaia cult, the Conception happened, and they survived only by chance. They carry no weapons save for their info gathering skills and their innate curiosity.

Stats: Strength 1, Magic 1, Vitality 1, Agility 3, Luck 4

Items: Medicine (Recover 50 HP), Additional Contact (Gain 1 Contact)

Skill Acquisition:

- LV1: Once a Snake
- LV2: Analyze
- LV5: Item Pro
- LV7: Good Instincts
- LV12: Luck Smiles

Brawler

Description: A fighter trained in the arts of unarmed combat, capable of facing down demons without a weapon in hand. Perhaps it's that very strength that earned them a place in the Vortex World.

Stats: Strength 4, Magic 1, Vitality 2, Agility 2, Luck 1

Items: Combat Boots (Physical Resist +2)

Skill Acquisition:

- LV1: Lunge
- LV3: Focus
- LV5: Hell Thrust
- LV9: Berserk
- LV18: Counter

Swordsman

Description: A wielder of the blade. They survived the Conception due to being in a confrontation with the Ring of Gaia.

Stats: Strength 4, Magic 1, Vitality 2, Agility 1, Luck 2

Items: Katana (Physical Power +10)

Skill Acquisition:

- LV1: Focus
- LV5: Mighty Gust
- LV9: Heat Wave
- LV15: Guillotine
- LV19: Counter

Maiden

Description: A psychic or esper who was raised by the Ring of Gaia in order to commune with gods from beyond our realm. They possess the power to heal.

Stats: Strength 1, Magic 4, Vitality 1, Agility 1, Luck 3

Items: Medicine (Recover 50 HP), Dis-Poison (Recover from Poison)

Skill Acquisition:

- LV1: Dia
- LV5: Patra
- LV7: Posumudi
- LV11: Paraladi
- LV15: Hama

Sorcerer

Description: Once a member of a secret magical society standing in opposition to the Ring of Gaia. Having evaded the Conception, they now try to involve themselves with the genesis of the new world.

Stats: Strength 1, Magic 4, Vitality 1, Agility 3, Luck 1

Items: Medicine (Recover 50 HP), Dis-Poison (Recover from Poison)

Skill Acquisition:

- LV1: Agi
- LV3: Analyze
- LV5: Bufu
- LV12: Tarukaja
- LV21: Makakaja

Soldier

Description: A servicemember of the armed forces of Japan, likely from the army. Having survived the Conception, they now probe into the mysteries of this world. Notably they start with a firearm and armor for gear.

Stats: Strength 3, Magic 1, Vitality 2, Agility 3, Luck 1

Items: SIG-Sauer (Power 16, x20 Bullets), Helmet (Physical Resist +2), Bulletproof Vest (Physical Resist +2), Combat Boots (Physical Resist +2), Knife

Skill Acquisition:

- LV1: Sure Shot
- LV2: Analyze
- LV6: Double Tap
- LV8: Mighty Gust
- LV12: Pinhole
- LV15: Focus

Manikin

Description: An artificial humanoid condemned to forced labor throughout the Vortex World. Being similar to humans, they earned the name Manikin. Though Manikin are created as disposable objects from the mud of the river flowing through Asakusa, for some reason, the PC's Manikin possesses memories of a former life in the old human world.

Stats: Strength 1, Magic 1, Vitality 2, Agility 1, Luck 4

Items: Medicine (Recover 50 HP)

Skill Acquisition:

- LV1: Item Pro
- LV3: Expert Dodge
- LV5: Panic Voice
- LV10: War Cry
- LV20: Dark Null

CHARACTER ADVANCEMENT

Every demon defeated grants EXP. All characters who participated in the combat, even if they are dead at the end of it, gain this EXP.

Notice: When the demon defeated is 10 or more levels higher than the party level, for each 10 full levels above the party level the demon is, double the gained EXP.

SCENARIO EXP

Extra EXP is acquired when the scenario is over. This EXP is granted to PCs who were with the story the whole way through.

Scenario EXP = Party Level x 10

LEVELING UP

To calculate the EXP needed for the next level up, use the following formula:

EXP Needed to Level = Level³

Example: You need 8 EXP to reach level 2. You need 125,000 EXP to reach level 50.

This formula applies to fiends only. Demons take 1.3x the same amount of experience fiends do to level, and humans take 0.8x the same amount. For a list of EXP needed for each level, see the table on the next page.

BENEFITS OF LEVELING

STAT INCREASE

When leveling up, characters have 1 point to add to their stats. They can never go above 40. Humans and fiends may apply this point to any stat of their choice. Demons must refer to the Demon Stat Growth Table on Pg. 34, roll 1d10, and apply the point as specified.

VALUE CHANGES

Leveling up means the following values change as well:

- Stat TNs - Level influences stat TNs, so they all increase by 1%, or 6% if they're the stat you're increasing
- HP/MP
- Resistances
- Base Power
- (If Agility increases) Dodge TN
- (If Luck increases) Negotiation TN

SKILL ACQUISITION

It's possible for a character, upon leveling up, to acquire a new skill. Which skills may be learned and at what level they are learned are set differently for each PC: for fiends, it depends on their Magatama. For humans, their subclass. For demons, it depends on which demon they are manifesting.

If you are able to learn multiple skills at a single level up, you must choose one from the skills open to you. You may not select a skill you've already learned. Even in the case of fiends with multiple Magatama in their bodies, they can only gain one skill per level up.

No matter what, if learning a new skill would put you over the skill cap of 8, then you must either give up that new skill or choose a skill you already possess, erase it, and then add the new skill in its place.

HP/MP RECOVERY

Upon leveling up, characters immediately heal to their maximum HP and MP.

ACQUIRING EXTRA SKILLS

Every character may learn 1 skill from the "Extra Skills Table" on Pg. 35 at level 1, in addition to those granted by class or subclass. Additionally, at each 10th level (level 10, level 20, etc), characters may gain an additional extra skill in the same way.

EXP INHERITANCE

EXP may only be accumulated—your total amount never goes down. Even when performing fusion, gaining a new Magatama, or changing your class, PCs remain at the same level of EXP. It can be viewed as their "soul" retaining all experiences they've had so far.

Demons are the sole exception to this, as fusion, evolution, and manifestation may change one's level. When it does, the demon is set to having an amount of EXP as though they'd just then reached that level. This goes for when they level down, as well—their overall amount of EXP will lower.

Example: A level 7 Jack Frost undergoes Rank Down to become a level 2 Pixie. No matter what EXP it had prior to the change, it now has 10 EXP (the amount needed for demons to be level 2).

EXPERIENCE POINTS

Level	Fiend	Demon	Human
1	0	0	0
2	8	10	6
3	27	35	21
4	64	83	51
5	125	162	100
6	216	280	172
7	343	445	274
8	512	665	409
9	729	947	583
10	1,000	1,300	800
11	1,331	1,730	1,064
12	1,728	2,246	1,382
13	2,197	2,856	1,757
14	2,744	3,567	2,195
15	3,375	4,387	2,700
16	4,096	5,324	3,276
17	4,913	6,386	3,930
18	5,832	7,581	4,665
19	6,859	8,916	5,487
20	8,000	10,400	6,400
21	9,261	12,039	7,408
22	10,648	13,842	8,518
23	12,167	15,817	9,733
24	13,824	17,971	11,059
25	15,625	20,312	12,500
26	17,576	22,848	14,060
27	19,683	25,587	15,746
28	21,952	28,537	17,561
29	24,389	31,705	19,511
30	27,000	35,100	21,600
31	29,791	38,728	23,832
32	32,768	42,598	26,214
33	35,937	46,718	28,749
34	39,304	51,095	31,443
35	42,875	55,737	34,300
36	46,656	60,652	37,324
37	50,653	65,848	40,522

EXPERIENCE POINTS

Level	Fiend	Demon	Human
38	54,872	71,333	43,897
39	59,319	77,114	47,455
40	64,000	83,200	51,200
41	68,921	89,597	55,136
42	74,088	96,314	59,270
43	79,507	103,359	63,605
44	85,184	110,739	68,147
45	91,125	118,462	72,900
46	97,336	126,536	77,868
47	103,823	134,969	83,058
48	110,592	143,769	88,473
49	117,649	152,943	94,119
50	125,000	162,500	100,000
51	132,651	172,446	106,120
52	140,608	182,790	112,486
53	148,877	193,540	119,101
54	157,464	204,703	125,971
55	166,375	216,287	133,100
56	175,616	228,300	140,492
57	185,193	240,750	148,154
58	195,112	253,645	156,089
59	205,379	266,992	164,303
60	216,000	280,800	172,800
61	226,981	295,075	181,584
62	238,328	309,826	190,662
63	250,047	325,061	200,037
64	262,144	340,787	209,715
65	274,625	357,012	219,700
66	287,496	373,744	229,996
67	300,763	390,991	240,610
68	314,432	408,761	251,545
69	328,509	427,061	262,807
70	343,000	445,900	274,400
71	357,911	465,284	286,328
72	373,248	485,222	298,598
73	389,017	505,722	311,213
74	405,224	526,791	324,179

EXPERIENCE POINTS

Level	Fiend	Demon	Human
75	421,875	548,437	337,500
76	438,976	570,668	351,180
77	456,533	593,492	365,226
78	474,552	616,917	379,641
79	493,039	640,950	394,431
80	512,000	665,600	409,600
81	531,441	690,873	425,152
82	551,368	716,778	441,094
83	571,787	743,323	457,429
84	592,704	770,515	474,163
85	614,125	798,362	491,300
86	636,056	826,872	508,844
87	658,503	856,053	526,802
88	681,472	885,913	545,177
89	704,969	916,459	563,975
90	729,000	947,700	583,200
91	753,571	979,642	602,856
92	778,688	1,012,294	622,950
93	804,357	1,045,664	643,485
94	830,584	1,079,759	664,467
95	857,375	1,114,587	685,900
96	884,736	1,150,156	707,788
97	912,673	1,186,474	730,138
98	941,192	1,223,549	752,953
99	970,299	1,261,388	776,239
100	1,000,000	1,300,000	800,000



CHAPTER THREE

RULES



BEGINNING PLAY

Within this chapter, you will find the rules for playing the game and an explanation of the flow of play.

GROUND RULES

First we provide two rules which will preside over all others.

ROUNDING

In performing math, if the end number—the final result—would be a decimal, always round it down. Furthermore, should you need to divide and also multiply in a given calculation, do the multiplication first.

WHEN OUTSIDE THE RULES

You may find that the rules don't cover every situation that may arise during play. When this happens, the GM is given the final say. GMs should base their decisions both on common sense and what would enable the game to progress most smoothly.

Similarly, when something comes up that would harm the enjoyment of the game, the GM's decisions should take preference over the rules. Players should abide by these decisions.

That said, it's important not to misuse this power. GMs should keep in mind two important points. First, any decision such as this should favor the players. Second, try to base your decision on making good use of the rules and thus making the game enjoyable.

By doing so, everyone can have fun at the table together.

FLOW OF PLAY

In the world of *Tokyo Conception*, final battles happen in dungeons, and lurking within those dungeons are myriad

powerful demons. We call these climactic combat scenes dungeon attacks. When in a dungeon attack, there is no more escape; all that awaits are difficult battles.

A game of *Tokyo Conception* progresses through the following phases:

0. Warmup
1. Opening
2. Research
3. Dungeon Attack
4. Boss Battle
5. Ending
6. Cooldown

SESSION

The actual play of the game itself begins in the Warmup and lasts through to the Ending. This period is defined as the *session*.

0. WARMUP

The *Warmup* is where you begin your preparations to play the game. It's at this point that the players are given the *trailer*, and then do *character creation*.

TRAILER

As the name suggests, the trailer is something like a trailer for a movie. It provides the players with the GM's vision for the day's adventure. Not only to suggest what that adventure might entail but also to explain the situation that the PCs will find themselves in. The GM may even find it appealing to provide individualized handouts to each player, detailing unique circumstances that the player will be faced with.

Character Creation

With everyone now on the same page, proceed to make the characters you will be using in the adventure ahead. This part may be skipped if you happen to be playing a game that

continues from a previous session, known as a *campaign*. If you are playing at a convention or similar event, you may also be provided with a character made ahead of time by the GM or a sample character.

1. OPENING

The *Opening* is where the GM gets into the particulars of the adventure and describes—either for the party as a whole or individually—how the characters get drawn into the action. Here, you should prioritize the story above all, so the GM should try to avoid any dice rolling here.

2. RESEARCH

Research is where you gather information about the adventure and progress through the story. Players do this by using their contacts and their talk skills. They may find themselves interrupted by combat, as well.

This phase is made up of as many scenes as necessary. Once the story has developed enough to allow for the dungeon attack, Research ends. What is "enough" is left for the GM to determine.

3. DUNGEON ATTACK

Here, the players enter a dungeon to achieve their ultimate goal. This is where the players will face a series of tough battles. Refer to the combat rules on Pg. 63.

4. BOSS BATTLE

As the final obstacle of the mission, the boss appears and challenges the PCs. The *boss battle* serves as the game's climax. Enemies with the Boss trait are handled differently from other demons.

5. ENDING

Lastly, the story is concluded. During the *Ending*, players act out scenes that bring the story that has unfolded throughout the game to an end. Like with the Opening, the story takes precedence here, so once again, GMs should avoid rolling dice.

6. COOLDOWN

Once the game is over, there are still a few things that need to be taken care of, and together, these things are referred to as the *Cooldown*. Here, you earn *experience points* and do *character reviews*.

Experience Points (EXP)

Each PC that participated in the game receives adventure EXP.

Adventure EXP = Party Level x 10

PCs that gain enough EXP to level up may do so at this point.

Character Reviews

Players now review one another's characters. Using the review sheets, players mark down which alignment they feel the PC adhered to, given their actions during the game. Then, the GM gathers them up and reads aloud the reviews.

This concludes everything you'll need to do to play a game of *Tokyo Conception*. If time permits, you should take a moment to chat after the game, looking back over the moments you've enjoyed together.

SCENE OVERVIEW

The story of your game will be built on units called *scenes*. Every scene follows the same basic steps:

1. Setup
2. Interaction
3. Conclusion
4. Break

1. SETUP

What is the point of the scene? Define that first. Then, the GM designates which PCs and NPCs are to appear in the scene. If the option is appropriate for the scene, the GM should give those PCs not included the option to join if they wish. Should a scene need to focus on a specific PC, then the GM may designate that PC as the *scene player*; otherwise, just go with the flow. Lastly, if it's needed, determine the phase of Kagutsuchi.

2. INTERACTION

The GM describes the scene itself, and then the story plays out from there in the form of a conversation between players and the GM.

3. CONCLUSION

Once the goal of the scene has been accomplished, or the GM decides it's gone on for long enough, the scene concludes. Should the scene have a scene player set, it ends once the scene player exits the scene.

4. BREAK

A moment between the end of one scene and the start of the next. During this moment, you should affirm that no one was confused by what happened during the last scene, then assess what you want to do next before going into the next scene.

SEPARATE SCENES

During play, there may be times when the PCs want to do things separately from one another. When this happens, the GM should push for each scene to be kept short while also giving all PCs a chance to shine in their scene.

PC-LESS SCENES

At times, the GM may wish to provide context to the players or otherwise adjust the story. In these cases, it may be helpful to run a scene in which no PCs are present, and doing so is perfectly acceptable.

TRACKING IN-GAME TIME

Guideline 1: Separate Narrative Time from Scene: GMs should tailor the amount of time that passes during a scene to suit the needs of the story.

Guideline 2: Each Scene Has Its Own

Kagutsuchi Phase: Normally, Kagutsuchi waxes and wanes in a linear cycle. During a dungeon attack, Kagutsuchi progresses through its phases in step with the adventure itself. This means that with each scene that happens during a dungeon attack, Kagutsuchi's phase also progresses by one, according to the Kagutsuchi Chart. Refer to Pg. 301 for the Kagutsuchi Chart.

On the other hand, the narrative nature of TRPGs requires some capacity to manipulate the passage of time. As such, when the changing of scenes requires it, it's fine to decide anew the phase of Kagutsuchi. The GM may freely set the phase as they like, or roll to randomly determine it.

UNITS OF TIME

Scene: Scenes are a unit of measurement all their own and have no relation to how much time passes.

Round: A unit of time used during combat. Each round takes about 10 seconds to 1 minute.

Phase: The time in which it takes for Kagutsuchi to progress to its next phase. Though Kagutsuchi isn't a moon, "phase" is used for convenience. Starting from New, it takes eight steps to get to Full, then another eight steps to get back to New. With 16 phases altogether, we measure phase 0 (New) to phase 8 (full), then go to phase 15 before returning to phase 0 (New) again.

There is no fixed amount of time between phases. However, you may say, as a rough guideline, that it takes less than two hours..

Cycle: This unit of time marks one full turn of Kagutsuchi's light. This makes for about 30 hours, which is about one day; being in the Vortex World, this matters little, of course.

Full: The time when Kagutsuchi is at its brightest. At this time, demons are driven into a frenzy, and speaking with them is impossible. Random encounters with demons become far more likely. Sacrificial fusion becomes possible, as well.

New: The time when Kagutsuchi is at its dimmest. It never quite gets dark enough to be called night, but many humans tend to rest around this time regardless.

USING THE KAGUTSUCHI CHART

Outside of a dungeon, the GM may decide the phase of Kagutsuchi as they please. When time is progressing linearly, however, take the following steps.

Advance the Kagutsuchi Chart by 1 phase per 1 scene

Advance the Kagutsuchi Chart by 1 phase per 1 combat

Each time Kagutsuchi passes phase 0 (New), have the party make Luck checks. Should all members of the party fail, or if even one member auto-fails or fumbles, then they have an encounter with NPC demons. On the other hand, if someone rolls a critical, then a favorable event occurs for that PC. They may run into friendly NPC demons, pick up an item, or the like.

DANGER LEVEL

In the game, danger levels are represented by a color. Use the following:

- Blue: Safe
- Yellow: Low Danger
- Red: Danger

RANDOM KAGUTSUCHI PHASE CHART

1d10	Phase
1	New (Phase 0)
2	Phase 1
3	Phase 3
4	Phase 5
5	Phase 7
6	Full (Phase 8)
7	Phase 9
8	Phase 11
9	Phase 13
0	Phase 15

CHECKS & SKILLS

STATS

A character's stats represent what sorts of actions that character is more suited for doing. There are five stats: Strength, Magic, Vitality, Agility, and Luck. Each one is explained below.

Strength (St)

Represents the power of physical attacks. Hit checks for both basic strikes and physical attack skills, as well as their damage, rely on Strength.

Magic (Ma)

Represents one's ability with magic. Cast checks for both spells and magical attack skills, as well as their damage, rely on Magic. It is also used in calculating MP.

Vitality (Vi)

Represents the level of endurance one possesses. It's used to calculate HP, and in checks to recover from ailments, which we call saves.

Agility (Ag)

Represents speed as well as nimbleness. It's used in determining initiative, as well as for dodge checks.

Luck (Lu)

Used in all sorts of checks not mentioned above. These include awareness checks, perception checks, and negotiation checks. It is also used to determine one's fate points.

Certain things—such as your class, Magatama, or items—may modify your stats. However, whenever you would use a stat for a calculation, make certain you use the total number, modifiers included.

DICE

This game uses two 10-sided dice, and the faces of such dice are usually marked as 0-9. From this point on, references to this 10-sided die will have the notation of "d10." Certain things may ask you to roll "Xd10," which means rolling the X number of d10s and adding their numbers together for the total. Unless making a percentile roll (explained below), the "0" face of a d10 is to be read as "10."

CHECK BASICS

When you aren't sure whether a PC or a demon's action succeeds or not, that's the time to make a percentile roll. Every check made has a target number (TN), which differs depending on the check. If the result of a percentile roll is **equal to or less than the TN**, it's a success. If it rolls higher, it's a failure.

TARGET NUMBER

The basic formula for determining TN is as follows:

$$\text{TN} = (\text{Relevant Stat} \times 5) + \text{Level} + \text{Modifiers}$$

Modifiers to TNs may be represented by a % symbol, for example +20%. This is a typical TRPG convention, and all it means is to give +20 to the TN, not "increase the TN by twenty percent of its current value."

PERCENTILE ROLL

A *percentile roll* is a method to obtain a result of 01 to 100 (00) by rolling two d10s. One of the d10s is designated as the tens die, then the dice are rolled together. If the tens die shows a 5, and the other shows a 1, then your result is 51. It's important to make sure you know which one is the tens die, so you should make sure to use dice of a different color or any method that works for you to ensure there's no confusion.

SPECIAL NUMBERS

When making a percentile roll, should the result be one of the following numbers, special outcomes occur, such as succeeding or failing regardless of what the TN is.

01: Regardless of TN, the check succeeds, becoming a critical hit.

96-99: Regardless of TN, the check automatically fails.

00: Regardless of TN, the check massively fails, becoming a fumble. Something bad will also occur (see below).

CRITICAL

Should the result of your percentile roll be equal to or less than 1/10th of the TN, the roll becomes a critical hit (and if you possess the Might skill, attacks become critical hits when equal to or less than 1/5th the TN). Checks also become critical hits on a 1, regardless of whether that would be less than 1/10th of the TN or not.

When you roll a critical, you deal double damage, and you ignore your target's resistance.

FUMBLE

If the result of your percentile roll is 00, that always results in a fumble. A character who fumbles has something bad happen to them. For example, if making a hit check for an attack, they may hit an ally or themselves, or if making a dodge check, they take double damage and their resistance doesn't apply.

Furthermore, when you fumble, you become Cursed. This expands your auto-fail range to 86-99, and until you are no longer Cursed, you have a 30% chance each time you take an action to have something bad happen to you. Refer to Pg. 67 for more details on Curse.

FUMBLE EFFECT CHART

Check Type	Fumble Effect
<i>Hit Check</i>	Hit yourself and/or your allies.
<i>Dodge Check</i>	Treated as though you've been hit by a critical.
<i>Negotiation Check</i>	Talk target is enraged, and combat ensues.
<i>Save</i>	The ailment remains, and your HP and MP are halved.
<i>Any Other Check</i>	Bad things happen; the GM is free to determine what.

USING SKILLS

Characters have special abilities called *skills*. Some skills provide passive effects, granting their benefits from the moment they're learned, while others operate differently. If a skill is not passive, then the following steps must be taken to use it.

1. Declare the skill you want to use. Select a target, then pay the cost.
2. Make the check.
3. If successful, determine power.
4. Apply all effects.

- Costs are paid before making the check; even if the check fails, the cost is not refunded.
- If you cannot pay the cost, then you cannot use the skill. If paying the cost would reduce you to 0 HP, then you die after using the skill.
- When there are no applicable targets for a skill, the skill's effects are wasted. For example, if a skill targets two enemies, and you use it when there is only one enemy to target, then its effect is applied only to that enemy. Should you use the skill when no enemies are present, then the entire effect is wasted (a debuffing skill, for example, cannot be used "in advance" to hit enemies as they're just arriving).

- Even if you fumble, there are times when you may still need to determine power, such as when hitting yourself/allies.

POWER

Power is the measure that determines the impact of an attack or skill. It is calculated using the following formula:

$$\text{Power} = \text{Base Power} + \text{Skill Modifiers} + \text{Power Roll}$$

BASE POWER

For Strikes, Physical Attack Skills

$$\text{Base Physical Power} = \text{Strength} + \text{Level}$$

For Spells, Magical Attack Skills

$$\text{Base Magical Power} = \text{Magic} + \text{Level}$$

Some skills, like buff or debuff skills, may have unique ways of determining power. If they do, follow their instructions.

POWER ROLL

For a power roll, roll 1d10 and use the number shown. Should you roll a 10, you get what's known as an explode. Roll 1d10 again, and add that number to your previous number. Should this new roll also be a 10, then you explode once again.

You can explode any number of times during a power roll, and the outcome is all of the dice you rolled added together. For example, if you first roll a 10, then roll another 10, then lastly roll a 6, your outcome is 26.

Certain buff or debuff skills may change the number necessary to score an "explode."

USING 2D10 FOR POWER ROLLS

Some skills will indicate they add a die to power rolls. In this case, roll 2d10 instead of 1d10, and add the numbers together for your total. Explodes can occur on both dice. So for example,

if both dice show 10s, both explode, and both are rolled again. If you then roll a 10 and a 1, you only explode the one die that rolled 10.

SKILL MODIFIERS

Skills may provide a bonus to the damage they inflict, called its potency. If you're not using a skill, then the skill modifier is treated as a 0.

CRITICAL

When rolling a critical, determine your total power, including the power roll, and then double that amount.

AFFINITY MODIFIERS

Skills have an element, and when that element matches a target's affinity, the skill's power may be modified, depending on what the affinity is. This modification is applied after the critical modifier (if applicable).

FIXED POWER (OPTIONAL)

For NPCs and high-level PCs, it may be desirable to use a fixed number in place of a power roll. When using fixed power, do not roll any dice, but rather treat the roll as though it had been a 5.

FATE POINTS

Fate points are an abstract representation of a character's luck, the favor of a god (or something like one), intense focus, or even having an instinct for when to put it all on the line. Characters gain the following amount of fate points at the start of the game session:

$$\text{Fate Points} = (\text{Luck} / 5) + 5$$

For each point spent, a character may obtain one of the following effects:

1. Reroll a roll they just made.
2. Changing the TN of a roll they're making by 20%.
3. Halving the damage they or an ally is taking.

These effects may only be used just before or just after the dice have been rolled; once the game has moved on, there's no turning back to have them applied retroactively. For example, if you think you'd like to redo your percentile roll, you will need to do that before making your power roll.

Multiple fate points may be spent at one time. A single roll may be rerolled as many times as desired (so long as you've got the fate points), and incoming damage can be quartered or even eighthed (be sure to round down for decimals). Lastly, a roll with an altered TN may still be rerolled and will retain the altered TN for the reroll.

Example: You increase your TN of 33% to 53% by spending 1 fate point, but still fail the roll. You decide to spend another fate point to reroll. You may make the check using the 53% TN for the reroll. You may even use more fate points before making the reroll.

MULTI-ACTION

When you have a 100% or higher TN for a roll, you may choose to take a multi-action. Multi-actions allow you to perform the same action two or three times consecutively in the same turn (but no more than three).

If using a skill, the cost must be paid for each time it is used in the multi-action. The target of the skill cannot be changed between uses, as well.

If the base TN (due to the Concentrate action or support/buff skills) reaches 100 to 199%, the action is taken twice; if the TN reaches over 200%, then the action is taken three times. Divide the original TN by the number of actions taken to find the TN for each action in the multi-action. (Adjust the critical value for each based on the new TN, post-division.)

Example 1: You're making a basic strike with a TN of 120%. You declare a multi-action, and so make two basic strikes, each with a TN of 60%.

Example 2: You're making a magic check with a TN of 210%. With your multi-action, you can use Agi (3 MP cost) three times in a single turn, each with a TN of 70%, paying the MP cost three times for a total of 9 MP. However, you may not combine—for example—Agi & Bufu when doing this.

AUTO-SUCCESS SKILLS & MULTI-ACTION

Skills that automatically pass their checks cannot be used for multi-actions.

CANCELING MULTI-ACTION

If, due to a reaction or ranged attack, you are unable to pay the cost or prevented from acting during a multi-action, then the remaining parts of the multi-action are lost.

FATE POINTS & MULTI-ACTION

Before making a multi-action, you may use fate points to increase the TN as normal. Once divided, you may then use fate points to individually raise the TN of one part of the multi-action.

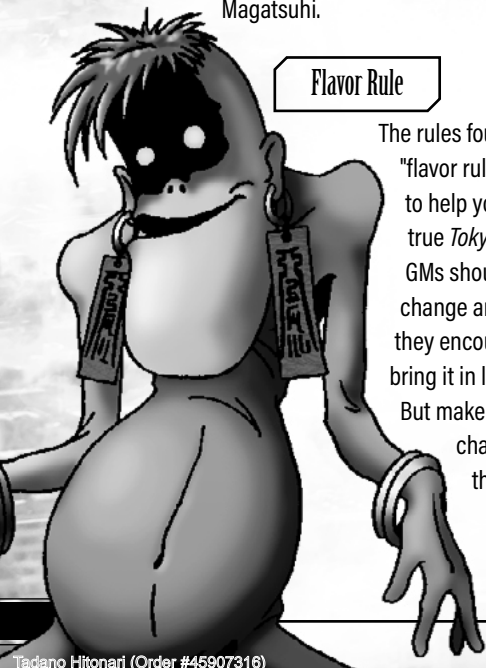
Example: You are making a basic strike with a TN of 120% and declare a multi-action. You use a fate point at the same time and raise the base TN to 140%. After dividing, each TN is now 70%. You fail the first check, and you really want the second one to land, so you spend an additional fate point to raise its TN to 90%.

REASON & HIMOROGI

In this section, we learn of the creation of a new world—the ultimate goal of *Tokyo Conception* and the Reason that will lead us to it—and explain himorogi and the gathering of Magatsuhi.

Flavor Rule

The rules found in this section are "flavor rules," which are made to help your story feel like a true *Tokyo Conception* story. GMs should feel empowered to change any term or place name they encounter in this section to bring it in line with their scenario. But make sure you convey these changes to the players, or they might get confused!



WHAT IS "REASON"?

The Vortex World—the world of *Tokyo Conception*—is the egg from which a new world will hatch. The old world has been scoured away in the Conception, and the one who stands victorious over the Vortex World will decide the Reason—the founding principle upon which the next world will rise.

Whoever possesses Reason, strives to face the creator of this Vortex World, and then passes its judgment, will then be able to create a new world via that Reason.

Currently, the top Reasons in this world are called Shijima, Yosuga, and Musubi.

CONDITIONS FOR CREATION

It is believed that the following conditions are needed to establish a Reason and use it to give rise to a new world.

Establish Ideals

One must establish the nature of their Reason if it is to be the basic principle of a new world and be able to explain it in simple terms. It must be represented by a single, fitting word.

Summon a God

One must gather enormous quantities of Magatsuhi to make real their Reason and summon a god from beyond this world, which will serve as guardian to the new world. There are many ways to gather Magatsuhi, but using himorogi—special items within which Magatsuhi can accumulate—is best.

Be Judged

One must face the creator god and, through its judgment, be acknowledged as creator. According to the Scriptures of Miroku, it is said that Kagutsuchi itself is the manifestation of that creator god. To meet the creator god, one must present the Yahiro no Himorogi, and climb to the top of the Tower of Kagutsuchi.

To achieve these three conditions, those who would uphold a Reason have formed into distinct groups and now seek to gather Magatsuhi and destroy other competing Reasons. These groups are referred to as factions and are one of the cornerstones of the game.

FACTIONS

To forge the world's Reason and have it shape a new world, one must gather large quantities of Magatsuhi. And to do that, one must create a large enough faction to stand against the Vortex World. While the Assembly of Nihilo and the Mantra Army are highly influential, many independent factions have been formed as well.

Assembly of Nihilo: After causing the Conception, Ring of Gaia leader Hikawa formed this organization in Shiodome. Through meticulous planning and scientific methods, he has begun to efficiently amass Magatsuhi, while at the same time constructing the Obelisk. Hikawa holds the Reason of Shijima, which desires a world of stillness.

Mantra Army: An army of warlike demons led by their ringleader, Gozu-Tennoh. They view strength as the be-all and end-all. However, they were not able to clearly define that Reason, and so at one point were destroyed. Afterward, however, they met Tachibana Chiaki, and so was born the Reason of Yosuga, which aims for a world only for the elite.

Souls of the Amala Network: The souls within the Amala Network tend to strongly value their solitude, and thus, their isolationism prevents them from becoming their own faction. However, Nitta Isamu, idealizing that very concept, formed the Reason of Musubi and later summoned the god Noah at Amala Temple.

Manikins: The humanlike Manikins who serve as a serf class to the Vortex World have escaped from Mantra Army captivity and formed their own isolated colony in Asakusa. They're led by Futomimi, who possesses the power of precognition. Even so, they've yet to establish a Reason.

Fairy Kingdom: A Fairy clan group amassed in Yoyogi Park. Led by Oberon and Titania, the fairies here live a quiet, peaceful life, protecting the Yahiro no Himorogi. They, too, however, have not formed a Reason, and as a faction, they're quite weak.

Shibuya Free City: A free city ruled by the Fallen Demon Decarabia. Formally speaking, Shibuya is on the side of the Assembly of Nihilo, but it also has formed an alliance with the Fallen Demon Forneus of Shinjuku Medical Center and operates more as an independent faction.

Labyrinth of Amala: A faction of powerful demons lurking deep within the Amala Network. They're arranging a battle royale of fiends holding menorahs, with the ultimate goal of resurrecting a demon god.

PCS & REASON

Initially, most PCs will not have their own Reason. However, during the game, one may follow these steps in order to engage with Reason:

- Contribute to a particular Reason
- Nurture a himorogi, and summon an outer god

ENDORSEMENT POINTS

PCs can become involved with existing Reasons or factions. This is represented through the use of Endorsement Points (EP).

Each time a PC promotes a particular Reason or acts in aid to a faction, they roll 1d10 and gain that many EP towards that faction. At the same time, the PC reduces their EP towards all other factions by 1. EP cannot go lower than 0. EP is tracked and maintained for each faction.

EP Within Factions

One's EP indicates their influence within a faction. With 50+ EP, a PC will be seen as a tried and true ally to a faction, while having 100+ EP will get that PC an invitation to become a leader within that faction. To serve as representative of a faction, and realize their own new world, a PC must have 200+ EP with that faction.

EP & A Faction of Your Own

The PCs can of course decide to reject all other factions, declare a new one, and begin accumulating EP for a faction of their own. When going this route, once the PCs have declared their intention to start a faction, they may gain EP, as described above. However, PCs should keep in mind that each time they earn EP for a faction not their own from then on, they lower their EP with their own faction by 1, as normal.

HIMOROGI

Himorogi are special items and of vital importance to a party of PCs. GMs should grant these to players whenever it makes sense to do so. These may be granted when the PCs endorse a faction or are randomly discovered elsewhere. Himorogi come in the shape of pyramids large enough to need both hands to carry.

GATHERING MAGATSUHI

With a himorogi secured, the PCs can gather Magatsuhi from defeated demons. 10% of the demon's EXP value is granted in Magatsuhi to a himorogi, once the demon is defeated. Himorogi also come with 100 Magatsuhi already stored within them.

HIDDEN POWER

Once per session, a himorogi may be used to grant one of the following special effects. This costs 20 Magatsuhi to do. These special effects can be used even by demon PCs, and take no action to perform.

HIMOROGI SPECIAL EFFECT

<i>Balance</i>	Remove all buff and debuff spells.
<i>Bless</i>	Cancel the effect(s) of one skill or attack.
<i>Restore</i>	Completely restore a target. They may be revived even from death. HP/MP are fully restored, though fate points are not.
<i>Release</i>	Remove all ailments from all allies.

SUMMONING GODS

Once the Yahiro no Himorogi is produced, a PC may use the Magatsuhi they've stored up in their himorogi to summon an outer god. Should the god summoned be powerful enough, the PC may reach Kagutsuchi and create a new world.

SUMMONING CONDITIONS

The following conditions must be met before the summoning can occur:

1. 200+ Endorsement Points

To summon an outer god, one must be the representative of a faction.

2. 50,000+ Magatsuhi

As the god summoned will be from a world beyond this one, it requires an enormous amount of Magatsuhi. That quantity is 50,000. It's said that the Assembly of Nihilo's Nightmare System has already accumulated around 20,000, and that the Yahiro no Himorogi already has 50,000 within it.

3. Choose a God

You may choose either from the three gods of Amala Temple or from the high gods that do not appear as enemies or event bosses, listed below.

The Three Amala Temple Gods:

Albion, Skadi, Aciel

Other High Gods:

Vishnu, Shiva, Amaterasu, Horus, Odin, Michael

4. Secure Holy Grounds

To summon a god, one must have holy ground upon which to do it. Suitable locations include Mifunashiro, the Tokyo Diet Building, and Amala Temple. There may be other places, but as of yet, none have been found.

COMBAT

The world after the Conception is one governed by the law of the jungle. To survive, you must be ready to protect yourself from any and all threats. Which will mean fighting, using all of your body and all of your magic.

COMBAT SCENE

Combat is played out as a single scene. In *Tokyo Conception*, fights are run in an abstract way, and position on the battlefield is not tracked. In that sense, all that matters is knowing whether or not you are in combat or out of it. This means that attacks that target "all" affect anyone involved in the fight at all, without regard for position.

When a combat scene starts, the GM should go over which PCs and demons are involved in the fight and figure out who is an ally and who is a foe. GMs should also declare whether any NPCs have gotten pulled into the mix.

ROUND

Combat progresses using units of time called rounds. Each combatant gets one turn per round.

INITIATIVE

When combat starts, the first thing to do is for each combatant to roll initiative. This is done by making a power roll and adding the combatant's Agility stat to the roll. If two or more combatants have the same initiative, then have those combatants roll a die, with tie-breaking going to the one who rolls highest.

Combatants declare and resolve their actions according to initiative order.

COMBAT TURN

The combatant with the highest initiative gets to declare and then resolve their action first. Then, the next highest does the same until all combatants have had a chance to act. Then, the round

ends, and a new round begins. Combat ends once all opponents on one side have died, fled, or retreated due to negotiation.

DECLARING ACTION

During their turn in the initiative order, combatants may take one action. An "action" is one of the following: making a basic strike, using a skill, talking, aiding, concentrating, defending, or using an item. Should a combatant not want to act, or there's no need for them to, they may instead "pass." No combatant may change their position in the initiative order (for example, delaying to act after someone slower than themselves).

BASIC STRIKE

Making an attack with something innate, such as a fist, fang, or claw.

Check: Strength

Type: Physical Attack

Target: 1

Skill Potency: 0

Base Power: Base Physical Power

HUMAN WEAPON ATTACK

Only humans may use melee weapons or firearms to attack their enemies. Attacks made with melee weapons are handled largely the same as strikes, but depending on the weapon, different power modifiers may apply.

Attacks using ranged weapons meanwhile use Agility for their hit checks, and their power is based on Agility. Keep in mind that ranged weapons do not add a character's Level to their damage. They also take an action to reload when they're out of ammo.

USE SKILL

Selecting one non-auto skill you've learned and declaring you wish to use it, then paying its cost (differs per skill). If you are unable to pay the cost, then you can't use the skill.

TALK

Attempting to negotiate with demons. See "Negotiation" on Pg. 72 for more details.

Check: Negotiation
Type: Negotiation
Target: 1

AID

Supporting one ally by some means in order to give them +20% to the TN of their next action. When you aid someone, you must name a skill your target has, or their basic strike. Should your target take an action different from the one named, they do not get this bonus. Aiding from multiple sources stacks. Once the named action is taken, however, all aid falls off afterward, regardless of whether the action succeeds or fails. Also, if the target is inflicted with any ailments after being aided, the aid effect is lost.

Check: Luck
Type: Magical Attack
Target: 1

CONCENTRATE

Setting up to increase the chances of your next action. Name whether you're concentrating on a skill or a basic strike. When you take the named action on any round following after concentrating, gain +20% to that action's TN. Concentrating multiple times on the same action will make the bonus stack. Once you take the named action, the concentrate bonus is lost, regardless of success or failure. If you would take an ailment while holding a concentration bonus, you lose the bonus.

Check: Auto

DEFEND

Foregoing an action to devote yourself to defense. Until the start of your next turn, gain +20% to dodge checks.

Check: Auto

USE ITEM

Using some item in your possession. Demons cannot use items unless a skill specifically allows them to. Using an item is considered an auto-success for check purposes.

ATTACKS

An "attack" is when you use a basic strike, a physical attack skill, a magical attack skill, or any skill that stipulates it "attacks X enemies" (there may be some items that use the same phrasing, and those count as well). Any attack may be avoided through a dodge check.

When attacking, first make a hit check. Basic strikes and physical attacks use Strength, while spells and magical attacks use Magic.

STATS TO USE WITH HIT CHECKS

Attack Type	Phase
<i>Basic Strike</i>	Strength
<i>Spell</i>	Magic
<i>Physical Attack Skill</i>	Strength
<i>Magical Attack Skill</i>	Magic

When this check is a critical, its effects are doubled. Should it deal damage, then the target's resistance is also ignored. However, in the case of a fumble, the attacker becomes Cursed, and the attack then randomly hits either themselves or an ally (and in the case of the attack being "all" then it hits all allies, themselves included). When hitting an ally, that ally may avoid the attack with a dodge check as normal, but an attacker cannot avoid hitting themselves.

DODGING

Regardless of whether the attack is physical or magical, if an attack roll is a success, then the target can attempt to avoid it by rolling a dodge check.

If the dodge check is successful, then the attack is treated as a miss. If that attack roll was a critical hit, however, then a successful dodge only downgrades it into a "normal hit." Only a critical dodge can fully negate a critical hit.

Should a dodge check fumble, then the damage inflicted is doubled, and damage may not be reduced with resistance. If, in this case, the hit had been a critical hit, then the damage is quadrupled.

DAMAGE

When an attack succeeds, and the target fails or chooses not to dodge, then the attack (including skills that inflict damage) deals damage to its target. Damage is calculated by making a power roll and adding to it the appropriate base power. If using a skill, then skill potency is also added.

Strike Damage

Base Physical Power + 1d10

Skill Damage

Physical Attack Skill: Skill Potency + Base Physical Power + 1d10

(Base Physical Power = Strength + Level)

Magical Attack Skill: Skill Potency + Base Magical Power + 1d10

(Base Magical Power = Magic + Level)

The target's resistance applies to the damage, reducing it. The damage may also be affected by affinity.

Physical resistance is used against strikes and physical attack skills.

Magical resistance is used against spells and magical attack skills.

Death

When a character is reduced to 0 HP through damage or other means, they die. HP cannot go into the negatives; if the damage would reduce you below 0, then simply set yourself at 0 HP.

AFFINITY

All attacks have an affinity. Even basic strikes possess the Phys affinity. Fiends and demons all have their own ratings versus

specific affinities, and these ratings may increase or decrease both damage taken and the chance of an ailment applying.

When dealing with damage, the modifiers from affinity are applied before resistance.

Skills may alter one's affinity ratings, and when they do, the following order is applied: Repel > Drain > Null > Strong > Weak (with Repel having the highest priority).

Example: A demon who is weak to fire is hit with an Agi spell. Including the effect roll, the total incoming damage is 31, and the demon has a magical resistance of 7. Because they are weak to fire, the damage of 31 is doubled to 62, which then, subtracting the magical resistance of 7, ultimately drops to 55 damage.

Had the demon possessed the Anti-Fire skill, the damage would have been $(31/2)-7$ instead, resulting in only 8 damage.

AFFINITY RATINGS

Rating	Effect
<i>Strong</i>	Damage and ailment effect rate are both halved.
<i>Null</i>	No damage, and ailments cannot be applied.
<i>Drain</i>	Damage is nullified, and instead the target recovers HP equal to the damage they would have taken. Ailments cannot be applied.
<i>Repel</i>	Damage is nullified, and instead the attacker takes damage equal to the damage they would have inflicted. Ailments cannot be applied.
<i>Weak</i>	Damage and ailment effect rate are both doubled.

Exception: Ailment Attacks vs. an Ailment Strong/Weak/Null affinity. These affinity ratings only have an effect on the ailment effect rate and do not have any influence on the damage part. Consider them to be a separate kind of affinity rating.

RECOVERING HP/MP

HP and MP will recover when in any of the following situations:

- When using a skill, item or shop with a recovery effect
- Completely recovered at the end of an session
- Completely recovered upon level up

When an injured NPC doesn't appear in a scene, the next time they appear, they do so fully recovered. The GM may also alter the amount the NPC has recovered, when appropriate.

AILMENTS

Ailments represent when a character's well-being has been severely compromised. Many ailments render a character unable to act, or even put them at risk of losing their life.

TYPES OF AILMENTS

There are 11 common ailments, listed here in order of priority.

Stone

You have been turned to stone. You cannot dodge. You halve damage from all attacks that are not Phys, Force, or Almighty elements. However, when struck with a Phys element attack, you have a 30% chance to shatter and die.

This ailment ends once combat ends, or may be healed by magic or items.

Fly

You've been turned into a fly due to Bael's Curse. All stats other than Agility are treated as though they are 1. All damage received is doubled. Affinities are unaffected.

This ailment only ends once combat ends.

Stun

When making attacks against enemies, the TN for the check will be whichever is lower: your current value, or 25%. Healing or support auto-success magic you use is not affected by this.

This ailment may only be healed by magic or items.

Charm

A spell has placed you under your opponent's control. You are temporarily treated as an NPC and given to the GM to control.

This ailment ends once combat ends, or may be healed by magic or items. You may save against this ailment.

Poison

Poison has invaded your body, weakening you. You halve all damage you inflict with attacks. Each time you take a non-reactive action, you lose 1d10 HP. Outside of combat, for each Kagutsuchi phase (i.e., each scene), you lose 1d10 HP.

This ailment may only be healed by magic or items.

Mute

Your magic has been sealed. You may not use spells or magic attack skills.

This ailment may only be healed by magic or items.

Restrain

You've been rendered helpless, as though fully bound in chains. Usually caused by attacks on the nervous system. You may not take any actions at all, dodging included. Any Phys element attacks you receive become critical hits.

This ailment ends once combat ends, or may be healed by magic or items. You may save against this ailment.

Freeze

You've become frozen and unable to move. You may not take any actions at all. Phys element attacks that hit you become critical hits. Also, you take Phys element damage normally, even if you are Phys Repel, Null, Drain, or Strong.

This ailment ends once combat ends. You may save against this ailment. Even if you fail this save, you automatically recover from this ailment at the start of your next turn.

Sleep

You've fallen into a sleep you can't wake from. You may not take any actions at all, dodging included. At the start of each of your turns, you recover HP and MP equal to your Vitality + Level.

This ailment ends once combat ends, or may be healed by magic or items. You may save against this ailment. You automatically recover from this ailment if you take damage from an attack.

Panic

You've lost your mind and cannot take sensible actions. Whenever you attempt to take any action, there is a 50% chance you will instead take a different, stranger action. This chance is present even if you choose to do nothing at all. Roll a 1d10 on the Panic table below and apply its effects.

This ailment ends once combat ends, or may be healed by magic or items. You may save against this ailment.

PANIC TABLE

1d10	Effect
1, 2	Toss out some macca, losing 10% of your currently held money. If you don't have any money, then pay the cost of your lowest-cost skill, though you do not actually use the skill.
3, 4	You're spacing out and take no action.
5, 6	You start talking funny. Make a Negotiation check. If you fail, the demon will chew you out and attack you once. If a critical hit, they'll give you an item.
7, 8	You fall asleep, and are inflicted with Sleep.
9, 10	You dance, twirl, and take other strange actions. Everyone laughs at you.

Shock

You've taken an electric shock, keeping you from acting. You may take no actions at all, dodging included. Phys element attacks that hit you become critical hits.

This ailment ends once combat ends. You may save against this ailment. Even if you fail this save, you automatically recover from this ailment at the start of your next turn.

SPECIAL AILMENTS

In addition to those ailments listed above, there are two special ailments.

Instant Kill

You are dead. Your HP is 0. You may not take any actions at all. You can only recover from this ailment if resurrection magic or items are used.

Curse

You are suffering from a curse. Usually caused by fumbling checks or being targeted with a curse. Your automatic failure range for all checks increases to 86-99. Whenever you take any action, there is a 30% chance that something bad befalls you. The GM will tell you what happens.

The only way to recover from this ailment is to visit a Fountain of Life.

AILMENT EFFECT RATE

Usually, attacks that inflict ailments will indicate a percentile chance, such as, "x% chance to inflict Stun." This is called the effect rate.

When being hit with an ailment attack, if you fail your dodge, make a percentile roll. If the number rolled is equal to or less than the effect rate, then you take the ailment. When a PC would take an ailment, that PC's player does the roll. When an NPC would take an ailment, the GM rolls.

When an ailment attack rolls a critical hit, the effect rate is doubled. It is also doubled if the dodge check fumbles. Otherwise, affinity ratings may adjust the effect rate. These modifiers all stack, but an effect rate can never be lower than 5% nor higher than 95%.

Example: A demon who is weak to Ice, Magic, and Ailments is critically hit with a Mabufu spell, and additionally fumbles its dodge roll. That would mean a 32x bonus applies to the effect hit rate, but because it cannot go above 95%, the demon makes the roll with a TN of 95%.

AILMENT PRIORITY

When inflicted with multiple ailments, aside from Death and Curse, they do not stack. A character will only be affected by the highest priority ailment on the Ailment Table.

AILMENT TABLE

Priority	Name	Element	Dodge	Save	Effects	Ends
0	Death	-	N	N	You are dead.	Magic or items.
1	Stone	Dark	N	N	Halve damage from non-Phys, Force, and Almighty attacks. When hit with a Phys element attack, 30% chance to instantly die.	Combat ends, or magic or items end.
2	Fly	Dark	Y	N	All stats other than Agility are 1. Double all damage taken.	Combat ends.
3	Stun	Nerve	Y	N	Checks when attacking enemies are 25% at best. Recovery/Support auto-success magic can be used normally.	Magic or items end.
4	Charm	Mind	Y	Y	Temporarily become an NPC under the GM's control.	Combat ends, or magic or items end. Save allowed.
5	Poison	Ruin	Y	N	Halve damage from your attacks. Lose 1d10 HP for each non-reactive action you take and for each phase of Kagutsuchi (each scene).	Magic or items end.
6	Mute	Ruin	Y	N	May not use spells or magic attacks.	Magic or items end.
7	Restrain	Nerve	N	Y	Can take no actions. Phys element attacks received become critical hits.	Combat ends, or magic or items end. Save allowed.
8	Freeze	Ice	N	Y	Can take no actions. Phys element attacks received become critical hits. Ignore Phys Repel, Null, Drain, and Strong; take Phys damage normally.	Combat ends. Save allowed. Can only fail to save once; next turn automatic recovery.
9	Sleep	Mind	N	Y	Can take no actions. Recover Vitality+Level HP and MP at the start of your turns.	Combat ends, or magic or items ends. Save allowed. Ends upon taking damage.
10	Panic	Mind	?	Y	50% chance when taking any action at all to instead do something strange. Occurs even when choosing to do nothing.	Combat ends, or magic or items ends. Save allowed.
11	Shock	Elec	N	Y	Can take no actions. Phys element attacks you receive become critical hits.	Combat ends. Save allowed. Can only fail to save once; next turn automatic recovery.
*	Curse	-	Y	N	30% chance when you take an action to have something bad occur. Auto-fail range becomes 86+.	Fountain of Life or similar.

SAVING VS. AILMENTS

Except for Mute, Stun, Poison, Curse, and Death, characters suffering from an ailment can make a save against it. At the start of your turn, you may choose to make a save (usually a Vitality check), and if successful, you recover from the ailment. These ailments are always removed on combat's end, so even if you never succeed at the check, you recover from them naturally.

However, Mute, Stun, Poison, Curse, and Death cannot be naturally recovered from in this way. Only the use of applicable magic or items, or a trip to the Fountain of Life, will remove these ailments.

NPC DEMON ACTIONS

Not counting passive skills, NPC demons use the skills they possess in order, starting from the top of their skill list. If they possess a Healing skill, then they will use it once they are at half or less HP. For this reason, GMs may wish to only use self-destruction skills once the NPC has less than a quarter of HP remaining. Lastly, if a demon cannot pay the cost of a skill, then it makes a basic strike.

RANDOM ACTION

The GM may decide an NPC's actions randomly. To do so, just roll a d10 and use the corresponding skill. When doing this, if you roll a 9 or a 10, roll a number with no skill assigned, or roll a skill that can't be used (like a passive skill), then the demon makes a basic strike.

EXP AFTER COMBAT

Enemy demons provide a certain amount of EXP. When you defeat enemy demons, you gain that EXP amount at the end of combat. The same amount is granted to all PCs that participated in the combat. This happens even if the PC is dead at the end of combat. If this EXP would cause a character to level up, then after they do the necessary advancement steps, they fully recover HP/MP.

ITEM DROPS

Enemy demons have item drops. When you defeat enemy demons, you gain the item drops listed for the demon at the end of the combat.

There are two kinds of item drops:

Normal Drop Items

Each demon in the Demon Compendium has these listed. The GM may decide to add other droppable items if the story demands.

Bonus Drop Items

After combat, the GM makes a percentile roll. On a 1, the players receive a high-value item like a gem. On a 2-10, they receive a Rock item (Maragi Rock, etc).

If a character has the Lucky Find skill and is alive at the end of combat, they make this roll instead of the GM. A success grants a Rock, while a critical grants a gem or other high-value item.

BOSS TRAIT

The GM can give NPCs or demons important to the scenario the Boss trait. Bosses gain several bonuses, listed below. A boss can be made more challenging by also having it appear with 1-4 NPC demons close to the PCs' level. This is all up to the GM's discretion, of course.

- Take two actions per turn
- GMs decide Boss actions as strategically as possible
- May use fate points
- Access to Boss-exclusive skills
- HP & MP increase (roughly doubles over base; see the Boss Demons section on Pg. 213 for ready-made bosses)
- Grant additional EXP and macca (amount for both equals 10 x Boss's level)
- Ability to use items

Furthermore, according to the GM's needs, they may decide to add certain skills or other bonuses to their boss demons.

- Ailment Null
- Null Dark
- Null Light
- Dekunda
- Dekaja
- Any Boss-exclusive skill
- When at half HP, uses Beast Eye or Dragon Eye
- Uses recovery items

FLEE

PCs may attempt to escape from any non-Boss encounter. This is called "fleeing." When someone attempts to flee, opposing combatants may decide whether they wish to block the attempt or not. If no combatant chooses to block the attempt, then fleeing is automatically successful. If all members of one side flee, then combat ends.

BLOCKING ESCAPE

If an enemy combatant wants to block a character from fleeing, then the escapee can only flee if they pass a dodge check. When this happens, if there are more friendly combatants than enemy combatants, the fleeing character gains +20% to their flee attempt.

If this check is a critical, then one additional allied combatant may flee alongside the first. If, however, the check is a fumble, then every enemy combatant gets a chance to make a basic strike against the fumbler. These attacks cannot trigger the Counter skill.



AMBUSH & BACK ATTACK

When encountering enemy demons, there will be times when the PCs will have the advantage and times when they're disadvantaged. To represent this, we use the encounter check, ambush, and back attack rules.

ENCOUNTER CHECK

An encounter check may be called for when a run-in with a group of demons could situationally have some kind of advantage for one side or the other. The GM has the say on whether or not to make an encounter check, and depending on the story they have in mind, may simply declare a result if they so desire.

To make an encounter check, all PCs make a Luck check, then consult the following chart to find their overall value and ultimately what situation occurs.

ENCOUNTER CHECK

Check Result	Effect
<i>Critical</i>	+2
<i>Success</i>	+1
<i>Failure</i>	-1
<i>Auto-Fail</i>	-2
<i>Fumble</i>	-3

Total up the values from all members of the party, then compare it to the chart below.

ENCOUNTER EFFECT

Sum	Effect
+5 or more	The PCs back attack the enemy
+3 or +4	The PCs ambush the enemy
0 to +2	No particular advantage over the other
-3 to -1	The PCs get ambushed
-4 or less	The PCs are back attacked

SURPRISE ATTACKS

Sometimes, one side may be taking explicit steps to ambush their enemies, and when that happens, this is represented by a modifier to the encounter check. When PCs are setting up by lying in wait or some other means, the encounter check gains +20% to its TN. If the demon side is, however, then -20%.

AMBUSH EFFECTS

The side that successfully ambushes the other gains a +1d10 bonus to their initiative rolls, while the side getting ambushed rolls initiative normally. During the first round of combat, characters on the side being ambushed are considered to be defenseless right up until they act for the first time. While defenseless, characters cannot take any actions, dodging included.

BACK ATTACK

A back attack is an ambush executed with flawless efficiency, granting a supreme tactical advantage. In a back attack, the side doing the ambushing gains a +1d10 bonus to their initiative roll. The side being ambushed sets their initiative without making an effect roll for it. That is, their initiative is equal to their Agility alone.

Additionally, the side being back attacked is inflicted with Shock. This Shock ignores any affinity ratings that would nullify it. Shocked characters cannot take any action, dodging included, and when hit by Phys affinity attacks, those attacks become critical hits. Shock clears at the end of the combat, but characters may attempt a save at the start of their turn. You may only fail this check once, however, and then the turn after, the ailment is automatically recovered from.

ADVANCED COMBAT RULES

If you prefer using square map grids to conduct your combats, these are the rules for doing so.

ASSUMPTIONS

In grid combat, facing is not important. The only thing that matters is whether or not a character is adjacent to another.

Also, maps are considered small-scale areas. Attacks that target "all" manifest their effects upon what the map shows, which is the immediate area around the PCs and enemy demons.

SQUARE SIZE

A square measures 2 meters on all sides. Only one character may occupy a square. All characters are treated as having a size that can fit inside one square. Whether a Fiend, Pixie, or Arahabaki, all characters are treated as the same size in this sense.

MOVEMENT & ACTION

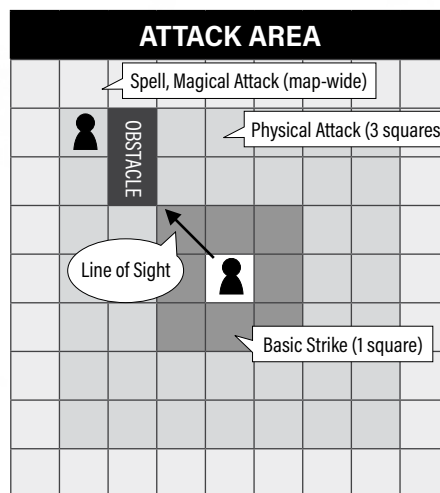
When taking an action, characters may do both of the following things per action:

1. Move as many squares as their Agility stat
2. Act as normal (basic strike, use a skill, use an item, concentrate, aid, etc)

Instead of #2, characters may choose to do #1 again (moving twice), but characters may not choose to do #2 twice. Also, they may not alter the order in which these are performed (movement always comes before the action).

ATTACK RANGE

Basic strikes may only target characters in adjacent squares. Physical attack skills may target up to three squares away. Spells and magical attack skills can target anywhere on the map. However, if they do not have line of sight to their target, then they cannot target them. If it is unclear whether a character has line of sight, for example, if an obstacle is partly in the way, draw a line from the center of each of the squares to determine it. In the case of a 50-50 block, this is considered to not have line of sight.



NEGOTIATION

Demons are more than just enemies to fight. They all value different things, and they act according to their own beliefs. At one time, it was a rare thing to be able to hear the words of demons. In the Vortex World, however, anyone can understand, converse, and even negotiate with demons.

Yet take heed that they are called demons. Creatures eternally renowned for tempting hearts and tormenting souls. To lend them your ear is to have your Reason tested.

NEGOTIATION GOALS

The primary purpose of negotiating with demons is to gain enough of their trust that they will give you their demon card, the symbol of their power. Other outcomes may also occur, such as getting them to retreat from battle or to gain items or macca using skills such as Pester or Stone Hunt.

TALK SKILLS

Skills specific to negotiation ("talk skills") are divided into two types: approach and support. Approach talk skills are used to actually engage a demon in conversation. Support talk skills, meanwhile, are used to interject when someone else is negotiating with demons.

Most support talk skills can only be used when certain conditions are met, such as the demon trying to leave the conversation. Also, support talk skills can only be used if you have not yet acted in a combat round and only when it is not your turn. Once you've made your interjection with the support talk skill, you've spent your action for that round.

Talk skills don't require a check to use, but will prompt a Negotiation check as part of their effect. You may not take a multi-action while negotiating. Whether the negotiation succeeds or not is determined by comparing the Negotiation check to the Negotiation Table.

NEGOTIATING

There are three forms of negotiation, shown below.

1. Approaching During a Non-Combat Scene
2. Approaching During Combat
3. Gathering Info

1. APPROACHING DURING A NON-COMBAT SCENE

When encountering demons outside of combat who are not hostile, you may attempt to speak with them. Select an approach talk skill, if you have one, and use it. You can still use the "talking" basic action if you don't have one. Negotiating like this plays out similarly to combat, progressing via rounds. Use the "talk flowchart" found below.

2. APPROACHING DURING COMBAT

Frequently, negotiation occurs amid combat itself. PCs can start a conversation by choosing the "talking" action when it's their turn. For example, when out of combat, PCs can use an approach skill or just go with the basic action. Because this spends the PC's action, even if they fail, they cannot act anymore during that round. Negotiation plays out like an actual conversation afterwards.

3. GATHERING INFO

During Research, negotiations are sometimes done more abstractly to allow for quick information gathering. At the start of such a scene, a PC declares the general topic of their inquiry and then makes a Negotiation check. Then, based on the outcome of that check, the scene plays out with the PC gathering that information.

More details can be found under Information Gathering, covered later in this chapter. Talk skills can still be used in this situation.

INTERJECTIONS

PCs that have learned support talk skills can use them while another PC is talking with a demon to "interject" into that conversation. However, unless they have one of these skills—and unless the conditions of that skill have been met—PCs cannot interject.

Additionally, to interject, a PC cannot have acted yet this round, and once they do interject, a PC can take no further actions that round.

CONVERSATION STOPPERS

In the following situations, a PC cannot choose the talking action, though the GM may overrule this as they see fit. If they do so, when a demon is forced to speak, the GM may choose to allow the demon to take an extra action.

- When Kagutsuchi is Full
- When target is a Boss demon
- When target belongs to the Tyrant, Vile, Raptor, Wilder, Haunt, or Foul clan and the Jive Talk skill isn't used
- When target is made unable to act by an ailment (Dead, Stoned, Shocked, Frozen, Restrained, Sleeping, Panicked)
- When the PCs have 8 or more demon cards across the whole party*
- When the GM says so

* = *The party may exceed the limit of 8 due to receiving demon cards from events, or when demons initiate a "sudden approach."*

TALKING WITH THE SAME DEMON

When attempting to talk with a demon, if someone in the party already has that demon's card or a PC has manifested the same kind of demon, then the demon will simply leave with a parting comment to the effect of, "You better take care of my friend!" As a result, no demon card will be obtained. The PC who tried to talk, however, makes a Negotiation check and, if successful, rolls a 1d10 on the chart below to find what gift they get. In case of a critical, they roll twice.

GIFT TABLE

1d10		Gift
1-3	Cheering On	The demon cheers you on! The GM may also grant a tip or other information.
4-5	HP Recovery	The PC who talked to the demon recovers HP equal to an effect roll + the demon's Spell Effect.
6-7	Macca	Gain the macca you would've gotten by defeating the demon.
8-9	Item	Gain the item(s) you would've gotten by defeating the demon.
0	Gem	Gain one random gem.

RANDOM GEM TABLE

1d10	Gift
1	Sapphire
2	Ruby
3	Opal
4	Amethyst
5	Agate
6	Turquoise
7	Garnet
8	Onyx
9	Coral
0	Aquamarine

SUDDEN APPROACH

At times, the PCs may be approached by the demons they face. GMs should initiate this conversation by saying, "A demon approaches you!" before combat begins. The GM may pick a PC that the demon approaches, or determine this randomly, then begin negotiation with the PC as normal.

So long as it's a sudden approach, this negotiation may even happen when Kagutsuchi is full, or even if the demon is not typically capable of conversing.

CONCENTRATE & AID WITH TALKING

The bonuses from the concentrate and aid actions cannot apply to Negotiation checks.

MULTI-ACTIONS WITH TALKING

Multi-actions cannot be taken with negotiations.

IMPRESS & OFFEND

Certain approach talk skills work better with some demons and repel others. The skill's "impress type" shows which demons it works best on, and its "offend type" shows which demons hate it. Whether you are impressing or offending the demon you wish to talk to depends on the approach talk skill you use, and that demon's behavioral patterns. For more details, refer to the effect of each skill.

DEMON PCS WITH NO TALK SKILLS

When a demon PC without an approach talk skill attempts to talk to another demon, they always count as doing so under offend type conditions.

TALK FLOWCHART

Once a talk is initiated, the first thing to do is determine whether the approach with the demon is an impress type, normal, or offend type. This will determine whether you start on the top, middle, or bottom row. Next, if the demon and PC both uphold a specific Reason, determine whether or not they're the same. This will set which column you start in. Follow these steps to determine your starting position on the flowchart:

Impress Type: Top Row

Neither Type: Middle Row

Offend Type: Bottom Row

Reason Matches: Left Column

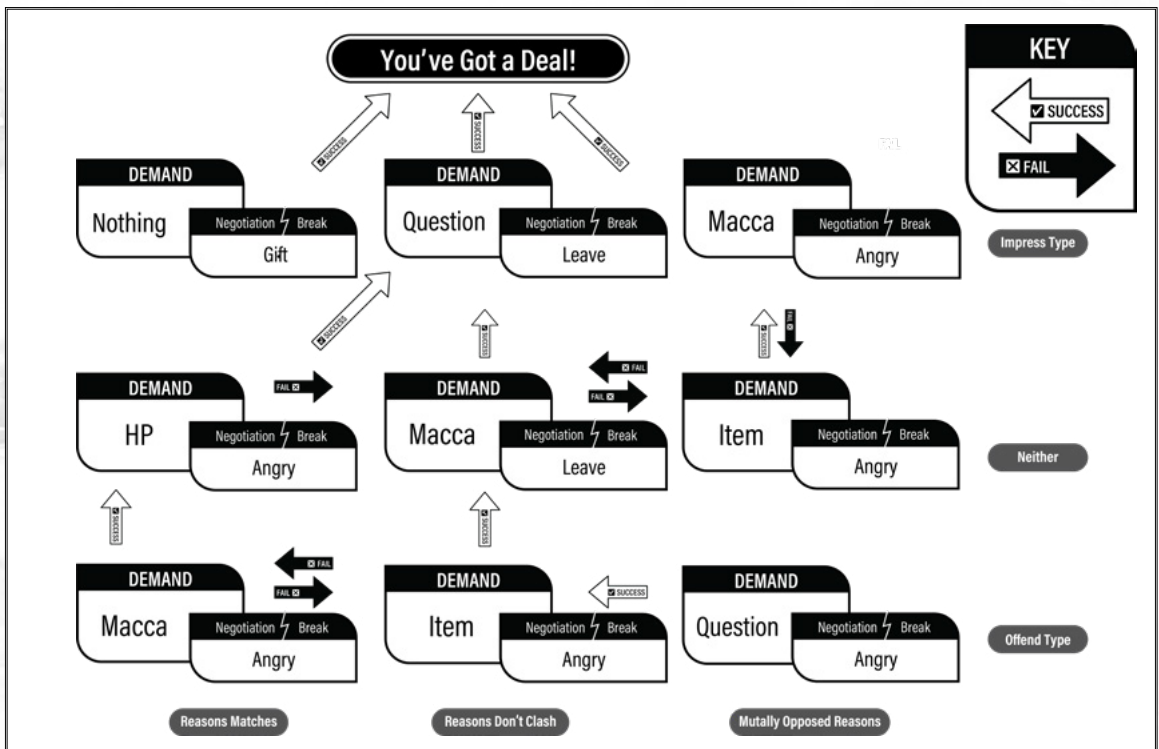
Reasons Don't Clash: Middle Column

Mutually Opposed Reasons: Right Column

Once you find your initial position on the flowchart, negotiations can begin.

The demon demands an offering, written on the "Demand" field of the space you start on.

TALK FLOWCHART



If you meet the demand, make a Negotiation check. If successful, move one space following the white arrow. If you fail, instead move one space following the black arrow. If there is no black arrow, the talk breaks down, and what happens next is described in the "Break" field of the space you're on. Lastly, should the check be a critical, move two spaces, following the white arrows.

If you, however, cannot or do not meet the demand, make a Negotiation check. On a success or a critical, move one space following the black arrow. On a failure, the talk breaks.

In either case, should you roll a fumble on the check, the talk fails, and the Break becomes Angry instead.

When you arrive at the Deal space, the talk is successful, and you acquire the demon's card (or whatever other request you had).

Should neither a Deal nor a Break occur, then continue the negotiation, determining whether you meet the demon's demands and then making your check. Keep doing this until you finally achieve either a Deal or a Break. Reading the Flowchart Demons begin negotiations by demanding an offering, as written in the Demand field. The PC then decides whether or not to meet that demand and then makes a check (should they have used an approach skill, they gain +20% to this check). The demon then responds, according to whether or not the PC met their demand and whether the PC succeeded on their check, as below.

IF DEMAND WAS MET...

...And Negotiation Check Criticals

Move two spaces, following the white arrows.

...And Negotiation Check Succeeds

Move one space, following the white arrow.

...And Negotiation Check Fails

Move one space, following the black arrow; if no black arrow, you Break.

IF DEMAND WAS NOT MET...

...And Negotiation Check Succeeds or Criticals

Move one space, following the black arrow; if no black arrow, you Break.

...And Negotiation Check Fails

You Break. The word in the Break field of the space you're on occurs.

...And Negotiation Check Fumbles

You Break. The demon becomes Angry, as per the negotiation outcome.

NEGOTIATION OUTCOMES

Deal

The demon fulfills their side of the bargain, giving you their demon card.

Break

When a Break occurs, the talks have failed. If this results in the last demon leaving the combat, then the combat ends.

Gift

Roll once on the Gift Table, and obtain that item. Then, the demon leaves.

Leave

The demon leaves.

Angry

The demon is angered. Until the demon acts again, it cannot be talked to again.

DEMON DEMANDS

None

The demon demands no offerings.

Macca

The demon demands an offering of macca equal to

$$(10 \times \text{Demon's Level}) + (1d10 \times 10)$$

Item

Roll 1d10 on the Item Demand Table, and then the demon demands said item.

HP

The demon demands an amount of the PC's HP equal to 10% of the demon's own max HP. This damage cannot be reduced via any means, such as resistance or fate points.

ITEM DEMAND TABLE

1d10	Demanded Item
1-4	Life Stone
5-7	Chakra Drop
8	Revival Bead
9	Bead
0	Gem, or any item the GM decides

Question

The demon expresses their thoughts, then asks whether the PC will align themselves with the demon's Reason. If the PC agrees, then they increase their Endorsement Points to the specified Reason by 1. If the PC does not agree, their Reason won't change, but they also won't be meeting the demon's demands. GMs should roleplay this question out, and make the PC ponder their response.

HIGH LEVEL DEMON DEMANDS (OPTIONAL)

GMs may want to have high-level demons make more expensive demands than normal. Consider adding the amount of macca that demon drops to the demanded amount, for example. Or, have them request something far more expensive than what's on the list above. Double the macca or HP, or roll twice on the item demand chart and take the more expensive one.

SUPPORT TALK SKILLS

Haggle

Use when the demand is macca. Make a Negotiation check; success halves the amount.

Arbitration/Maiden's Plea

Use when the talk Breaks and would result in Angry. Make a Negotiation check; success restarts the talk from the same space on the flowchart.

Detain

Use when the talk Breaks and would result in Gift or Leave. Make a Negotiation check; success restarts the talk from the same space on the flowchart (no Gift is awarded).

Connection

Use when a Negotiation check fails. This skill has no effect unless the user is of the same race as the demon. The user makes a Negotiation check; success means any Break effect is negated, and instead, the talking PC moves one space following the white arrow.

Flatter/Intimidate/Nag

Use this skill when a Negotiation check fails after meeting a demand. The user makes a Negotiation check; success makes the previous Negotiation check count as a success as well. If this skill's check fails, the talk Breaks, and the target is Angry. If the target qualifies for this skill's impress type, then it can be used even when the demand wasn't met, and succeeding at this check moves the talking PC one space following the white arrow as though meeting the demand.

Persuade

Use when a Negotiation check fails. The user makes a Negotiation check; success makes the original check count as a success as well. If this check fails, there is no penalty. Has no effect if a demon target's traits include Child.

APPROACH SKILLS & DEMANDS

When you use an approach talk skill that demands macca or items to start a negotiation, you only make one Negotiation check. (This does not apply to Stone Hunt.) Should the target match the skill's impress type, then the check's critical range goes up to one-fifth of the TN.

Should the check succeed, you gain the macca and/or items you would've received had you defeated the demon, and the demon leaves, as well. Support talk skills cannot be used to assist with these kinds of approach skills. If the check is a critical hit, double the amount of macca or items received.

As for Stone Hunt, negotiate as normal using the Negotiation Table. If you can reach Deal, then roll dice on the Stone Hunt Table below and gain the item listed.

STONE HUNT TABLE

1d10	Item
1	Bead
2-4	Roll 1d10 on Random Rock Table
5-7	Roll 1d10 on Random Gem Table
8-0	Roll 1d10; 1-3: Emerald, 4-6: Jade, 7-9: Pearl, 10: Diamond

RANDOM ROCK TABLE

1d10	Item
1	Maragi Rock
2	Mabufu Rock
3	Mazio Rock
4	Mazan Rock
5	Mahama Rock
6	Mamudo Rock
7	Megido Rock
8	Dekaja Rock
9	Makajam Rock
0	Tetraja Rock

INFORMATION GATHERING

During Research, negotiations sometimes occur more abstractly to allow for quick information gathering. At the start of such a scene, a PC declares the general topic of their inquiry and then makes a Negotiation check. Then, based on the outcome of that check, the scene plays out with the PC gathering that information. During this scene, it's possible to use contacts and talk skills.

To gather info, follow these steps:

1. GM Defines Avenues
2. PC Declares
3. Negotiation Check
4. Play Out the Scene

1. GM Defines Avenues

When a PC says they'd like to begin gathering information, the GM needs to tell them what avenues they can explore to obtain that info. Normally, these can be divided into a few things, such as: following certain keywords that were mentioned in the story, visiting a certain place, utilizing contacts, using talk skills, or searching for info without using any skills.

2. PC Declares

The hopeful PC then picks one of these methods. If they wish to use a skill, they say so now.

3. Negotiation Check

The PC then makes their check. They may use fate points at this point if they like. Should they fumble, the PC doesn't proceed to the next step and cannot play out the scene to get their info. The GM may wish to give them some other penalty as well.

4. Play Out the Scene

Now, play out a scene with the PC where they gain the information based on the outcome of the roll. We separate information into three types, as listed below, and the GM should give the type of info appropriate to the degree of the PC's success on their roll.

Basic Info

When the PCs go looking for information, this is the info they absolutely will obtain, even on a failed check. Think of this type of info as the minimum info required to progress and ultimately clear the scenario.

Special Info

Info gained on a successful check. Things related to the truth of the story, or things that might lead to a better conclusion to the story. This sort of info could even cover things like the Boss enemy's weaknesses.

Extras

When a PC's check rolls a critical, these are things granted in addition to the basic and special info. Perhaps extra supporting details, or even items or macca to help them on their way.

BEHAVIORS

Each demon's stat block contains their behavior, which represents how that demon approaches talking, derived from things like an archetypal personality, gender, and mental maturity. A demon's behavior consists of three keywords: Personality, Gender, and Age, and they're listed in the demon's stat block in that order, separated by slashes (/). Several talk skills have their impress and offend types determined by a combination of the Gender and Age keywords.

FIEND & HUMAN BEHAVIORS

Fiend and human characters do not possess a personality keyword for their behavior. For gender, simply use the character's

gender. For age, most will be Youths, but if the player wants, and the GM allows, there is no issue with using either Child or Adult instead.

PERSONALITY

The following explains possible Personality keywords. While they offer guidance on how to roleplay, there's no mandate to stick exactly to what is described. They are merely to help provide an atmosphere to play around with.

Boy

A young boy with a mind full of mischief. In terms of mental maturity, one feels they're somehow even younger than demons with the "Girl" keyword.

Girl

A young girl. However, tend to be somewhat more mature than demons with the "Boy" keyword. In a human, this would include teens.

Delinquent

A young man who puts on a tough act. A wannabe bad guy. Usually foul-mouthed and not particularly bright.

Witch

A cynical young woman. Moody and more alluring than they should be.

Gentleman

A man, either young or middle-aged, that gives a distinguished impression. In speech, they are rarely deceptive or insulting, but there is a constant feeling of condescension.

Lady

A woman, either young or middle-aged, who gives a distinguished impression. Their way of speaking is usually more polite than the "Gentleman." Usually gives off a feeling of being selfish and petty but can be surprisingly faint of heart.

Gramps

An elderly man, wise and particularly adept at detecting another's true strength, who is also usually timid and unreliable.

Granny

An elderly woman. Unusually confident despite their age. Often have a way of speaking that seems crafty, but most are quite malicious.

Animal

As you would expect, an animal. Nothing about their manner of speech indicates age or gender. They can speak only in fragments but are quite philosophical deep within. Of course, when they get upset, they let out bestial roars. "Me think. You struggle. Not matter."

Elite

Speaks in stiff, old-fashioned words as though quoting philosophical texts. They generally come off as though knowing they are in charge, and usually, this attitude is only seen on particularly high-level demons suitable to such.

Hee-Ho

A way of talking exclusive to Jack Frost and Jack-o'-Lantern. Close to the "Boy" personality, but not nearly so bright, and more cowardly. Often adds unnecessary "hee" or "ho" to words. "Ho ho-so you hee-wanna be friends-ho?"

Wild

While capable of speech, they seem to be considerably unbalanced, as though they have something wrong with them. No matter what is said to them, they don't seem to have understood at all. Usually found on Wilder clan demons. "ME EAT YOU."

Blob

Speaks as something between words and sounds. They're only barely able to communicate. Only found on Haunt and Foul clan demons. "i'M goINg To COnsuMe yOU."

Heroine

A manner of speech belonging to female warriors such as Valkyrie or Scathach.

Warrior

Uses words befitting of a samurai or knight. Given to male demons of a severe soldierly quality. However, this doesn't need to be exaggerated, such as in old movies, but can be the universal language of plain, direct speech.

Manikin

The shared personality type of the Manikin. While not on the level of being a hindrance to communication, speaking with them can be trying due to inconsistencies and foolishness. They give the impression of not being particularly bright.

FUSION & EVOLUTION

OVERVIEW

This section explains fusion and evolution, some of the hallmark aspects of the *Shin Megami Tensei* series, as well as demon manifestation.

Fusion is a process where, by fusing two demons, you gain one entirely different demon. The explanation in this section includes normal fusion, Cursed fusion, sacrificial fusion, and then rank up and rank down fusion.

Evolution meanwhile is the process demons go through to become stronger. Once certain conditions are met, they will eventually change (evolve) into an even stronger demon than they were before.

For demon PCs, fusion and evolution are their opportunity to gain the power-ups they desire.

Demon manifestation is another form of fusion wherein a demon or a human can change into another demon.

The three forms of evolution are overseen by demon cards, the Demon Compendium, and the Cathedral of Shadows.

Using these rules, PCs can completely change themselves. Demons can benefit from demon manifestation as well as fusion. Depending on the circumstances, they can even evolve. Humans, meanwhile, can fully transform themselves into demons via demon manifestation. However, doing so is a choice they cannot take back. Once a human becomes a demon, they cannot return to being human again. And since they cannot ingest Magatama, they can no longer become a fiend, either.

DEMON COMPENDIUM

The Demon Compendium is a tome, one which legends say contains every single demon that may be found in this world. It is

also said that all knowledge of demons is written within its pages, that it has the power to summon those demons, and indeed that the tome itself is made from sealed demons.

Sadly, the original Demon Compendium was torn apart page by page and scattered to the winds. What remains in circulation are inferior copies, which do not hold even a fraction of the original's power.

However, in the Vortex World, the original Compendium, or rather fragments of it thought to contain power equal to the original, are discovered at times. Many believe that when all of these fragments are collected, and the original Demon Compendium is restored completely, a new Reason will arise within the Vortex World.

DEMON CARDS

Demon cards are thought to have been produced via some alchemical processes derived from the Demon Compendium, or one of its fragments. Although referred to as a "card," they are not necessarily literal cards.

Instead, demon cards are composed of their "thesis." The knowledge of them, the DNA of their soul itself, in physical form. It would be no exaggeration to say that the card is the sealed essence of the demon itself.

At the Cathedral of Shadows, they claim that they can draw a demon's power from their card, use it to possess a human, or even, by combining the theses of multiple demons, bring to life a brand new demon entirely.

STARTER CARDS

Normally, when one obtains a demon card through negotiation, it's what is described in this rulebook as a "starter." By using the fusion rules (described below), the card may be improved, and the card may inherit skills from other demons.

FUSION

Demons can be fused at the Cathedral of Shadows. By fusing two demons of different clans, a new demon can be created that inherits skills from each. This new demon may be made into a card, and then human and demon PCs may manifest it with their bodies. Or a demon PC may choose to fuse with a demon card.

Let us call the two demons used for fusion "ingredient demons."

In normal fusion, you use the Normal Fusion Chart (Pg. 82) to find the clans of the ingredient demons. The point at which the clan lines intersect will be the clan of the newly fused demon. Then, using the formula (Levels of the ingredient demons added together / 2 + 2), find the level of the demon in the new clan closest to that number and no less than. That will be the new demon created post-fusion.

Should the fusion result be one of the exception demons listed below, they cannot be created through fusion. Instead, you may create an even higher-level demon.

EXCEPTION DEMONS

Some demons cannot be created through fusion or otherwise require special conditions to be created. When your fusion result is one of the following demons, ignore it and instead find the demon a rank higher (or, in the case of a Rank Down, use a rank lower), and it will be your fusion result instead.

Exception Demons:

Amaterasu, Shiva, Wu Kong, Skadi, Parvati, Makami, Senri, Ifrit, Karasu Tengu, High Pixie, Naga Raja, Ongyo-Ki, Qing Long, Genbu, Samael, Girimekhala, Aciel, Lilith, Queen Mab, Michael, Gabriel, Raphael, Uriel, Ganesha, Valkyrie, Arahabaki, Kurama Tengu, Hanuman, Cu Chulainn, Garuda, Gurulu, Albion

FUSION SKILL INHERITANCE

The demon you gain after fusion may inherit skills from the demons used for its ingredients. The number of skills inherited depends on how many skills in total the ingredient demons had gained before fusion. The player performing the fusion may select which skills are inherited. However, some skills may have an

inheritance type to them, and if so, the demon created via fusion cannot learn those skills unless it has the right inheritance traits.

Also, no matter how many skills the newly fused demon may inherit, it may not learn more than eight skills in total, including its initial skills. Initial skills cannot be removed in favor of adding more inherited skills.

NUMBER OF INHERITED SKILLS

Total Skills Prior to Fusion	Number Inherited
1-3	1
4-7	2
8-11	3
12-15	4
16-19	5
20-23	6
24	7

SACRIFICIAL FUSION

Sacrificial fusion may be performed when Kagutsuchi is Full. In addition to the demons used in normal fusion, one more demon is chosen as a sacrifice and added to the fusion. In a sacrificial fusion, the level of the newly fused demon will be whichever is higher: the level it would have been without a sacrifice or the sacrificial demon's level. Moreover, the sacrificial demon's skill amount is added to the total number of skills when determining the number of inherited skills.

When a demon's level would increase through sacrificial fusion, be certain to increase its stats per level, as per advancement rules. It does not obtain any new skills due to this. Also, should the difference in levels be 10 or more, instead of doing each level manually, do the following per full 10 levels of difference:

+1 to all stats

+3 to favored stat

+2 to one stat or +1 to two stats of your choice

SAME CLAN FUSION

When two demons of the same clan are fused, then the resulting demon will be a specific Element clan demon, with no regard for levels. It will still inherit skills as normal. Through sacrificial fusion, a particularly high-level Element demon may be created.

ELEMENT BORN FROM FUSION

A specific Element is born when two demons of the same clan are fused, as below.

- **Flaemis:** Holy, Seraph
- **Aquans:** Yoma, Snake, Femme
- **Aeros:** Fairy, Divine, Beast, Wilder
- **Erthys:** Night, Fallen, Jirae, Brute

RANK UP & RANK DOWN FUSION

When fusing an Element demon with any non-Element demon, the resulting demon is of the same clan as the non-Element demon but one rank higher or lower. Whether it is higher or lower depends on the Element and the clan of the other demon. Refer to the Rank Up/Down Table, below.

"Rank Up" in this case, means to take the non-Element demon fused and find the demon that is closest to it in level within the same clan but higher. Rank Down means to find one lower in level.

When performing fusion while Cursed, Rank Up and Rank Down become reversed. A fusion combination that would normally result in a Rank Up instead results in a Rank Down. And, a combination that would normally result in a Rank Down instead results in a Rank Up.

RANK UP/DOWN TABLE

	Flaemis	Aquans	Aeros	Erthys
<i>Deity</i>	DOWN ↓	DOWN ↓	DOWN ↓	DOWN ↓
<i>Megami</i>	DOWN ↓	DOWN ↓	DOWN ↓	DOWN ↓
<i>Fury</i>	DOWN ↓	DOWN ↓	DOWN ↓	DOWN ↓
<i>Lady</i>	DOWN ↓	DOWN ↓	DOWN ↓	UP ↑
<i>Kishin</i>	DOWN ↓	DOWN ↓	DOWN ↓	UP ↑
<i>Holy</i>	UP ↑	DOWN ↓	DOWN ↓	DOWN ↓
<i>Yoma</i>	DOWN ↓	UP ↑	UP ↑	DOWN ↓
<i>Fairy</i>	DOWN ↓	UP ↑	DOWN ↓	UP ↑
<i>Night</i>	DOWN ↓	DOWN ↓	UP ↑	DOWN ↓
<i>Divine</i>	UP ↑	UP ↑	DOWN ↓	DOWN ↓
<i>Fallen</i>	UP ↑	DOWN ↓	UP ↑	DOWN ↓
<i>Snake</i>	UP ↑	UP ↑	DOWN ↓	DOWN ↓
<i>Beast</i>	UP ↑	DOWN ↓	UP ↑	DOWN ↓
<i>Jirae</i>	DOWN ↓	DOWN ↓	UP ↑	UP ↑
<i>Brute</i>	UP ↑	UP ↑	DOWN ↓	UP ↑
<i>Femme</i>	UP ↑	UP ↑	DOWN ↓	UP ↑
<i>Vile</i>	DOWN ↓	DOWN ↓	DOWN ↓	DOWN ↓
<i>Tyrant</i>	DOWN ↓	DOWN ↓	DOWN ↓	DOWN ↓
<i>Wilder</i>	UP ↑	UP ↑	DOWN ↓	DOWN ↓
<i>Haunt</i>	DOWN ↓	DOWN ↓	UP ↑	DOWN ↓
<i>Foul</i>	DOWN ↓	UP ↑	DOWN ↓	DOWN ↓

NORMAL FUSION CHART

Deity	Mega	Fury	Lady	Kish	Holy	Yoma	Fair	Divi	Fall	Snak	Beas	Jira	Brut	Femm	Vile	Tyra	Nigh	Wild	Haun	Foul	Sera	Warg	Gemma	Drag	Avat	Avia	Rapt	Enti
Deity	-	-	-	Fury	Mega	Yoma	Fair	Divi	Fall	Snak	Beas	Jira	Brut	Femm	Vile	Tyra	Nigh	Wild	Haun	Foul	Sera	Warg	Gemma	Drag	Avat	Avia	Rapt	Enti
Megami	-	Deit	Fury	Lady	Divi	Kish	Fall	Holy	Divi	Kish	Brut	Lady	Femm	Fury	-	Fall	Vile	-	-	Deit	Deit	Deit	Avat	Deit	Deit	Tyra	Mega	
Fury	-	-	Wife	Lady	Kish	Holy	Brut	Deit	Wife	Kish	Avat	Femm	Lady	Lady	Tyra	Deit	Lady	-	-	Vile	Deit	Lady	-	Holy	Holy	Deit	Deit	Tyra
Lady	-	-	-	Fury	Avat	Nigh	Yoma	Mega	Fury	Femm	Beas	Beas	Fury	Kish	-	Kish	Haun	Vile	Vile	Deit	Kish	Femm	-	Fury	-	Kish	Fury	
Kishin	-	-	-	-	Lady	Femm	Brut	Vile	Nigh	Femm	Holy	Snak	Snak	Lady	-	Femm	-	-	-	Divi	Fury	Mega	Fury	Holy	Lady	Tyra	Mega	Fury
Holy	-	-	-	-	Flaemis	Divi	Mega	Fair	Beas	Kish	Avat	Beas	Femm	Lady	-	Fair	-	-	-	Divi	Kish	Yoma	Snak	Snak	Mega	Lady	Wild	Kish
Yoma	-	-	-	-	Aquans	Holy	Snak	Jira	Nigh	Fall	Beas	Beas	Femm	Jira	Nigh	Divi	Beas	Jira	Snak	Mega	-	-	Avat	Divi	Nigh	Haun	Mega	
Fairy	-	-	-	-	Aeros	Holy	Mega	Yoma	Yoma	Yoma	Divi	Yoma	Nigh	Haun	Nigh	Snak	Houn	Nigh	Haun	Houn	Holy	-	Snak	Snak	Divi	Nigh	Haun	Mega
Divine	-	-	-	-	Aeros	Fair	Mega	Vile	Yoma	Fair	Holy	Nigh	Yoma	Beas	Fall	Vile	Fall	Jira	Fair	Mega	Holy	Mega	Mega	Mega	Mega	Snak	Foul	Mega
Fallen	-	-	-	-	Aeros	Beas	Beas	Ethys	Beas	Beas	Nigh	Brut	Jira	Wild	Fury	Haun	Nigh	Nigh	Vile	Lady	Lady	Lady	Snak	Divi	Snak	Snak	Foul	Kish
Snake	-	-	-	-	Aquans	Brut	Brut	Brut	Brut	Brut	Brut	Fall	Beas	Kish	Brut	Fall	Fall	Brut	Fall	-	Kish	Femm	Lady	Lady	Lady	Kish	Foul	Fury
Beast	-	-	-	-	Aeros	Yoma	Femm	Femm	Yoma	Femm	Yoma	Femm	Foul	Haun	Nigh	Wild	Wild	Wild	Wild	Wild	-	Holy	Fair	Snak	Snak	Snak	Wild	Holy
Jirae	-	-	-	-	Ethys	Fair	Fair	Wild	Haun	Haun	Wild	Haun	Wild	Haun	Haun	Wild	Haun	Wild	Femm	-	Kish	Lady	Kish	Kish	Kish	Kish	Foul	Fury
Brute	-	-	-	-	Ethys	Beas	Beas	Beas	Haun	Haun	Kish	Kish	Beas	Haun	Haun	Haun	Kish	Fair	Foul	Wild	-	-	Nigh	Nigh	Kish	Kish	Fury	
Femme	-	-	-	-	Aquans	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Lady
Vile	-	-	-	-	Aquans	Foul	Foul	Foul	Foul	Foul	Foul	Foul	Foul	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Divi	Kish	Yoma	Snak	Deit	Fury	-	
Tyant	-	-	-	-	Ethys	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Fall	-	Yoma	-	-	Fury	-	
Night	-	-	-	-	Ethys	Beas	Beas	Beas	Beas	Beas	Beas	Beas	Beas	Beas	Beas	Beas	Beas	Beas	Beas	Beas	Fall	-	Holy	Femm	Holy	Femm	Vile	Brut
Wilder	-	-	-	-	Aeros	Jira	Jira	Jira	Jira	Jira	Jira	Jira	Jira	Jira	Jira	Jira	Jira	Jira	Jira	Jira	Beas	-	Yoma	-	-	Vile	Brut	
Haunt	-	-	-	-	Aeros	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Brut	Fall	-	-	-	Vile	Brut		
Foul	-	-	-	-	Aeros	Fall	Fall	Fall	Fall	Fall	Fall	Fall	Fall	Fall	Fall	Fall	Fall	Fall	Fall	Fall	Fall	-	-	-	Vile	Brut		
Wargod	-	-	-	-	Flaemis	Kish	Mega	Holy	Deit	Mega	Holy	Deit	Mega	Holy	Deit	Mega	Holy	Deit	Mega	Holy	Deit	Mega	Holy	Deit	Mega	Holy	Deit	Fury
Gemma	-	-	-	-	Flaemis	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	Lady	-	-	-	Mega	Lady	Fury	
Dragon	-	-	-	-	Flaemis	Snak	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Wild	Fury	
Avatar	-	-	-	-	Flaemis	Holy	Deit	Kish	Mega	Holy	Deit	Kish	Mega	Holy	Deit	Kish	Mega	Holy	Deit	Kish	Mega	Holy	Deit	Kish	Mega	Holy	Deit	Fury
Avian	-	-	-	-	Flaemis	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	-	-	-	-	Mega	Deit	
Raptor	-	-	-	-	Flaemis	Deit	Deit	Deit	Deit	Deit	Deit	Deit	Deit	Deit	Deit	Deit	Deit	Deit	Deit	Deit	Deit	-	-	-	-	-	Deit	Vile
Entity	-	-	-	-	Flaemis	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	

CURSED FUSION CHART

	Deity	Mega	Fury	Lady	Kish	Holy	Yoma	Fair	Divi	Fall	Snak	Beas	Jira	Brut	Femm	Vile	Tyra	Nigh	Wild	Haun	Foul	Sera	Warg	Gemm	Drag	Avat	Avia	Rept	Enti		
Deity	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		
Megami																															
Fury				Vile		Foul	Vile	Nigh	Foul	Foul	Foul	Vile	Nigh		Vile	Tyra		Wild		Haun		Tyra	Foul	Wild	Wild	Tyra					
Lady				Vile		Vile	Wild	Haun	Vile	Vile	Vile	Vile	Haun											Foul	Wild	Vile					
Kishin					Tyra	Vile	Haun	Haun	Foul	Haun	Haun		Haun	Haun	Vile	Foul		Haun		Foul		Foul	Haun	Foul	Wild	Vile					
Holy							Haun	Haun	Haun	Nigh	Haun	Wild		Wild		Foul		Nigh		Wild		Foul	Nigh	Foul	Tyra						
Yoma								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Wild	Foul	Wild						
Fally								Wild	Foul	Foul	Haun	Wild	Haun	Foul		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Wild						
Divine																															
Fallen								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Snake								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Beast								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Jirae								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Brute								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Femme								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Vile								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Tyrant								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Night								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Wilder								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Haunt								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Foul								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Seraph								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Wargod								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Genma								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Dragon								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Avatar								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Avian								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Raptor								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						
Entity								Wild	Foul	Wild	Haun	Nigh	Haun	Haun		Haun	Nigh	Haun		Wild		Foul	Nigh	Foul	Foul						

CURSED FUSION

When one is cursed, their aura of misfortune has a great effect on demon fusion. Should even one member of the party be Cursed when someone attempts fusion, then they use the Cursed Fusion Table instead of the Normal Fusion Table. We refer to this as cursed fusion. In addition to making it easier to create Dark alignment demons, the results of Rank Up/Rank Down fusions are reversed from normal.

MITAMA FUSION

Mitama is a special kind of demon that enhances stats, akin to a Magatama for demon PCs. One can acquire a Mitama by trading gems at Rag's Jewelry or by creating one through the fusion of two Element clan demons. Unfortunately, a Mitama's demon card cannot be reproduced through the Demon Compendium.

When a Mitama is fused with another demon, the following changes occur to the demon's stats, regardless of their level or clan.

+2 to two stats according to the Mitama type

**May inherit one skill the Mitama possesses
(your choice)**

-1 to the demon's maximum fate points

Mitama may not be used in sacrificial fusion.

MITAMA CREATION COMBINATIONS

Flaemis + Aquans = Sakimitama
Flaemis + Aeros = Aramitama
Flaemis + Eryths = Kushimitama
Aquans + Aeros = Kushimitama
Aquans + Eryths = Aramitama
Aeros + Eryths = Nigimitama

STAT INCREASES

Sakimitama = +2 Vitality, +2 Luck
Kushimitama = +2 Vitality, +2 Agility

Nigimitama = +2 Magic, +2 Luck
Aramitama = +2 Strength, +2 Agility

SPECIAL FUSION

Some demons may only be created via fusion when certain, specific combinations of demons are utilized. When these combinations are used in fusion, you must ignore whatever the fusion result would normally be and instead receive the special fused demon.

Rangda + Barong = Shiva
Dominion + Uriel = Raphael
Throne + Raphael = Gabriel

Yatagarasu + Take-Mikazuchi + Ame no Uzume = Amaterasu(*)
Uriel + Raphael + Gabriel = Michael(*)
Kin-Ki + Sui-Ki + Fuu-Ki = Ongyo-Ki(*)

(A combo that would result in Suparna) + any Tyrant = Gurulu(*)
(A combo that would result in Throne) + any Vile = Samael(*)
(A combo that would result in Pulukishi) + any Vile = Girimekhala

** = For these fusions, a third demon is selected, like in sacrificial fusion, but the final demon does not inherit the sacrificed demon's level. This is a combo that could, therefore, be called a "triple fusion."*

EVOLUTION

Some demons may "evolve" into different demons when they reach a certain level. Depending on the demon, which demon they may evolve into may already be specified.

Once the party level reaches the indicated level, a demon PC who has manifested such a demon may choose whether or not to evolve once they level up. If they decide to evolve, then their stats change to those of the evolution target of the demon they were manifesting (see the Demon Manifestation section).

INHERITANCE AT EVOLUTION

When evolving, a demon's skills are reset to those of their target evolution. However, the demon may inherit two of the skills from the demon they were before evolution, as extra skills.

LEVEL REGRESSION AT EVOLUTION

Rarely, there may be a time when, upon evolving, the target evolution's level is lower than that of the previous state. When this happens, change the demon's level to be what it was prior, and advance them as per normal level up rules.

For example, if a Level 12 Pixie evolves into a High Pixie (level 10), then they advance to level 12 immediately.

STARTER LEVEL OPTION

As an exception to the normal evolution rules, when a Pixie is evolving into a High Pixie, or a Mini Frost is evolving into a Jack Frost, they may do so without respecting the limits of the party level. That is, once a Pixie reaches level 6, or any time when leveling up beyond that, they may evolve into a High Pixie (level 10). Similarly, a Mini Frost may evolve into a Jack Frost (level 7) upon reaching level 4, or any level thereafter.

DEMON MANIFESTATION

The power dwelling within a demon card can, through the use of the ritual circles at the Cathedral of Shadows, be summoned for a time into the Vortex World. The summoned demon will then possess a human or demon PC, allowing them to exist outside of the ritual circles and thus live in the Vortex World.

Humans who are possessed by a demon in this way will thereafter be a demon PC, with no way to return to being a human. For demon PCs who receive this summoned demon, however, they become that demon. In either case, the demon card that was used for the summoning is lost.

As a general rule, no demon may be manifested that has a level higher than the party level.

CHANGING STATS AT MANIFESTATION

When manifesting a demon, take the following steps to change the stats on your character sheet.

1. Change Level

After manifesting a new demon, the PC's level becomes whatever the "starting" level is for that demon. You may not manifest a demon with a level higher than the party level.

When your level changes, set your EXP amount to be as though you just reached that level, no more or less. A human changing into a demon does this as well.

2. Change Stats

Your stats after manifestation are the stats of the demon you manifested. Any stats a demon PC may have had prior are lost.

3. Skill Inheritance

Demon PCs gain the initial skills of their manifested demon. Additionally, they may inherit some of the skills they had before manifestation. The amount they may inherit is equal to the demon PC's level / 10 + 1, and the player may choose freely from among their old skills. (Remember the cap of 8; initial skills may not be discarded to increase the number of inherited skills.) However, should a skill have an inheritance type, then unless the demon you are manifesting into has that same inheritance type, it may not inherit that skill.

SPECIAL SKILLS

Certain demon-specific skills cannot be inherited unless, after fusion, the demon is the same type of demon (except for Mitama fusion). For example, Maiden's Plea may only be inherited after fusion by a female demon that does not have the Granny or Witch behavior.

Likewise, the Wing Buffet skill cannot be inherited unless the demon post-fusion has wings or feathers. Check the demon's illustration to see whether or not they possess one or the other when determining eligibility.

4. Recalculate Values

Following the change to stats and skills, recalculate all values, such as TNs and base power.

RECORDING IN THE COMPENDIUM

The Minister of the Cathedral of Shadows claims the Demon Compendium there is the original, though the veracity of this has yet to be confirmed. Regardless, you can record demons within it. Once a demon is recorded, you may, for a small fee, have its demon card reconstructed for you with all the same stats as when it was recorded.

This reconstructed card may be purchased once, per type of demon, per full revolution of Kagutsuchi. Once a demon card is purchased, it may not be purchased again until Kagutsuchi is New once again. Should a new record of the same type of demon be made, it has no bearing on whether or not the card may be purchased again.

A demon's record contains its level, stats, and skills. Anything else will be the base form of the demon. This means that things like EXP or other added items are not recorded. Also, the Compendium only utilizes the most recently recorded information for a single type of demon; all old data is expunged, so be mindful when re-entering a demon into the record.

All records within the Demon Compendium are done on the condition of having a demon's card. You may not record demons that you have manifested.

PRICE OF RECONSTRUCTION

The fee for reconstruction of a demon card from the Demon Compendium is equal to the demon's level x 100 in macca or the demon's level cubed, whichever is higher. This fee must be paid to the Cathedral of Shadows in full before the card may be obtained.

THE TALE OF MR. HEE-HO

AN EXAMPLE OF FUSION

Mr. Hee-Ho is a demon PC with the goal of becoming the strongest demon in the world. Currently, he's being possessed by a Jack Frost, for...reasons. But his will is still his own.

"I'm gonna get strong-ho!"

His true name is Leviathan. A name shared by a legendary Beast, one who is impervious to all weapons, and who stands above all others of its kind. A wonderful name.

Unfortunately, among his friends, he is only referred to as Mr. Hee-Ho. Likely on account of that abominable way of speaking. Among them, only Pixie sometimes remembers to call him "Levi." A good demon, that Pixie.

In the last battle, Mr. Hee-Ho finally hit level 16. But his other friend, HiroSawa, was well ahead of him at level 19.

Mr. Hee-Ho had already learned all the skills available to a Jack Frost. So he thought, maybe he ought to change into a stronger demon. He had plenty of chances so far, but his friends would always tell him he was fine just as he was and didn't seem inclined to take him to the Cathedral of Shadows. He thought it

might've had something to do with how Pixie had just become High Pixie.

Regardless, Mr. Hee-Ho had in his hot little mitts a few demon cards already: the Yoma Apsaras (Level 8), the Night Lilim (Level 8), and the Beast Inugami (Level 13). Their stats were, at this time, exactly as you see them in this rulebook.

It'd been pretty difficult to get HiroSawa to hand over the Apsaras and Lilim cards. Not so much the Inugami card, though Mr. Hee-Ho wasn't sure of the difference there.

"Guess I gotta do some fus-hee-on, ho!"

As they were, the cards Mr. Hee-Ho had gotten were fairly weak compared to the party level, so he set his beady little eyes on fusion to make himself into a stronger demon.

Next to him, his other friend Yuuki kept muttering stuff like, "The party level is 19, and you know what demon's at level 19..." But honestly, Mr. Hee-Ho never sweated the small stuff like that. He just wanted to dive in and see for himself. He thought that he'd check to see what Apsaras and Inugami might make.

So, since he was not Cursed, Mr. Hee-Ho took up the Normal Fusion Chart. The point where Yoma and Beast met showed "Fallen." Since the lowest level Fallen was Forneus, that was what Mr. Hee-Ho would become.

Forneus! He thought. When we last chanced to do battle with that demon, everyone except myself struggled to contend with his might. Should my form ascend to one such as his, perhaps then my companions would see my strength.

"Hee-ho, let's go!"

Yet when Mr. Hee-Ho visited the old coot at the Cathedral of Shadows, the man gave a firm shake of his head. "It would seem you cannot handle that one yet."

"It's only one level off, dude! Hee oughta be cool with it-ho, we're like family!"

"I do not see the resemblance. My answer is final."

He was up a creek without a paddle.

But Mr. Hee-Ho didn't allow his spirits to remain down forever. Instead, he tried to see what a combination of Lilim and Inugami would do for him. The fusion result would be a Fairy clan demon, he found. Adding together the levels of the ingredient demons, dividing by two, then adding two got him 12. And the Fairy demon who was the closest to level 12 without going below was...

Jack-o'-Lantern. At level 19, he was perfectly in line with the party level. He was perfect. And better still, Jack-o'-Lantern looked cool as heck.

"Time to fus-hee-on and make myself into a Jack-o'-Lantern, ho!"

Mr. Hee-Ho did not stop to wonder why his friend Hirosawa was groaning. Something about "his sweet Lilim." Whatever.

Once the fusion was complete, the resulting demon could inherit some of the skills of the ingredient demons. Since the ingredient demons, together, knew a total of four skills, the Jack-o'-Lantern could inherit 2 of those skills. Naturally, Mr. Hee-Ho wanted the strongest skills.

Fire Breath and Feral Bite from Inugami seemed the most likely... but, oh dear. Jack-o'-Lantern's inheritance traits included Mouth but did not include Teeth. As such, he could not inherit Feral Bite. Nothing he could do there, so instead,, he chose Lilim's Sexy Gaze skill. Jack-o'-Lantern had the Eye inheritance trait, so it was fine.

And thus was the swaggering, flirtatious Jack-o'-Lantern born! Naturally, Mr. Hee-Ho went right into manifestation afterward.

Upon manifestation, all of Mr. Hee-Ho's stats other than his skills changed to Jack-o'-Lantern's. His skills, too, would go that way, but of course, there would be some inheritance. As Mr. Hee-Ho's level was now 19, dividing that by 10 and adding 1 got him 2, meaning he could inherit 2 of his old skills. He chose Might and Mabufu to bring over.

After that, he had to redo all the stats on his sheet, accounting for his new level and stats. As he was now at exactly the amount of EXP required to be level 19, it would take him some time to level up again, but so long as he was that much stronger, he could live with it.

Thus do we behold the birth of a brand new Levi! Let him cast aside the old moniker of Mr. Hee-Ho!

"We're still in it to hee-ho win it, ho!"

Oh dear... it seems that horrible way of speaking didn't go anywhere...

Mr. Hee-Ho's New Stats

Strength: 8 Magic: 10*

Vitality: 8 Agility: 6

Luck: 7 Fate: 6

Skills: Agi, Maragi, Nag,
Fire Breath, Sexy Gaze,
Might, Mabufu

COOLDOWN

Once the game is over, there are still a few things to take care of. As a whole, these things are called the "Cooldown," and it's here we hand out EXP and do character evaluations.

HANDING OUT EXP

Each PC who participated in the story until the end gains scenario EXP, as below.

Scenario EXP = Party Level x 10

Any PC who has enough EXP to level up may now do so.

CHARACTER EVALUATIONS

Here, each player reviews all the other characters they have played alongside in the game. The GM will pass out a review sheet (Pg. 300) to each player. You should fill in your name and your character's name out first.

Then, pass the sheets clockwise around the table. Once you have a new sheet, write down your impressions, any thoughts you have, and your assessment of the character's Alignment. Once everyone is done, pass the sheets around clockwise again and repeat until you're holding your sheet again. Then, this step is complete.

ALIGNMENT

Select one of the following words when assessing another character's Alignment.

Lawful

The character was disciplined. They had integrity and often made sure to follow the rules. They were logical.

Chaotic

The character was ruled by emotion. They were often passionate. Artistic. Often provided insight or inspiration.

Neutral

The character tended towards the middle road. Often arbitrated between two parties. They practiced restraint. Showed modesty.

Light

The character was overflowing with benevolence. They demanded justice. Saved people, or provided aid of some kind. Cleared away the gloom.

Dark

The character was brutal. They played dirty. Acted without justice. Displayed self-righteous behavior. Deceived others, or caused them harm. Often was self-deprecating or harmful to self.

Hee-Ho

The character was comical. They caused the fun to increase for all players. Made others laugh. Did gags, made jokes, and played to their bit.

ALIGNMENT ROLL

Once the review sheets are finished, the GM will collect them all. Then, they determine the Alignment most often given for each character and roll 1d10. The character gains that many points towards that Alignment. If they have other points towards other Alignments, those Alignments each reduce by 1 point.

Afterward, the character is the alignment they have the most points in.

ON ALIGNMENTS

Alignments are a way of quantifying how other characters view a particular PC. Like Reasons, they are meant to work as flavor to enhance the story of Tokyo Conception. The GM may decide whether or not they want Alignments to mean anything in a particular session.

It should be noted however that when there are a lot of PCs with the Dark Alignment, the content of the story may become somewhat negative or bad feeling, and GMs should be mindful of this.

ON THE REVIEW SHEET

Once the GM has finished with the review sheets, they may wish to return them to the players they belong to, as a souvenir of the experience.

NOW FOR REAL, COOL DOWN

This concludes everything needed to do as far as the game itself goes. After this, time permitting, it's often pleasant to chat about the game and look back over what happened.

"Cool down" is an exercise term and is meant to be a time when one catches their breath and lets their heart rate return to normal. It's the part where you take your mind out of the world of the game and find yourself back in the real world.

LEVEL UP EVENTS

Overview

The following are optional rules. In the original video game, when someone leveled up, a random event may occur. These rules reproduce that system, but they put an extra burden on the GM especially. Feel free to not use them, either in whole or in part, should the GM find them overly burdensome.

Humans

Humans, blessed with unparalleled luck and keen insight, may end up finding items at random. On level up, make a Luck check, and if successful, make a percentile roll. Find that number on the Gift A Table, and take the corresponding item. Should the check have been a critical, however, use Gift B Table instead. If the check fails, then the human gets nothing.

Fiends

Upon level up, fiends who haven't yet finished drawing out the power of their Magatama (I.E., haven't yet learned the max level skill for that Magatama) may find their Magatama beginning to act violently within them, their power running out of control. What happens differs depending on which Magatama is equipped.

The fiend player may choose whether to let the Magatama's rampage continue or to suppress it. If they suppress it, then

nothing happens. Otherwise, they roll 1d10 and consult the Magatama Rampage Table to see what happens.

Demons

When a demon has learned all the skills that they can, or when they are otherwise not learning a skill, upon level up, they may decide to power up or change a skill, which will allow them to swap a skill for another. Only one of these may be done per level up. Also, a demon may only power up or change skills once each while still the same demon (meaning if they manifest as a new demon, they may once again power up and change skills once each).


POSSIBLE SKILLS

To power up or change a skill, you must have learned a skill that can be powered up or changed. See the following list of skill groups to see which are capable of powering up or changing (with the actual skill names in parentheses).

- Agi Group (Agi, Agilao, Agidyne)
- Bufu Group (Bufu, Bufula, Bufudyne)
- Zio Group (Zio, Zionga, Ziodyne)
- Zan Group (Zan, Zanma, Zandyne)
- Megido Group (Megido, Megidola)
- Hama Group (Hama, Hamaon)
- Mudo Group (Mudo, Mudoon)
- Makajam Group (Makajam)
- Dia Group (Dia, Diorama, Diarahan)
- Patra Group (Patra)
- Recarm Group (Recarm)
- Gaze Group (Mute Gaze, Stone Gaze)
- Lunge Group (Lunge, Berserk, Tempest)
- Spike Group (Needle Rush, Toxic Sting, Stun Needle)
- Fang Group (Feral Bite, Venom Bite, Stun Bite)
- Claw Group (Feral Claw, Venom Claw)
- Life Group (Life Bonus, Life Gain)
- Mana Group (Mana Bonus, Mana Gain)
- Counter Group (Counter, Retaliate)
- Affinity Change Group (Anti-X, Null X)

SKILL POWER-UP

When doing a skill power-up, first select one skill you've learned that can be powered up or changed. Then, find that skill on the Power-Up/Change Table, find which skill is listed under it as its



"Post Power-Up Skill" and then learn that skill. Afterward, the original skill you chose is lost.

If you choose an Affinity Change skill, the affinity of the post power-up skill must match that of the original skill. Also, Anti-X affinity skills may only be chosen for

powering up if that skill is for an affinity that can exist for X Drain affinity skills (Phys, Fire, Ice, Elec, Force). Finally, if the post power-up skill is a skill you already have learned, then you cannot power up that skill.

Example: Pixie has just made level 7 and decides to power up Dia. She looks at the Power Up/Change Table and finds Media listed as the post power-up skill under Dia. She loses Dia and learns Media in its place.

SKILL CHANGE

When changing skills, first select one skill you've learned that can be powered up or changed. Then, find the Power Up/Change Table and make a percentile roll. Look for the skill of the same grade in the row you rolled that is NOT the post power-up skill, and learn that skill. Afterward, the original skill you chose is lost.

If the percentile roll has you learn an affinity change skill, roll a 1d10 on the Random Affinity Table to see which affinity that skill applies to. If the result of the roll is blank (it's marked with an "x") or you don't have the right inheritance traits for it, then your change attempt is unsuccessful. You may try to change skills again at your next level up. Lastly, if the skill you would change to is one you already have, then your change attempt is unsuccessful.

Example 1: Pixie has leveled up again to level 8, and now wants to change her Zio skill. She makes a percentile roll, and rolls 97. That means the Affinity Change Group of skills, but sadly, there's an "x" listed for its Grade 1 skills (as Zio is a Grade 1). Her attempt to change is unsuccessful this time.

Example 2: After hitting level 9, Pixie makes another attempt to change her skill. The percentile roll this time lands on 47. The Grade 1 skill for that group is Patra, so she loses Zio and instead gains Patra.

GIFT TABLE A / HUMAN

% Roll	Item
01-05	Dis-Poison
06-10	Dis-Para
11-15	Dis-Charm
16-20	Dis-Mute
21-25	Wagtail Plume
26-30	Float Ball
31-35	Light Ball
36-40	Repulse Bell
41-45	Attract Pipe
46-50	Smoke Ball
51-55	Tetraja Rock
56-60	Dekaja Rock
61-65	Chakra Drop
66-70	Bead
71-75	Mahama Rock
76-80	Mamudo Rock
81-85	Soma Droplet
86-90	Magic Mirror
91-95	Attack Mirror
96-00	Roll once on Gift B Table

GIFT TABLE B / HUMAN

% Roll	Item
01-05	Bead Chain
06-10	Chakra Pot
11-15	Soma
16-20	Megido Rock
21-25	Sapphire
26-30	Jade
31-35	Opal
36-40	Amethyst
41-45	Ruby
46-50	ST Incense
51-55	MA Incense
56-60	VI Incense
61-65	AG Incense
66-70	LU Incense
71-75	Great Chakra
76-80	Megidola Rock
81-85	Pearl
86-90	Emerald
91-95	Diamond
96-00	Agate

RANDOM AFFINITY TABLE

d10	Affinity
1	Phys
2	Fire
3	Ice
4	Elec
5	Force
6	Light
7	Dark
8	Ruin
9	Nerve
0	Mind

MAGATAMA RAMPAGE TABLE

Magatama	d10	Effect	Magatama	d10	Effect
<i>Marogareh</i>	1-9	Fully recover HP & MP	<i>Geis</i>	1-8	Fully recover HP & MP
	10	Increase Strength by 1		9-10	All allies fully recover HP & MP
<i>Wadatsumi</i>	1-9	Fully recover HP & MP	<i>Djed</i>	1-3	Fully recover HP & MP
	10	Increase Magic by 1		4-6	All allies fully recover HP & MP
<i>Ankh</i>	1-8	Fully recover HP & MP		7-8	You become Cursed
	9-10	All allies fully recover HP & MP		9-10	You become Stunned
<i>Iyomante</i>	1-5	All allies fully recover HP & MP	<i>Muspell</i>	1-5	Fully recover HP & MP
	6-9	You become Poisoned		6-9	You become Cursed
	10	Increase Agility by 1		10	Increase Magic by 1
<i>Shiranui</i>	1-9	Fully recover HP & MP	<i>Gehenna</i>	1-9	Fully recover HP & MP
	10	Increase Luck by 1		10	Increase Vitality by 1
<i>Hifumi</i>	1-5	All allies fully recover HP & MP	<i>Kamurogi</i>	1-9	Fully recover HP & MP
	6-10	You become Stunned		10	Increase Strength by 1
<i>Kamudo</i>	1-9	Fully recover HP & MP	<i>Satan</i>	1-3	All allies fully recover HP & MP
	10	Increase Strength by 1		4-6	You become Cursed
<i>Narukami</i>	1-4	All allies fully recover HP & MP		7-8	You become Stunned
	5-9	You become Stunned		9-10	You become Poisoned
	10	Increase Vitality by 1	<i>Adama</i>	1-9	Fully recover HP & MP
<i>Anathema</i>	1-5	All allies fully recover HP & MP		10	Increase Agility by 1
	6-10	You become Cursed	<i>Vimana</i>	1-3	All allies fully recover HP & MP
<i>Miasma</i>	1-5	Fully recover HP & MP		4-10	You become Stunned
	6-9	You become Stunned	<i>Gundari</i>	1-9	Fully recover HP & MP
	10	Increase Vitality by 1		10	Increase Agility by 1
<i>Nirvana</i>	1-8	Fully recover HP & MP	<i>Sophia</i>	1-3	Fully recover HP & MP
	9-10	All allies fully recover HP & MP		4-8	All allies fully recover HP & MP
<i>Murakumo</i>	1-5	Fully recover HP & MP		9-10	Nothing happens
	6-9	You become Cursed	<i>Gaea</i>	1-9	Fully recover HP & MP
	10	Increase Agility by 1		10	Increase Strength by 1
			<i>Kailash</i>	1-3	All allies fully recover HP & MP
				4-10	You become Cursed

POWER UP/EVOLVE TABLE

% Roll	Group	Grade 1	Grade 2	Grade 3
01-05	Group	Agi	Agilao	Agidyne
	Post Power-Up Skill	Maragi	Maragion	Maragidyne
06-10	Agi Bufu Group	Bufu	Bufula	Bufudyne
	Post Power-Up Skill	Mabufu	Mabufula	Mabufudyne
11-15	Zio Group	Zio	Zionga	Ziodyne
	Post Power-Up Skill	Mazio	Mazionga	Maziodyne
16-20	Zan Group	Zan	Zanma	Zandyne
	Post Power-Up Skill	Mazan	Mazanma	Mazandyne
21-25	Megido Group	x	Megido	Megidola
	Post Power-Up Skill	x	Megidola	Megidolaon
26-30	Hama Group	x	Hama	Hamaon
	Post Power-Up Skill	x	Mahama	Mahamaon
31-35	Mudo Group	x	Mudo	Mudoon
	Post Power-Up Skill	x	Mamudo	Mamudoon
36-40	Makajam Group	x	Makajam	x
	Post Power-Up Skill	x	Makajamaon	x
41-45	Dia Group	Dia	Diarama	Diarahan
	Post Power-Up Skill	Media	Mediarama	Mediarahan
46-50	Patra Group	Patra	x	x
	Post Power-Up Skill	Me Patra	x	x
51-55	Recarm Group	x	x	Recarm
	Post Power-Up Skill	x	x	Samarecarm
56-60	Gaze Group	x	Mute Gaze	Stone Gaze
	Post Power-Up Skill	x	Stone Gaze	Evil Gaze
61-65	Lunge Group	Lunge	Berserk	Tempest
	Post Power-Up Skill	Berserk	Tempest	Hades Blast
66-70	Spike Group	Needle Rush	Toxic Sting	Stun Needle
	Post Power-Up Skill	Toxic Sting	Stun Needle	Arid Needle
71-75	Fang Group	Feral Bite	Venom Bite	Stun Bite
	Post Power-Up Skill	Venom Bite	Stun Bite	Stone Bite
76-80	Claw Group	Feral Claw	Venom Claw	x
	Post Power-Up Skill	Venom Claw	Stun Claw	x
81-85	Life Group	Life Bonus	Life Gain	x
	Post Power-Up Skill	Life Gain	Life Surge	x
86-90	Mana Group	Mana Bonus	Mana Gain	x
	Post Power-Up Skill	Mana Gain	Mana Surge	x
91-95	Counter Group	x	Counter	Retaliate
	Post Power-Up Skill	x	Retaliate	Avenge
96-00	Affinity Change Group	x	Anti-(Affinity)	(Affinity) Null
	Post Power-Up Skill	x	(Affinity) Null	(Affinity) Drain

CHAPTER FOUR

SKILLS EXPLANATIONS



WHAT IS A SKILL?

Tokyo Conception PCs can learn skills. Skills are divided into five major types: Spells, Magical Attacks, Physical Attacks, Passives, and Talk skills.

SPELLS

Magic skills that are traditionally found throughout the *Shin Megami Tensei* series. They cost MP to use, and they use the Magic stat for checks. When determining damage, use magical power.

MAGICAL ATTACKS

Attack skills that behave like variations on spells. They cost MP to use, and they use the Magic stat for checks. These skills, as well as spells, are both referred to as "magic." When determining damage, use magical power.

PHYSICAL ATTACKS

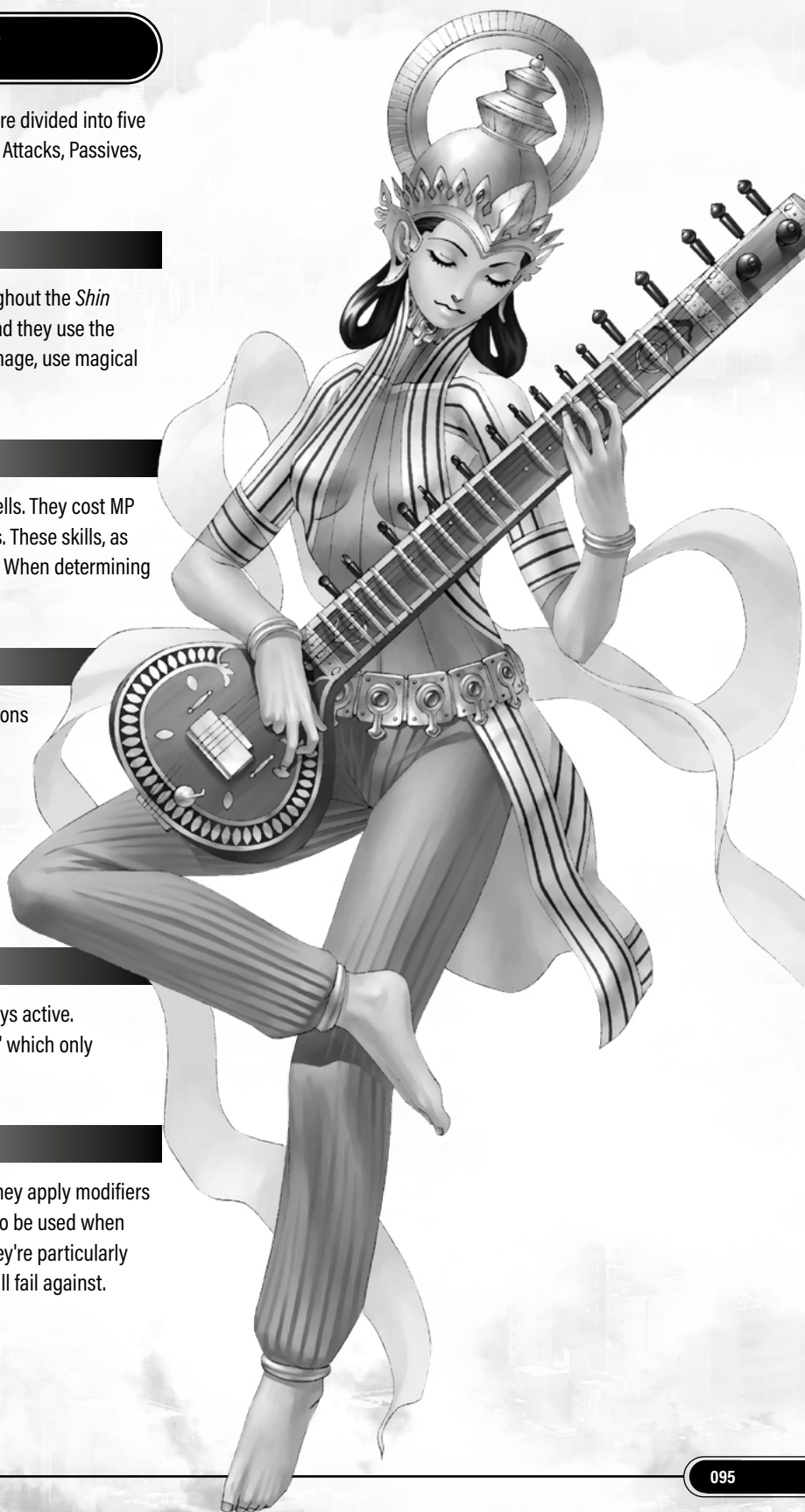
Attack skills that expand on the myriad variations of physical strikes. They use the Strength stat for checks. Because they cost HP to use, overuse of them can result in death. These skills, as well as basic strikes, are both referred to as "strikes." When determining damage, use physical power.

PASSIVES

Once learned, the effect of these skills is always active. Included in this type of skill are "limited skills" which only produce an effect once per session.

TALK

Skills used when negotiating with demons. They apply modifiers to the TN of Negotiation checks. They may also be used when gathering info. Each has an "impress type" they're particularly effective against, and an "offend type" they will fail against.



SPECIAL SKILLS

Certain skills have different effects than others of their type.

AREA OF EFFECT (AOE) SKILLS

AoE skills affect all enemies, and so their damage is applied to all affected enemies.

AUTO

Meaning "Auto-Success," these skills automatically succeed just by using them. They cannot be critical or fumble. Even when the TN for an auto skill would exceed 100%, they cannot be used for multi-actions.

LIMITED SKILLS

Some skills, such as the once-per-scenario Fortune, and the once-per-combat Endure, have "use limits"—restrictions on the number of times they can be used. Players with these skills are responsible for keeping track of when to use such skills, and how many uses they have remaining.

BUFF & DEBUFF SKILLS

Two types of skills differ from all others: buff skills, such as Tarukaja, and debuff skills, such as Tarunda.

First off, the stat changes these skills provide are always determined by a roll of 1d10, and base magical power is never added. Moreover, even if you roll a 10 on this d10, you cannot explode it.

Second, the same effect may only stack up to four times. For example, if Tarukaja was cast on you four times, then barring having the effect dispelled somehow, you could not benefit from any further casts. Also, skills that produce similar effects, such as Fog Breath, count towards this limit. For example, if you are hit with Fog Breath twice, then Sukunda, which has the same effect, can only be applied to you twice more.

COUNTERATTACK SKILLS

Counter, Retaliate, and Avenge have a 50% chance, upon taking a Phys element attack, to grant one free opportunity to make a

basic strike. This basic strike must target the one who made the physical attack against you. Moreover, you may only make a basic strike. Even if you have the Attack All skill, it may not be applied to this counterattack.

Also, counterattacking is not mandatory. These skills only grant the opportunity to attack. Should your target have Tetrakarn up, for example, you may decline to counterattack.

BOSS SKILLS

Certain skills are exclusively used by boss enemies. Demons who do not meet that requirement cannot use these skills or inherit them. Further, certain boss-only skills should only be used once per round.

For example, the skill exclusively used by the Fallen Forneus, Icy Death, is an Ice element skill with 0 MP cost, but even as a boss taking two actions per round, he may not use Icy Death twice back to back. Similarly, using Dragon Eye in succession to gain unlimited actions just wouldn't be fair.

PRESS SKILLS

Beast Eye and Dragon Eye are skills that can increase how many actions one can take per turn. They cost one action to apply. Beast Eye spends one action to grant two actions, effectively granting one additional action. Dragon Eye takes one action to grant four actions, effectively granting three additional actions.

THE SKILL LIST

Spell Skills

Skills representing arcane power. They cost MP, and use Magic for checks.

Agi Group

Spells that deal Fire Damage

Name	MP	Potency	Element	Effect	Note
<i>Agi</i>	3	15	Fire	Deal Fire damage to 1 target.	
<i>Agilao</i>	6	40	Fire	Deal Fire damage to 1 target.	
<i>Agidyne</i>	10	80	Fire	Deal Fire damage to 1 target.	
<i>Maragi</i>	8	10	Fire	Deal Fire damage to all targets.	
<i>Maragion</i>	15	30	Fire	Deal Fire damage to all targets.	
<i>Maragidyne</i>	25	75	Fire	Deal Fire damage to all targets.	

Bufu Group

Spells that deal Ice damage; may inflict Freeze on targets

Name	MP	Potency	Element	Effect	Note
<i>Bufu</i>	3	10	Ice	Deal Ice damage to 1 target; 20% chance to inflict Freeze.	
<i>Bufula</i>	6	30	Ice	Deal Ice damage to 1 target; 20% chance to inflict Freeze.	
<i>Bufudyne</i>	10	60	Ice	Deal Ice damage to 1 target; 20% chance to inflict Freeze.	
<i>Mabufu</i>	8	5	Ice	Deal Ice damage to all targets; 10% chance to inflict Freeze.	
<i>Mabufula</i>	15	20	Ice	Deal Ice damage to all targets; 10% chance to inflict Freeze.	
<i>Mabufudyne</i>	25	70	Ice	Deal Ice damage to all targets; 10% chance to inflict Freeze.	

ATTACKING WITH SKILLS

Skills that inflict damage and ailments on a target are all skills that "make attacks." That means that their targets can avoid those skills' effects by succeeding at a dodge check. When successful, the target takes none of the skill's effects whatsoever.

Skills that inflict damage to a target will explicitly say something to the effect of, "Deals damage" or "Drains HP/MP." If a skill does not say that, then it does not deal damage at all. For example, the skill *Marin Karin* has a 40% to inflict *Charmed* but does not

deal damage. On the other hand, *Tentarafoo* will deal damage to enemies on top of having a 20% chance to inflict *Panic*.

Skills that say they "Drain HP/MP" will inflict damage equal to the total Power (skill potency + base power + power roll), and then heal the user's HP or MP in proportion to the amount of HP or MP the target lost. If fate points or resistance makes it so these skills do no damage, then they also don't heal anything, either. Affinity and resistance don't have any effect on the amount that the user recovers.

Example: Preta uses Deathtouch, and the attack succeeds. The total Power ends up being 15. Because his target has 6 magical resistance, Preta successfully deals 9 points of damage to the target's HP. In turn, Preta heals 9 HP, equal to the final damage that was inflicted.

Zio Group

Spells that deal Elec damage; may inflict Shock on targets

Name	MP	Potency	Element	Effect	Note
<i>Zio</i>	3	10	Elec	Deal Elec damage to 1 target; 20% chance to inflict Shock.	
<i>Zionga</i>	6	30	Elec	Deal Elec damage to 1 target; 20% chance to inflict Shock.	
<i>Ziodyne</i>	10	60	Elec	Deal Elec damage to 1 target; 20% chance to inflict Shock.	
<i>Mazio</i>	8	5	Elec	Deal Elec damage to all targets; 10% chance to inflict Shock.	
<i>Mazionga</i>	15	20	Elec	Deal Elec damage to all targets; 10% chance to inflict Shock.	
<i>Maziodyne</i>	25	70	Elec	Deal Elec damage to all targets; 10% chance to inflict Shock.	

Zan Group

Spells that deal Force damage; may instantly kill Stoned targets

Name	MP	Potency	Element	Effect	Note
<i>Zan</i>	3	10	Force	Deal Force damage to 1 target; 50% chance to Instant Kill a Stoned target.	
<i>Zanma</i>	6	30	Force	Deal Force damage to 1 target; 50% chance to Instant Kill a Stoned target.	
<i>Zandyne</i>	10	60	Force	Deal Force damage to 1 target; 50% chance to Instant Kill a Stoned target.	
<i>Mazan</i>	8	5	Force	Deal Force damage to all targets; 30% chance to Instant Kill Stoned targets.	
<i>Mazanma</i>	15	20	Force	Deal Force damage to all targets; 30% chance to Instant Kill Stoned targets.	
<i>Mazandyne</i>	25	70	Force	Deal Force damage to all targets; 30% chance to Instant Kill Stoned targets.	

Megido Group

Spells that deal Almighty damage

Name	MP	Potency	Element	Effect	Note
<i>Megido</i>	30	30	Almighty	Deal Almighty damage to all targets.	
<i>Megidola</i>	40	60	Almighty	Deal Almighty damage to all targets.	
<i>Megidolaon</i>	50	90	Almighty	Deal Almighty damage to all targets.	

Hama Group

Attacks with Light, giving a chance to instantly kill targets

Name	MP	Potency	Element	Effect	Note
<i>Hama</i>	6	-	Light	Attack 1 target with Light; 40% chance to Instant Kill.	
<i>Hamaon</i>	10	-	Light	Attack 1 target with Light; 60% chance to Instant Kill.	
<i>Mahama</i>	15	-	Light	Attack all targets with Light; 20% chance to Instant Kill.	
<i>Mahamaon</i>	25	-	Light	Attack all targets with Light; 30% chance to Instant Kill.	

Mudo Group

Attacks with Dark, giving a chance to instantly kill targets

Name	MP	Potency	Element	Effect	Note
<i>Mudo</i>	6	-	Dark	Attack 1 target with Dark; 40% chance to Instant Kill.	
<i>Mudoon</i>	10	-	Dark	Attack 1 target with Dark; 60% chance to Instant Kill.	
<i>Mamudo</i>	15	-	Dark	Attack all targets with Dark; 20% chance to Instant Kill.	
<i>Mamudoon</i>	25	-	Dark	Attack all targets with Dark; 30% chance to Instant Kill.	

Mind Group

Influence the target's mind, with a chance to inflict ailments

Name	MP	Potency	Element	Effect	Note
<i>Pulinpa</i>	5	-	Mind	Attack 1 target with Mind; 60% chance to inflict Panic.	
<i>Dormina</i>	9	-	Mind	Attack all targets with Mind; 30% chance to inflict Sleep.	
<i>Marin Karin</i>	8	-	Mind	Attack 1 target with Mind; 40% chance to inflict Charm.	
<i>Tentarafoo</i>	15	50	Mind	Deal Mind damage to all targets; 20% chance to inflict Panic.	

Nerve Group

Influence the target's nerves, with a chance to Restrain them

Name	MP	Potency	Element	Effect	Note
<i>Shibaboo</i>	5	-	Nerve	Attack 1 target with Nerve; 65% chance to Restrain.	

Healing Group

Recovery magic that restores the target's HP; checks auto-succeed

Name	MP	Potency	Element	Effect	Note
<i>Dia</i>	3	10	Healing	1 target recovers HP equal to total Power.	Auto
<i>Diarama</i>	7	30	Healing	1 target recovers HP equal to total Power.	Auto
<i>Diarahan</i>	15	-	Healing	1 target recovers all HP.	Auto
<i>Media</i>	12	5	Healing	All allies recover HP equal to total Power.	Auto
<i>Mediarama</i>	20	25	Healing	All allies recover HP equal to total Power.	Auto
<i>Mediarahan</i>	35	-	Healing	All allies recover all HP.	Auto

Remedy Group

Purges ailments from targets; checks auto-succeed

Name	MP	Potency	Element	Effect	Note
<i>Patra</i>	5	-	Healing	Remove Restrain, Sleep, and Panic from 1 target.	Auto
<i>Me Patra</i>	12	-	Healing	Remove Restrain, Sleep, and Panic from all targets.	Auto
<i>Mutudi</i>	5	-	Healing	Remove Mute from 1 target.	Auto
<i>Posumudi</i>	5	-	Healing	Remove Poison from 1 target.	Auto
<i>Paraladi</i>	5	-	Healing	Remove Stun from 1 target.	Auto
<i>Petradi</i>	5	-	Healing	Remove Stone from 1 target.	Auto
<i>Recarm</i>	20	10	Healing	Revive 1 target; target recovers HP equal to total Power.	Auto
<i>Samarecarm</i>	35	-	Healing	Revive 1 target; target recovers all HP.	Auto
<i>Recarmdra</i>	-	-	Healing	All allies recover all HP and MP. After, user loses all HP and dies.	Auto

Debuff Group

Lowers the stats of all enemies; checks auto-succeed

Name	MP	Potency	Element	Effect	Note
<i>Tarunda</i>	20	-	Support	All enemies reduce both their physical and magical power by 1d10; stacks up to 4 times.	Auto
<i>Sukunda</i>	12	-	Support	All enemies reduce their hit rate and dodge rate by 1d10; stacks up to 4 times.	Auto
<i>Rakunda</i>	12	-	Support	All enemies reduce their resistances by 1d10; stacks up to 4 times.	Auto
<i>Dekunda</i>	10	-	Support	Remove the effect of all "-nda" debuff spells from all allies.	Auto

Buff Group ➤ Improves the stats of all allies; checks auto-succeed

Name	MP	Potency	Element	Effect	Note
<i>Tarukaja</i>	12	-	Support	All allies improve their physical power by 1d10; stacks up to 4 times.	Auto
<i>Sukukaja</i>	12	-	Support	All allies improve their hit rate and dodge rate by 1d10; stacks up to 4 times.	Auto
<i>Rakukaja</i>	12	-	Support	All allies improve their resistances by 1d10; stacks up to 4 times.	Auto
<i>Makakaja</i>	12	-	Support	All allies improve their magical power by 1d10; stacks up to 4 times.	Auto
<i>Dekaja</i>	10	-	Support	Remove the effect of all "-kaja" buff spells from all enemies.	Auto

Support Group ➤ Spells with miscellaneous, supportive effects

Name	MP	Potency	Element	Effect	Note
<i>Makatora</i>	10	-	Support	1 ally recovers 10 MP.	Auto
<i>Tetraja</i>	15	-	Support	All allies gain Null Light and Null Dark. However, after this effect nullifies one attack for an ally, they return to their normal affinity.	Auto
<i>Makarakarn</i>	45	-	Support	Until the end of the next round, all allies Repel Magic.	Auto
<i>Tetrakarn</i>	45	-	Support	Until the end of the next round, all allies Repel Phys.	Auto
<i>Trafuri</i>	25	-	Unique	Escapes from combat. Cannot be used during a boss fight.	Auto
<i>Estoma</i>	40	-	Unique	Until the next New phase, demons of a level lower than the user will not appear. Does not affect bosses.	Auto
<i>Riberama</i>	8	-	Unique	Until the next New phase, doubles the random encounter rate.	Auto
<i>Liftoma</i>	12	-	Unique	Until the next New phase, damage zones have no effect.	Auto
<i>Lightoma</i>	10	-	Unique	Until the next New phase, dark zones have no effect.	Auto

Magical Attack Skills

Attack skills that behave like variations on spells. Cost MP to use, and use Magic for checks

Info Group

Magical skill that allows for the gathering of information

Name	MP	Potency	Element	Effect	Note
<i>Analyze</i>	0	-	Almighty	Make a power roll, adding the user's level to the roll. If this roll is equal to or higher than the target demon's level, learn all info in their statblock. This skill cannot be used on Bosses. No check is necessary during combat. Out of combat, this skill can be used to gather info. Make a check in that case. If successful, learn about the demon in question.	Auto

Fire Group

Attacks that deal Fire damage

Name	MP	Potency	Element	Effect	Note
<i>Hellfire</i>	18	30	Fire	Deals Fire damage to all targets.	
<i>Prominence</i>	30	80	Fire	Deals Fire damage to all targets.	
<i>Ragnarok</i>	30	120	Fire	Deals Fire damage to all targets.	Surt Only

Ice Group

Attacks that deal Ice damage; may inflict Freeze on targets

Name	MP	Potency	Element	Effect	Note
<i>Glacial Blast</i>	25	65	Ice	Deal Ice damage to all targets; 10% chance to inflict Freeze.	
<i>Icy Death</i>	0	20	Ice	Deal Ice damage to all targets; 10% chance to inflict Freeze.	Forneus Only

Elec Group

Attacks that deal Elec damage; may inflict Shock on targets

Name	MP	Potency	Element	Effect	Note
<i>Shock</i>	9	5	Elec	Deal Elec damage to all targets; 10% chance to inflict Shock.	
<i>Bolt Storm</i>	25	65	Elec	Deal Elec damage to all targets; 10% chance to inflict Shock.	

Force Group

Attacks that deal Force damage; may instantly kill Stoned targets

Name	MP	Potency	Element	Effect	Note
<i>Tornado</i>	25	65	Force	Deal Force damage to all targets; 30% chance to Instant Kill a Stoned target.	
<i>Wind Cutter</i>	13	60	Force	Deal Force damage to 1 target; 30% chance to Instant Kill a Stoned target.	
<i>Wet Wind</i>	30	120	Force	Deal Force damage to all targets; 30% chance to Instant Kill a Stoned target.	Pazuzu Only

Almighty Group » Attacks that deal Almighty damage

Name	MP	Potency	Element	Effect	Note
<i>Deathtouch</i>	5	10	Almighty	Drain HP from 1 target, and caster recovers HP.	
<i>Mana Drain</i>	2	0	Almighty	Drain MP from 1 target, and caster recovers MP.	
<i>Life Drain</i>	10	30	Almighty	Drain HP from 1 target, and the caster recovers HP. Then, drains an equal amount of MP from the same target, and the caster recovers MP.	
<i>Sol Niger</i>	0	-	Almighty	All targets are reduced to 1 HP.	Aciel Only
<i>God's Curse</i>	0	-	Almighty	60% chance to inflict ailment to all targets. Roll 1d10: 1-2: Charm; 3-4: Panic; 5-6: Sleep; 7-8: Restrain; 9-10: Stun.	Samael Only
<i>Hell's Call</i>	0	-	Almighty	May only target those who have not heeded the Tyrant's words. 70% chance to Instant Kill 1 target. May not be used for multi-actions.	Ahriman Only
<i>Apocalypse</i>	0	68	Almighty	Deal Almighty damage to all targets.	Ahriman Only
<i>Vast Light</i>	0	50	Almighty	Deal Almighty damage to all targets.	Kagutsuchi Only
<i>Infinite Light</i>	0	100	Almighty	Deal Almighty damage to all targets.	Kagutsuchi Only

Light Group » Attacks with Light, dealing damage or reducing HP directly

Name	MP	Potency	Element	Effect	Note
<i>Thunderclap</i>	12	-	Light	Attacks all targets with Light; targets hit are reduced to half their current HP. Fate points cannot reduce this amount.	
<i>Holy Wrath</i>	36	-	Light	Attacks all targets with Light; targets hit are reduced to 20% of their current HP. Fate points cannot reduce this amount.	Amaterasu Only
<i>Godly Light</i>	10	-	Light	Attacks 1 target with Light; if hit, the target is reduced to 20% of their current HP. Fate points cannot reduce this amount.	Amaterasu Only
<i>Violent Flash</i>	10	50	Light	Deal Light damage to 1 target.	
<i>Radiance</i>	30	50	Light	Deal Light damage to all targets.	
<i>Starlight</i>	22	35	Light	Deal Light damage to all targets.	Kurama Tengu Only

Dark Group » Attacks with Dark, reducing HP directly, or inflicting various effects

Name	MP	Potency	Element	Effect	Note
<i>Hell Gaze</i>	10	-	Dark	Attack 1 target with Dark; 70% chance to Instant Kill.	
<i>Evil Gaze</i>	8	-	Dark	Attack 1 target with Dark; if hit, the target is reduced to 1 HP. Fate points cannot reduce this amount.	
<i>Stone Gaze</i>	6	-	Dark	Attack 1 target with Dark; 50% chance to inflict Stone.	
<i>Mute Gaze</i>	5	-	Dark	Attack 1 target with Dark; 40% chance to inflict Mute.	

Ruin Group

Attacks that deal Ruin damage; may inflict Mute on targets

Name	MP	Potency	Element	Effect	Note
<i>Dismal Tune</i>	30	50	Ruin	Deal Ruin damage to all targets; 10% chance to inflict Mute.	
<i>Domination</i>	0	0	Ruin	Attack 1 target with Ruin; drains HP & MP equal to total Power, and Noah recovers the same amount of HP & MP.	Noah Only
<i>Bael's Curse</i>	0	-	Ruin	Attack 1 target with Ruin; 60% chance to inflict Fly; target becomes Weak to Phys.	Bael Only

Mind Group

Attacks with Mind; may inflict ailments on targets

Name	MP	Potency	Element	Effect	Note
<i>Lullaby</i>	6	-	Mind	Attack 1 target with Mind; 70% chance to inflict Sleep.	
<i>Eternal Rest</i>	16	-	Mind	Attack all targets with Mind; Instant Kill all Sleeping targets.	
<i>Sexy Gaze</i>	5	-	Mind	Attack 1 target with Mind; 50% chance to inflict Charm.	
<i>Allure</i>	13	-	Mind	Attack all targets with Mind; 40% chance to inflict Charm.	
<i>Sonic Wave</i>	9	-	Mind	Attack all targets with Mind; 20% chance to inflict Panic.	
<i>Panic Voice</i>	8	-	Mind	Attack all targets with Mind; 30% chance to inflict Panic.	
<i>Intoxicate</i>	15	-	Mind	Attack all targets with Mind; 50% chance to inflict Panic.	Mada Only
<i>Wild Dance</i>	18	-	Mind	Attack all targets with Mind; 60% chance to inflict Panic.	Fiends Only
<i>Mirage</i>	0	30	Mind	Attack all targets with Mind; 20% chance to inflict Panic.	Mizuchi Only

Nerve Group

Attacks with Nerve; may inflict ailments on targets

Name	MP	Potency	Element	Effect	Note
<i>Stun Gaze</i>	5	-	Nerve	Attack 1 target with Nerve; 40% chance to inflict Stun.	
<i>Binding Cry</i>	14	5	Nerve	Deal Nerve damage to all targets; 20% chance to inflict Restrain.	

Healing Group

Heals the target's HP and removes ailments from them

Name	MP	Potency	Element	Effect	Note
<i>Prayer</i>	50	-	Healing	All allies recover all HP, and they remove all ailments other than Fly.	Auto

Debuff Group

Lowers the stats of enemies; count against limits for debuff spells

Name	MP	Potency	Element	Effect	Note
<i>War Cry</i>	40	0	Support	All enemies reduce both their physical and magical power by 1d10; stacks up to 4 times.	Auto
<i>Provoke</i>	20	0	Support	All enemies reduce their resistances by 1d10 and also increase both their physical and magical power by the same amount.	Auto
<i>Debilitate</i>	48	0	Support	All enemies reduce their physical power, magical power, hit rate, physical resist, and magical resist by 1d10; stacks up to 4 times.	Auto

Support Group

Skills that enhance character actions

Name	MP	Potency	Element	Effect	Note
<i>Focus</i>	5	-	Unique	The caster doubles the total power of their next basic strike or physical attack. The check for this auto-succeeds.	Auto
<i>Beast Eye</i>	0	-	Unique	Gain two actions this round; this check auto-succeeds.	Boss LV10+
<i>Dragon Eye</i>	0	-	Unique	Gain four actions this round; this check auto-succeeds.	Boss LV30+
<i>Foul Union</i>	0	-	Unique	All surviving Specters fuse into one huge Specter. Add together HP and MP; for each Specter fused, increase Power and TNs by 10. This check auto-succeeds.	Amala Specters Only
<i>Replicate</i>	0	-	Unique	Create three copies of the caster. The most that can be maintained at any time is 3. This check auto-succeeds.	Ongyo-Ki Only
<i>Conjuration</i>	0	-	Unique	Create four Zoas. Cannot be used if even one Zoa remains. This check auto-succeeds.	Albion Only
<i>Aurora</i>	0	-	Unique	Changes the user's affinities. Start at Repel All but Ice, Weak Ice. At next skill use, change to Repel All but Fire, Weak Fire, then after that Force, then Elec, then returning to Ice. This check auto-succeeds.	Noah Only
<i>Divine Will</i>	0	-	Unique	Summons demons Ose Hallel and Flauros Hallel. Limited 1/combat. This check auto-succeeds.	Baal Only
<i>Phase Shift</i>	0	-	Unique	Kagutsuchi advances one Phase. This check auto-succeeds.	Kagutsuchi Only
<i>Gather</i>	0	-	Unique	Summons demons of the same type, adding them to the combat.	Enemy Only
<i>Night Howls</i>	0	-	Unique	Summons a demon of the same type, adding them to the combat.	Enemy Only
<i>Wild Laughter</i>	0	-	Unique	Summons a demon of the same type, adding them to the combat.	Enemy Only

Gun Group

Human-only skills that may only be used with human-exclusive firearms; use Agility for checks

Name	MP	Potency	Element	Effect	Note
<i>Double Tap</i>	8	-	Phys	In place of a normal action, shoot twice.	
<i>Pinhole</i>	10	-	Phys	Make an attack with a firearm using Agility. Your target treats their resistance and dodge rate as being halved for this attack.	

Physical Attack Skills

Attack skills that expand on the myriad variations of physical strikes. Use Strength for checks; as they cost HP, overuse can result in death

Breath Group

Attacks that project some substance at all enemies; Wing Buffet requires having wings

Name	HP	Potency	Element	Effect	Note
<i>Fire Breath</i>	9	10	Fire	Deal Fire damage to all enemies.	
<i>Ice Breath</i>	9	5	Ice	Deal Ice damage to all enemies; 10% chance to inflict Freeze.	
<i>Toxic Cloud</i>	8	5	Ruin	Deal Ruin damage to all enemies; 20% chance to inflict Poison.	
<i>Wing Buffet</i>	9	5	Force	Deal Force damage to all enemies; 30% chance to Instant Kill Stoned targets.	

Debuff Group

Lowers stats of enemies; counts against limits for debuff spells

Name	HP	Potency	Element	Effect	Note
<i>Fog Breath</i>	30	-	Support	Reduce the dodge rate and hit rate for all enemies by 1d10; stacks up to 4 times.	Auto

Lunge Group

Attacks that deal Phys damage, making use of one's own body

Name	HP	Potency	Element	Effect	Note
<i>Lunge</i>	10	10	Phys	Deal Phys damage to 1 enemy.	
<i>Hell Thrust</i>	20	25	Phys	Deal Phys damage to 1 enemy.	
<i>Berserk</i>	15	10	Phys	Deal Phys damage to all enemies.	
<i>Tempest</i>	25	30	Phys	Deal Phys damage to all enemies.	
<i>Hades Blast</i>	33	50	Phys	Deal Phys damage to all enemies.	

Weapon Group

Weapon attacks that deal Phys damage; some may inflict ailments

Name	HP	Potency	Element	Effect	Note
<i>Heat Wave</i>	13	22	Phys	Deal Phys damage to all enemies.	
<i>Blight</i>	33	43	Phys	Deal Phys damage to all enemies; 20% chance to inflict Poison.	
<i>Brutal Slash</i>	13	38	Phys	Deal Phys damage to 1 enemy.	
<i>Hassohappa</i>	33	57	Phys	Deal Phys damage to all enemies.	
<i>Dark Sword</i>	20	46	Phys	Deal Phys damage to 1 enemy; 40% chance to inflict Mute.	
<i>Stasis Blade</i>	20	45	Phys	Deal Phys damage to 1 enemy; 60% chance to inflict Restrain.	
<i>Mighty Gust</i>	13	33	Phys	Deal Phys damage to 1 enemy.	
<i>Deathbound</i>	25	45	Phys	Deal Phys damage to all enemies.	
<i>Guillotine</i>	17	40	Phys	Deal Phys damage to 1 enemy; 40% chance to inflict Stun.	
<i>Chaos Blade</i>	33	43	Phys	Deal Phys damage to all targets; 30% chance to inflict Panic.	

Spike Group

Attacks that deal Phys damage using spikes; some may inflict ailments

Name	HP	Potency	Element	Effect	Note
<i>Needle Rush</i>	10	21	Phys	Deal Phys damage to 1 enemy.	
<i>Stun Needle</i>	7	10	Phys	Deal Phys damage to 1 enemy; 40% chance to inflict Stun.	
<i>Toxic Sting</i>	7	10	Phys	Deal Phys damage to 1 enemy; 40% chance to inflict Poison.	
<i>Arid Needle</i>	13	10	Phys	Deal Phys damage to 1 enemy; 50% chance to inflict Stone.	

Claw Group

Attacks that deal Phys damage using claws; some may inflict ailments

Name	HP	Potency	Element	Effect	Note
<i>Feral Claw</i>	6	10	Phys	Deal Phys damage to 1 enemy.	
<i>Venom Claw</i>	17	21	Phys	Deal Phys damage to 1 enemy; 40% chance to inflict Poison.	
<i>Stun Claw</i>	17	24	Phys	Deal Phys damage to 1 enemy; 40% chance to inflict Stun.	
<i>Iron Claw</i>	15	36	Phys	Deal Phys damage to 1 enemy.	

Fang Group

Attacks that deal Phys damage using fangs; some may inflict ailments

Name	HP	Potency	Element	Effect	Note
<i>Feral Bite</i>	13	24	Phys	Deal Phys damage to 1 enemy.	
<i>Venom Bite</i>	17	21	Phys	Deal Phys damage to 1 enemy; 40% chance to inflict Poison.	Amaterasu Only
<i>Charm Bite</i>	17	21	Phys	Deal Phys damage to 1 enemy; 50% chance to inflict Charm.	Amaterasu Only
<i>Stone Bite</i>	20	24	Phys	Deal Phys damage to 1 enemy; 50% chance to inflict Stone.	
<i>Stun Bite</i>	17	24	Phys	Deal Phys damage to 1 enemy; 40% chance to Stun.	
<i>Hell Fang</i>	15	36	Phys	Deal Phys damage to 1 enemy.	Kurama Tengu Only

Unique Skills

Attacks that sacrifice your own life to deal damage

Name	HP	Potency	Element	Effect	Note
<i>Last Resort</i>	All	24	Phys	In exchange for the caster dying, deal Phys damage to all allies and all enemies.	
<i>Sacrifice</i>	All	44	Phys	In exchange for the caster dying, deal Phys damage to all enemies.	
<i>Kamikaze</i>	All	78	Phys	In exchange for the caster dying, deal Phys damage to 1 enemy.	

Exclusive Skills

Unique skills usable by only certain demons

Name	HP	Potency	Element	Effect	Note
<i>Earthquake</i>	100	24	Phys	Deal Phys damage to all enemies.	Skadi Only
<i>Foul Havoc</i>	10	44	Phys	Deal Phys damage to all enemies.	Specter Only
<i>Tentacle</i>	10	78	Phys	Deal Phys damage to all enemies.	Ahriman Only

Fiend Skills

Fiend-only skills, that can only be learned via magatama

Name	HP	Potency	Element	Effect	Note
<i>Divine Shot</i>	13	30	Phys	Deal Phys damage to 1 enemy.	Fiends Only
<i>Xeros Beat</i>	40	18	Phys	Deal Phys damage to all enemies; 30% chance to inflict Restrain.	Fiends Only
<i>Magma Axis</i>	15	28	Fire	Deal Fire damage to 1 enemy.	Fiends Only
<i>Oni-Kagura</i>	30	25	Phys	Deal Phys damage to all enemies.	Fiends Only
<i>Deadly Fury</i>	33	20	Phys	Deal Phys damage to all enemies. For this check only, treat critical rate as 20% of the TN. Does not stack with Might.	Fiends Only
<i>Javelin Rain</i>	40	21	Phys	Deal Phys damage to all enemies; 20% chance to inflict Mute.	Fiends Only
<i>Spiral Viper</i>	20	42	Phys	Deal Phys damage to 1 enemy.	Fiends Only
<i>Gaea Rage</i>	33	27	Phys	Deal Phys damage to all enemies.	Fiends Only
<i>Freikugel</i>	17	45	Almighty	Deal Almighty damage to 1 enemy.	Fiends Only

Passive Skills

Skills that, once learned, are always benefited from. Includes limited skills that are usable only 1/session.

Amplify Group

Skills that increase the multiplicative bonus to HP or MP (Similar abilities do not stack)

Name	Effect
<i>Life Bonus</i>	Increase HP multiplier by 1.
<i>Life Gain</i>	Increase HP multiplier by 2.
<i>Life Surge</i>	Increase HP multiplier by 3.
<i>Mana Bonus</i>	Increase MP multiplier by 1.
<i>Mana Gain</i>	Increase MP multiplier by 2.
<i>Mana Surge</i>	Increase MP multiplier by 3.

Affinity Changers

Skills that change one's Affinities, granting resistances to various elements

Name	Effect	Name	Effect
<i>Anti-Phys</i>	Gain Strong against Phys attacks.	<i>Phys Drain</i>	Gain Drain against Phys attacks.
<i>Anti-Fire</i>	Gain Strong against Fire attacks.	<i>Fire Drain</i>	Gain Drain against Fire attacks.
<i>Anti-Ice</i>	Gain Strong against Ice attacks.	<i>Ice Drain</i>	Gain Drain against Ice attacks.
<i>Anti-Elec</i>	Gain Strong against Elec attacks.	<i>Elec Drain</i>	Gain Drain against Elec attacks.
<i>Anti-Force</i>	Gain Strong against Force attacks.	<i>Force Drain</i>	Gain Drain against Force attacks.
<i>Anti-Light</i>	Gain Strong against Light attacks.	<i>Light Drain</i>	Gain Drain against Light attacks.
<i>Anti-Dark</i>	Gain Strong against Dark attacks.	<i>Dark Drain</i>	Gain Drain against Dark attacks.
<i>Anti-Ruin</i>	Gain Strong against Ruin attacks.	<i>Ruin Drain</i>	Gain Drain against Ruin attacks.
<i>Anti-Nerve</i>	Gain Strong against Nerve attacks.	<i>Nerve Drain</i>	Gain Drain against Nerve attacks.
<i>Anti-Mind</i>	Gain Strong against Mind attacks.	<i>Mind Drain</i>	Gain Drain against Mind attacks.
<i>Null Phys</i>	Gain Null against Phys attacks.	<i>Phys Repel</i>	Gain Repel against Phys attacks.
<i>Null Fire</i>	Gain Null against Fire attacks.	<i>Fire Repel</i>	Gain Repel against Fire attacks.
<i>Null Ice</i>	Gain Null against Ice attacks.	<i>Ice Repel</i>	Gain Repel against Ice attacks.
<i>Null Elec</i>	Gain Null against Elec attacks.	<i>Elec Repel</i>	Gain Repel against Elec attacks.
<i>Null Force</i>	Gain Null against Force attacks.	<i>Force Repel</i>	Gain Repel against Force attacks.
<i>Null Light</i>	Gain Null against Light attacks.	<i>Light Repel</i>	Gain Repel against Light attacks.
<i>Null Dark</i>	Gain Null against Dark attacks.	<i>Dark Repel</i>	Gain Repel against Dark attacks.
<i>Null Ruin</i>	Gain Null against Ruin attacks.	<i>Ruin Repel</i>	Gain Repel against Ruin attacks.
<i>Null Nerve</i>	Gain Null against Nerve attacks.	<i>Nerve Repel</i>	Gain Repel against Nerve attacks.
<i>Null Mind</i>	Gain Null against Mind attacks.	<i>Mind Repel</i>	Gain Repel against Mind attacks.

Attack Enhancers

Skills that enhance the effect of attacks

Name	Effect
<i>Might</i>	When making basic strikes or using physical attack skills, critical hits happen at 20% (1/5th) of the TN.
<i>Drain Attack</i>	When making a basic strike, recover HP equal to 25% of the damage dealt to the target.
<i>Attack All</i>	Basic strikes always target all enemies. This effect does not apply to Counter, Retaliate, or Avenge.
<i>Counter</i>	When hit with a Phys effect, 50% chance to make a basic strike as a counterattack.
<i>Retaliate</i>	When hit with a Phys effect, 50% chance to make a basic strike as a counterattack. Damage dealt is doubled.
<i>Avenge</i>	When hit with a Phys effect, 50% chance to make a basic strike as a counterattack. Damage dealt is tripled.
<i>Fire Boost</i>	Multiply the power of Fire attacks by 1.5x (before power roll).
<i>Ice Boost</i>	Multiply the power of Ice attacks by 1.5x (before power roll).
<i>Elec Boost</i>	Multiply the power of Elec attacks by 1.5x (before power roll).
<i>Force Boost</i>	Multiply the power of Force attacks by 1.5x (before power roll).
<i>Powerful Spells</i>	When using a spell or magical attack skill, add 1d10 to the power roll.
<i>Powerful Strikes</i>	When making a basic strike or physical attack skill, add 1d10 to the power roll.

Unique Skills

Skills with miscellaneous effects

Name	Effect
<i>Endure</i>	When hit with an attack from an enemy that would reduce you to 0 HP, instead survive the attack with 1 HP. 1/ combat only. No effect when Stoned.
<i>Life Aid</i>	After combat ends, recover 20% of max HP.
<i>Mana Aid</i>	After combat ends, recover 20% of max MP.
<i>Victory Cry</i>	After combat ends, completely recover HP and MP.
<i>Lucky Find</i>	After combat ends, make a Luck check to gain an item off the Item Acquisition table.
<i>Mind's Eye</i>	When making an awareness check against an ambush, gain +20% to the TN.

Human Skills

Skills with miscellaneous effects

Name	Effect
<i>Good Instincts</i>	When making a check (usually Luck) to notice things, gain +10% to the TN.
<i>Sure Shot</i>	When Shooting, gain +10% to hit rate. Apply this bonus before multi-attacking.
<i>Item Pro</i>	When using items, add 1d10 to the power roll.
<i>Luck Smiles</i>	Completely nullify the effects of an attack on you, 1/scenario only. May be learned multiple times, allowing you to use it an additional time per scenario each.
<i>Once a Snake</i>	Learn something useful, 1/scenario only. May be learned multiple times, allowing you to use it an additional time per scenario each.
<i>Expert Dodge</i>	Gain +5% to the TN of dodge checks.

OMITTED SKILLS

In making the game of Nocturne into a TRPG, certain skills were omitted, to reduce the need to strictly manage the phases of Kagutsuchi.

BRIGHT MIGHT, DARK MIGHT

These skills only worked during the Full and New phases respectively, but this could potentially slow down the game, and so they were omitted. Any demons with these skills now have Might instead.

DARK PLEDGE

A skill that worked only during a New phase. Omitted for the same reason as above.

LIFE REFILL, MANA REFILL

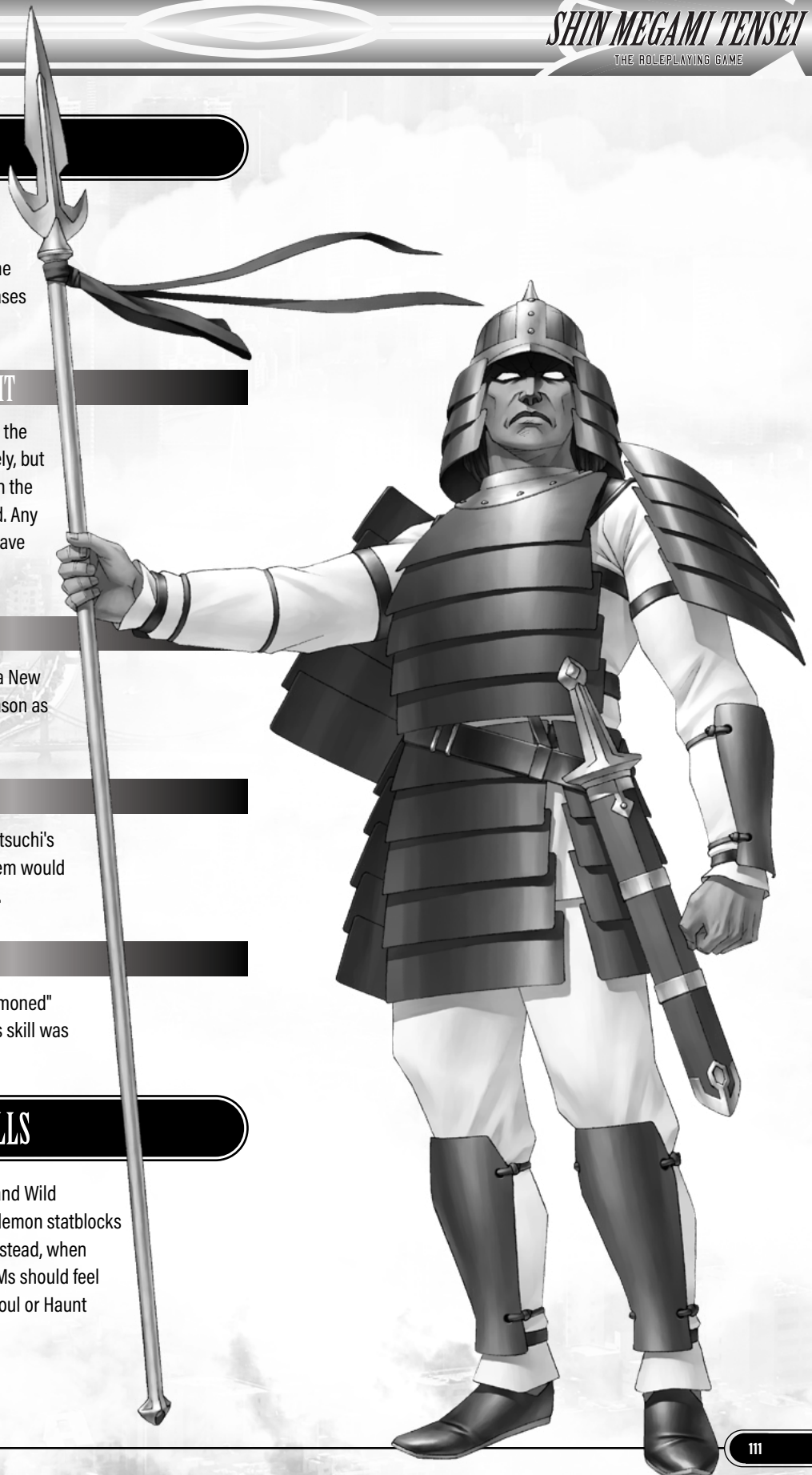
These skills would rely on Kagutsuchi's phases, but keeping track of them would slow play, so they were omitted.

WATCHFUL

As PC demons can't be "unsummoned" to wait outside of the game, this skill was omitted.

NPC ONLY SKILLS

The skills Gather, Night Howls, and Wild Laughter are omitted from the demon statblocks found on Pg. 126 and beyond. Instead, when using NPC demons for battle, GMs should feel free to give these skills to any Foul or Haunt demon they end up using.



Talk Skills

Skills used to negotiate with demons. All apply a modifier to Negotiation checks. Can be used to gather info. The impress type represents effective approaches, and the offend type represents bad ones.

Approach Group

Skills that initiate negotiation; many can be used to gather info

Name	Mod	Use	Impress Type Speaker	Subject	Offend Type Speaker	Subject
<i>Scout</i>	20%	Approach	Adult	Woman	Child	Woman
Begin negotiation with 1 enemy demon. When used to gather info, gains 1 demon's info.						
<i>Kidnap</i>	20%	Approach	Youth/Adult	Child	Child	Youth/Adult
Begin negotiation with 1 enemy demon. When used to gather info, gains 1 demon's info.						
<i>Seduce</i>	20%	Approach	Female+Youth	Male	Male	Male
Begin negotiation with 1 enemy demon. When used to gather info, gains 1 demon's info.						
<i>Brainwash</i>	20%	Approach	Level higher than subject's			
Begin negotiation with 1 enemy demon. When used to gather info, may force the demon to believe 1 false info.						
<i>Wooring</i>	20%	Approach	Male+Youth	Female	Male	Male
Begin negotiation with 1 enemy demon. If a demon using this skill has a higher level than their subject, add the following to impress types: Female+Youth or Adult to Female+Child, and Female+Adult to Female+Youth.						
<i>Beseech</i>	20%	Approach				
Begin negotiation with 1 enemy demon. If a demon using this skill has a lower level than their subject, there's a 65% chance to be treated as an impress type, and 25% chance to be treated as an Offend type.						
<i>Soul Recruit</i>	20%	Approach	Valkyrie	Male		
Begin negotiation with 1 enemy demon. May only be learned by Valkyrie.						
<i>Mischief</i>	20%	Approach	Male	Female		
Begin negotiation with 1 enemy demon. May only be learned by Loki.						
<i>Death Pact</i>	20%	Approach				
Begin negotiation with 1 enemy demon. May only be learned by Mitra. If demand is refused and the subject does not leave, then has a 65% chance to inflict Stone on the subject. Counts as impress type to all demons that are capable of speech.						
<i>Jive Talk</i>	20%	Approach				
Begin negotiation with 1 enemy demon. May approach Tyrant, Vile, Raptor, Wilder, Haunt, and Foul demons, which normally will not talk. When used to gather info, may be used to gain info from Dark demons.						
<i>Pester</i>	20%	Approach	Female+Youth	Male		Child
			Child	Adult/Youth		
Demand macca or items from 1 enemy demon.						
<i>Begging</i>	20%	Approach	Level lower than subject's			
Demand macca or items from 1 enemy demon.						
<i>Threaten</i>	20%	Approach	Level higher than the subject's			
Demand macca or items from 1 enemy demon.						
<i>Stone Hunt</i>	20%	Approach				
Demand one "Rock" item or gem from 1 enemy demon.						

Approach Group

Skills that initiate negotiation; many can be used to gather info

Name	Mod	Use	Impress Type		Offend Type	
			Speaker	Subject	Speaker	Subject
<i>Trade</i>	20%	Approach				
Demand one item in exchange for another item from 1 enemy demon.						
<i>Loan</i>	20%	Approach				
Demand macca from 1 enemy demon. 20% chance to instead be extorted for 25% of your held money.						

Support Group

Skills that support the talk efforts of others; may only be used once per talk attempt

Name	Mod	Use	Impress Type		Offend Type	
			Speaker	Subject	Speaker	Subject
<i>Haggle</i>	20%	Support				
When macca is demanded during a negotiation, reduce the amount demanded by half. May only be used once per talk attempt.						
<i>Arbitration</i>	20%	Support				
When a subject would become angry during a talk attempt, smooth the subject's rage over and continue the conversation. May only be used once per talk attempt.						
<i>Maiden's Plea</i>	20%	Support				
When a subject would become angry during a talk attempt, smooth the subject's rage over and continue the conversation. May only be used once per talk attempt. May only be learned by Kikuri-Hime. Negotiation checks made after this skill gain +20% TN.						
<i>Detain</i>	20%	Support				
When a subject would leave a conversation for a reason other than anger, the subject is instead detained, and the negotiation continues. May only be used once per talk attempt.						
<i>Connection</i>	20%	Support				
May be used supportively when a speaker fails a Negotiation check. The user of this skill must be of the same clan as the subject. Treats conversation as impress type.						
<i>Flatter</i>	20%	Support		Level lower than the subject's		
May be used supportively when a speaker fails a Negotiation check.						
<i>Persuade</i>	20%	Support				
May be used supportively when a speaker fails a Negotiation check.						
<i>Intimidate</i>	20%	Support		Level higher than the subject's Adult/Youth	Child	
May be used supportively when a speaker fails a Negotiation check.						
<i>Nag</i>	20%	Support		Female+Youth/Adult Child	Male Youth/Adult	
May be used supportively when a speaker fails a Negotiation check.						
<i>Wine Party</i>	20%	Support		Dionysus	Kishin, Brute	
May be used supportively when a speaker fails a Negotiation check. All following Negotiation checks gain +10% to TN.						

ITEMS & GEAR

GEAR

After the Conception, humanity lost the majority of its conveniences and commodities. Not even the technology to make such things survived. Equipment once synonymous with warfare, such as firearms and bulletproof vests, now are infrequently pulled from beneath the rubble of the old world—and even then, the only people who know how to use those things are the humans who have managed to survive.

"Gear" are items, only usable by humans, which raise various stats such as physical power and physical resistance. Humans may also benefit from certain passive skills, just by equipping a piece of gear. Which is to say, nothing happens if they simply possess the item, they must have it equipped as well.

Humans may equip one type of weapon and may equip as much armor as they like so long as the "Slot" does not overlap with another piece of gear. Unless otherwise noted, stats from gear are all added together. Fiends and demons cannot use gear at all, and even if they strap it onto their bodies, nothing will happen.

FIREARMS

Firearms rely on Agility. When making attacks with firearms, make the accuracy check using Agility, and when calculating their power, add together your Agility plus the firearm's modifier. Generally, firearms cannot be used to make physical attacks (except for the Pinhole skill), so they cannot be used to convert attacks to using Agility, and the firearm's power isn't added to skills.

Instead, when making a basic attack with a firearm, you may choose whether to make it unarmed or with the firearm (and in the case of unarmed, the attack uses the normal unarmed stats).

Each attack or skill made using a firearm depletes the firearm's Ammo count by 1 (and when making a multi-action, Ammo is depleted per check made). Firearms may have up to their Ammo count of ammunition loaded, and after making that many attacks,

may be reloaded by spending one action (this is an auto-check).

GRENADES

Grenade category weapons can be thrown, and are lost upon use. They use Agility like firearms do for their checks, and their power is determined by adding Agility to the weapon's power. They target all enemies.

CHANGING GEAR

You may change what gear you have equipped by spending one action. However, as an exception, you may unequip all weapons and return to being unarmed (and only unarmed) without an action cost at any time during your turn.

ITEMS

Items that are not gear may be used by spending one action, and then their effect is obtained automatically, with no check necessary. Fiends and humans can use items. Unless they have certain abilities, demons are prohibited from using items. Items may be used in multi-actions.

ATTACK ITEMS

Certain items, like a Mazan Stone, can be used to attack enemies. You make no hit check when doing so (auto-check), but the target(s) may roll a dodge check as normal. Should it be necessary to know the item's power, utilize the using character's Magic stat. The skill "Item Pro" may add 1d10 to this power, but the skill "Powerful Magic" or the "Boost" series of skills (Fire Boost, etc) cannot apply.

TRADING ITEMS

You may hand items over to other PCs. The one receiving the item must spend one action for this to happen (which is an auto-check).

THROWING ITEMS (OPTIONAL RULE)

When it's necessary to speedily deliver an item, one can simply toss it over. The one receiving the item must make an Agility check, and if successful they gain the item without spending an action. However, if they fail the check, then they become unable to act for the rest of the round, and the thrown item falls to the ground. Anyone at all can then pick up the item by spending one action.

OBTAINING GEAR & ITEMS

Any item or gear on the list on the next page can be obtained by visiting the Junk Shop and paying in macca the amount listed as that item's "Purchase Price." Items that are not present on the list may only be obtained through combat, negotiating with demons, or provided through the story somehow. The GM may decide to limit the availability of any item they desire, usually with a reason like, "That item isn't in supply here" or "No one is selling that in this town."

SELLING GEAR & ITEMS

Gear and items can be sold to the Junk Shop as well. When this happens, the seller gains an amount of macca equal to the item's listed "Sale Price." GMs may limit their players selling off items, usually with reasons such as, "They already have a lot of that item" or "They don't have the money to pay for something that expensive." Items not found on the list may still be sold, and generally are sold for whatever the GM determines is appropriate, with half of the item's purchase price being a rough guideline.

MAGATAMA

Certain Magatama can occasionally be found for sale at the Junk Shop. Whether or not a Magatama is for sale is entirely up to the GM. In the World chapters, the shop list conforms to what is found in-game, but there are examples of shop lists with Magatama in them.

MAGATAMA VALUE TABLE

Name	Purchase Price	Sale Price
<i>Marogareh</i>	2,000	1,000
<i>Wadatsumi</i>	2,000	1,000
<i>Ankh</i>	2,000	1,000
<i>Iyomante</i>	2,000	1,000
<i>Shiranui</i>	3,000	1,500
<i>Hifumi</i>	4,000	2,000
<i>Narukami</i>	4,000	2,000
<i>Kamudo</i>	6,000	3,000
<i>Nirvana</i>	15,000	7,500
<i>Gehenna</i>	30,000	15,000
<i>Kamurogi</i>	45,000	22,500
<i>Vimana</i>	75,000	37,500
<i>Sophia</i>	120,000	60,000
<i>Kailash</i>	150,000	75,000

RESTRICTED ITEMS

The Incense series of items, which raise certain stats, are certainly welcome items to get. However, they're but an item, and yet yield an effect roughly equivalent to gaining a level. As such, these items should be very rare, and are therefore restricted from being purchased.

Similarly, items of infinite use like the Chakra Elixir, Blessed Fan, Soul-Return, and Spyglass all upset game balance, so should only appear in high level games.

ORIGINAL ITEMS

As this tabletop RPG allows for humans to be playable characters, something that wasn't included in the original game, there are also original items in this game for them. GMs are free to restrict the purchase or ability to obtain those original items as they see fit.

FOUND ITEMS

Human relics are rarely seen in the Vortex. Even a 1000 yen note was rare enough to belong as part of the Deity Loki's collection. The GM may wish to incorporate certain relics of the old human world into their campaign and should take care of the ones they do introduce so as not to throw the whole of the Vortex World into chaos. Preferably, these should be one-off rare items that are neither sold nor bought and are only found by sheer fortune.

HUMAN RELIC TABLE

1d10	Item
1	Paper money
2	A child's toy
3	A book
4	A digital device
5	Preserved foods, canned or "instant"
6	Fashion items, like jackets, hats, or shoes
7	Household items (things demons can't use, like shoulder massagers or shoehorns, etc)
8	Special souvenir items
9	Weapons or armor
0	Collectible anime merch

ITEM PRICE LIST

Name	Buy	Sell	Effect
<i>Muscle Drink</i>	400	200	Grants a random effect to one ally. Roll 1d10 on the Muscle Drink Effect table.
<i>Medicine</i>	100	50	One ally recovers 50 HP.
<i>Life Stone</i>	-	50	One ally recovers 80 HP.
<i>Bead</i>	-	250	One ally recovers all HP.
<i>Bead Chain</i>	-	5,000	All allies recover all HP.
<i>Chakra Drop</i>	600	300	One ally recovers 40 MP.
<i>Chakra Pot</i>	-	1,000	One ally recovers all MP.
<i>Great Chakra</i>	-	7,000	All allies recover all MP.
<i>Soma Droplet</i>	-	800	One ally recovers 80 HP and 40 MP.
<i>Soma</i>	-	6,000	One ally recovers all HP and all MP.
<i>Bead of Life</i>	-	10,000	All allies recover all HP and all MP.
<i>Revival Bead</i>	600	300	One dead ally is returned to life at 1 HP.
<i>Balm of Rising</i>	-	1,200	One dead ally is returned to life at full HP.
<i>Sacred Water</i>	200	100	All allies recover from Restrain, Sleep, and Panic.
<i>Dis-Poison</i>	150	75	One ally recovers from Poison.
<i>Dis-Stun</i>	150	75	One ally recovers from Stun.
<i>Dis-Charm</i>	100	50	One ally recovers from Charm.
<i>Dis-Mute</i>	150	75	One ally recovers from Mute.
<i>Dis-Stone</i>	100	50	One ally recovers from Stone.
<i>Maragi Rock</i>	250	125	Deal Fire damage equal to base magical power + 10 to all enemies. Same effect as Maragi.
<i>Mabufu Rock</i>	250	125	Deal Ice damage equal to base magical power + 5 to all enemies; 10% chance to inflict Freeze. Same effect as Mabufu.

ITEM PRICE LIST

Name	Buy	Sell	Effect
<i>Mazio Rock</i>	250	125	Deal Elec damage equal to base magical power + 5 to all enemies; 10% chance to inflict Stun. Same effect as Mazio.
<i>Mazan Rock</i>	250	125	Deal Force damage equal to base magical power + 5 to all enemies; 30% chance to Instant Kill Stoned targets. Same effect as Mazan.
<i>Mahama Rock</i>	300	150	Attack all enemies with Light; 20% chance to Instant Kill. Same effect as Mahama.
<i>Mamudo Rock</i>	300	150	Attack all enemies with Dark; 20% chance to Instant Kill. Same effect as Mamudo.
<i>Megido Rock</i>	-	400	Deal Almighty damage equal to base magical power + 30 to all enemies. Same effect as Megido.
<i>Megidola Rock</i>	-	600	Deal Almighty damage equal to base magical power + 60 to all enemies. Same effect as Megidola.
<i>Poison Arrow</i>	300	150	Deal Ruin damage equal to base magical power + 10 to all enemies; 20% chance to inflict Poison.
<i>Wagtail Plume</i>	400	200	Attack all enemies with Mind; 40% chance to inflict Charm.
<i>Attack Mirror</i>	-	250	Until the end of the next round, all allies gain Phys Repel. Same effect as Tetrakarn.
<i>Magic Mirror</i>	-	100	Until the end of the next round, all allies gain Magic Repel. Same effect as Makarakarn.
<i>Pot of Death</i>	-	100	Attack all enemies with Almighty; reduce affected targets to 1 HP. The amount of HP lost cannot be reduced with fate points. Cannot affect bosses.
<i>Dekaja Rock</i>	-	200	All enemies lose all "-kaja" spell effects. Same effect as Dekaja.
<i>Tetraja Rock</i>	-	200	All allies gain Null Light and Null Dark. After nullifying one attack, ally returns to normal affinity. Same effect as Tetraja.
<i>Repulse Bell</i>	-	200	Until the next New phase, no demons with a level lower than the user may appear. Does not affect bosses. Same effect as Estoma.
<i>Attract Pipe</i>	-	150	Until the next New phase, double the random encounter rate. Same effect as Riberama.
<i>Float Ball</i>	400	200	Until the next New phase, damage zones have no effect. Same effect as Liftoma.
<i>Light Ball</i>	600	300	Until the next New phase, dark zones have no effect. Same effect as Lightoma.
<i>Smoke Ball</i>	-	450	Immediately escape from battle. Cannot be used in a boss battle. Same effect as Trafuri.
<i>St Incense</i>	-	1,000	One ally increases their Strength by 1 and recovers all HP.
<i>Ma Incense</i>	-	1,000	One ally increases their Magic by 1 and recovers all HP.
<i>Vi Incense</i>	-	1,000	One ally increases their Vitality by 1 and recovers all HP.
<i>Ag Incense</i>	-	1,000	One ally increases their Agility by 1 and recovers all HP.
<i>Lu Incense</i>	-	1,000	One ally increases their Luck by 1 and recovers all HP.
<i>Chakra Elixir</i>	-	50,000	All allies recover 40 MP. Item is not discarded upon use.
<i>Blessed Fan</i>	-	50,000	Attack all enemies with Force; 20% chance to Instant Kill. Item is not discarded upon use.
<i>Soul-Return</i>	-	100,000	One dead ally is returned to life at full HP. Item is not discarded upon use.
<i>Spyglass</i>	-	50,000	Learn one enemy's information (such as their HP, MP, and elemental affinities). Cannot be used on boss enemies. Item is not discarded upon use.

GEAR PRICE LIST

Name	Type	Buy	Sell	Effect	Gear Power	Phys Resist
<i>Knife</i>	Weapon	20	10	A robustly made blade.	5	-
<i>Katana</i>	Weapon	200	100	A single-edged blade with a beautiful edge pattern and curve.	10	-
<i>Greatsword</i>	Weapon	-	250	A two-handed medieval blade pulled from some ruin or another. May not equip unless Strength is 20 or higher.	15	-
<i>Katana (Masterwork)</i>	Weapon	-	6,000	A true Japanese katana, crafted in the Edo period and certified as a true masterwork. It's said that it chooses its own wielder and that once drawn, it will not return to its sheathe until it tastes blood. May only be equipped by humans level 30 and above.	35	-
<i>SiG-Sauer</i>	Weapon (Firearm)	300	150	A semi-automatic pistol made by the SiG Sauer company. Ammo Count 9.	16	-
<i>Shotgun (Hunting)</i>	Weapon (Firearm)	200	100	A double barrel shotgun. May attack up to two targets with one action. Ammo Count 2.	8	-
<i>MPS</i>	Weapon (Firearm)	-	2,000	H&K's best seller SMG. May attack all enemies with one action, but doing so spends 10 ammo. Ammo Count 30.	12	-
<i>Bullets x10</i>	Ammo	100	50	A set of 10 bullets for reloading.	-	-
<i>Hand Grenade</i>	Weapon (Grenade)	50	25	Deals Phys damage to all enemies.	10	-
<i>Incendiary Grenade</i>	Weapon (Grenade)	100	50	A hand grenade that uses thermite to burn enemies with extreme temps. Deals Fire damage to all enemies.	10	-
<i>Smoke Grenade</i>	Weapon (Grenade)	-	100	Deals no damage, but instead allows you to escape from battle. Cannot be used on boss enemies.	-	-
<i>Flash Grenade</i>	Weapon (Grenade)	-	200	A grenade that temporarily stuns enemies with light and sound. Attack all enemies with Nerve; 20% chance to Restrain.	-	-
<i>Helmet</i>	Head Armor	50	25	A common protector for the head.	-	2
<i>Tricorne Hat</i>	Head Armor	-	500	A three-pointed hat, commonly seen on Jack-o'-Lantern. Grants 2 magic resistance.	-	0
<i>Frost Hood</i>	Head Armor	-	1,000	The hood that Jack Frost wears. Makes you feel a little "Hee-Ho" when worn. +10% when negotiating with Jack Frost.	-	1
<i>Bulletproof Vest</i>	Body Armor	100	50	A type of protective vest that covers from the chest down.	-	2
<i>Manikin Clothes</i>	Body Armor	20	10	The clothes of a Manikin. +10% when negotiating with Manikin.	-	0
<i>Leader's Robe</i>	Body Armor	-	-	Clothes that show you carry influence. May only be worn when you have 200 or more influence points. Grants Null Light and Null Dark.	-	0
<i>Combat Boots</i>	Leg Armor	75	37	Sturdy boots that offer support and protection for the ankles.	-	2
<i>Plate Mail</i>	Head/Body/Leg Armor	-	5,000	A metal suit of armor worn over the whole body, akin to medieval times. You may not wear any other armor with this gear.	-	12

MUSCLE DRINK EFFECT

1d10	Effect
1	Recover 50 HP
2	Recover all HP
3	Recover 50 MP
4	Recover all MP
5	Recover 25 HP and 25 MP
6	Recover all HP and all MP
7	Sleep
8	Stun
9	Curse
0	(No Effect)

SHOPS

Even in the wasteland that is the Vortex World, non-human people who live here still have jobs to do. Below you'll find stores or other facilities that can be of help to you.

FOUNTAIN OF LIFE

The Fountain of Life is tended to by a mysterious woman known only as the Lady of the Fount. For a fee paid in macca, she can heal HP and MP, remove ailments, or even revive the dead.

<i>HP Recovery</i>	1 macca per 1 HP healed
<i>MP Recovery</i>	2 macca per 1 MP healed
<i>Revive from Death</i>	400 macca
<i>Remove Curse</i>	400 macca
<i>Remove any other ailment</i>	100 macca

HEAL SPOT

There of course exist places other than the Fountain of Life that allow one to heal their wounds. The GM may establish these "heal spots" wherever they wish. In addition, the GM may specify these heal spots to have only limited services, such as "reviving from death and HP recovery only," or change the amount of money needed to access the service.

JUNK SHOP

There are junk shops all over the Vortex World, which buy and sell all kinds of items. Certain junk shops even sell Magatama. See the Item Price List on Pg. 116 and the shop lists in the World chapter on Pg. 237.

GEM LIST

Gem	Explanation
<i>Diamond</i>	A beautiful gemstone, symbolizing pure love.
<i>Pearl</i>	A beautiful gemstone, symbolizing chastity.
<i>Sapphire</i>	A beautiful gemstone, symbolizing charity.
<i>Emerald</i>	A beautiful gemstone, symbolizing marriage.
<i>Ruby</i>	A beautiful gemstone, symbolizing passion.
<i>Jade</i>	A beautiful gemstone, symbolizing fortune.
<i>Opal</i>	A beautiful gemstone, symbolizing happiness.
<i>Amethyst</i>	A beautiful gemstone, symbolizing sincerity.
<i>Agate</i>	A beautiful gemstone, symbolizing truth.
<i>Turquoise</i>	A beautiful gemstone, symbolizing safety.
<i>Garnet</i>	A beautiful gemstone, symbolizing friendship.
<i>Onyx</i>	A beautiful gemstone, symbolizing trust.
<i>Coral</i>	A beautiful gemstone, symbolizing wisdom.
<i>Aquamarine</i>	A beautiful gemstone, symbolizing grace.

CATHEDRAL OF SHADOWS

At the Cathedral of Shadows awaits the Minister to the Demon Compendium, who can help you with all matters related to demon fusion and manifestation. Demon cards may be purchased here, as well, and nowhere else. Additionally, any learned skills may be recorded here, and relearned later, should those skills be discarded at some point.

Demon Cards

Demon cards may be obtained by paying macca equal to the demon's level x 100, or the demon's level cubed (to the power of 3), whichever is higher.

Skill Recording

This is a service wherein currently-learned skills may be recorded and then relearned at a later time, when necessary. The cost at the time of recording is 200 macca, and then when relearning the

skill, the cost is the character's level x 200 macca. A character may only have one skill recorded at a time, and if they record a new skill, the old skill's record is lost. Moreover, you may not learn someone else's recorded skill.

Skill Recording: 200 macca

Skill Relearning: Character level x 200 macca

Rag's Jewelry

A jewelry store tended to by a mysterious entity known only as Rag. Despite its name, this shop does not sell jewelry but rather takes gems in trade for items otherwise difficult to obtain, such as items not sold at shops, Elements, and Mitama. When trading for Elements or Mitama, the number of gems offered can change that demon's level or known skills.

RAG'S EXCHANGE LIST

Item Name	Necessary Gems
<i>Bead Chain</i>	Aquamarine x3
<i>Chakra Pot</i>	Sapphire x2
<i>Great Chakra</i>	Diamond x1
<i>Soma Droplet</i>	Amethyst x1
<i>Balm of Rising</i>	Beryl x1
<i>Megido Rock</i>	Ruby x1
<i>Megidola Rock</i>	Ruby x2
<i>Pot of Death</i>	Emerald x1, Coral x1
<i>Magic Mirror</i>	Opal x1, Onyx x1
<i>Attack Mirror</i>	Opal x1, Turquoise x1
<i>Dekaja Rock</i>	Garnet x1, Coral x1
<i>Tetraja Rock</i>	Garnet x1, Aquamarine x1
<i>Repulse Bell</i>	Garnet x1, Turquoise x1
<i>Attract Pipe</i>	Coral x1, Turquoise x1
<i>Smoke Ball</i>	Onyx x1, Aquamarine x1

ELEMENT EXCHANGE TABLE

Element	LV	St	Ma	Vi	Ag	Lu	Skills Possessed	Gems Needed
<i>Flaemis</i>	20	10	12	6	6	7	Maragi, Might	Pearl x1, Coral x1
<i>Flaemis</i>	21	10	13	6	6	7	Maragi, Might, Makakaja	Pearl x1, Garnet x1
<i>Flaemis</i>	21	11	12	6	6	7	Maragi, Might, Mabufu	Pearl x1, Turquoise x1
<i>Flaemis</i>	22	11	13	6	6	7	Maragi, Might, Makakaja, Media	Pearl x1, Onyx x1
<i>Flaemis</i>	22	11	12	6	6	8	Maragi, Might, Mabufu, Diarama	Pearl x1, Aquamarine x1
<i>Aquans</i>	15	6	10	6	6	8	Sukukaja, Anti-Light	Agate x1, Aquamarine x2
<i>Aquans</i>	16	6	10	6	6	9	Sukukaja, Anti-Light, Mabufu	Agate x2, Aquamarine x2
<i>Aquans</i>	16	6	11	6	6	8	Sukukaja, Anti-Light, Null Ice	Agate x2, Aquamarine x3
<i>Aquans</i>	17	6	11	6	6	9	Sukukaja, Anti-Light, Mabufu, Anti-Nerve	Agate x3, Aquamarine x2
<i>Aquans</i>	17	7	11	6	6	8	Sukukaja, Anti-Light, Null Nerve, Null Mind	Agate x3, Aquamarine x3
<i>Aeros</i>	11	5	8	6	8	5	Dia, Zio	Agate x1, Turquoise x2
<i>Aeros</i>	12	5	8	6	9	5	Dia, Zio, Lullaby	Agate x2, Turquoise x2
<i>Aeros</i>	12	6	8	6	8	5	Dia, Zio, Dormina	Agate x2, Turquoise x3
<i>Aeros</i>	13	5	9	6	9	5	Dia, Zio, Lullaby, Marin Karin	Agate x3, Turquoise x2
<i>Aeros</i>	13	6	8	6	8	6	Dia, Zio, Me Patra, Media	Agate x3, Turquoise x3
<i>Erthys</i>	7	6	5	8	4	5	Zio, Patra	Agate x1, Onyx x2
<i>Erthys</i>	8	5	5	9	5	5	Zio, Patra, Rakukaja	Agate x2, Onyx x2
<i>Erthys</i>	8	5	5	10	4	5	Zio, Patra, Tarukaja	Agate x2, Onyx x3
<i>Erthys</i>	9	5	5	10	5	5	Zio, Patra, Rakukaja, Anti-Ruin	Agate x3, Onyx x2
<i>Erthys</i>	9	5	5	11	4	5	Zio, Patra, Tarukaja, Makakaja	Agate x3, Onyx x3

MITAMA EXCHANGE TABLE

Mitama	LV	St	Ma	Vi	Ag	Lu	Skills Possessed	Gems Needed
<i>Aramitama</i>	25	12	10	10	10	10	Tarukaja, Might, Analyze	Jade x1, Ruby x1
<i>Aramitama</i>	26	13	10	10	10	10	Tarukaja, Might, Analyze, Life Aid	Jade x1, Ruby x2
<i>Aramitama</i>	26	12	11	10	10	10	Tarukaja, Might, Analyze, Mana Aid	Jade x2, Ruby x1
<i>Aramitama</i>	27	13	10	11	10	10	Tarukaja, Might, Analyze, Life Aid, Kiai	Jade x1, Ruby x3
<i>Aramitama</i>	27	12	11	11	10	10	Tarukaja, Might, Analyze, Mana Aid, Counter	Jade x2, Ruby x2
<i>Nigimitama</i>	29	10	10	10	16	10	Rakunda, Persuade, Analyze	Jade x1, Amethyst x1
<i>Nigimitama</i>	30	10	10	10	17	10	Rakunda, Persuade, Analyze, Fire Boost	Jade x1, Amethyst x2
<i>Nigimitama</i>	30	11	10	10	16	10	Rakunda, Persuade, Analyze, Null Fire	Jade x2, Amethyst x1
<i>Nigimitama</i>	31	10	11	10	17	10	Rakunda, Persuade, Analyze, Fire Boost, Elec Boost	Jade x1, Amethyst x3
<i>Nigimitama</i>	31	10	11	10	16	10	Rakunda, Persuade, Analyze, Null Fire, Null Elec	Jade x2, Amethyst x2
<i>Kushimitama</i>	32	9	18	8	12	12	Sukukaja, Dekaja, Analyze	Jade x1, Opal x1
<i>Kushimitama</i>	33	9	19	8	12	12	Sukukaja, Dekaja, Analyze, Anti-Elec	Jade x1, Opal x2
<i>Kushimitama</i>	33	9	18	8	13	12	Sukukaja, Dekaja, Analyze, Null Force	Jade x2, Opal x1
<i>Kushimitama</i>	34	9	20	8	12	12	Sukukaja, Dekaja, Analyze, Anti-Force, Anti-Ice	Jade x1, Opal x3
<i>Kushimitama</i>	34	9	18	9	13	12	Sukukaja, Dekaja, Analyze, Null Force, Null Ice	Jade x2, Opal x2
<i>Sakimitama</i>	35	10	11	10	11	20	Dormina, Trade, Analyze	Jade x1, Sapphire x1
<i>Sakimitama</i>	36	10	12	10	11	20	Dormina, Trade, Analyze, Mazanma	Jade x1, Sapphire x2
<i>Sakimitama</i>	36	10	11	10	11	21	Dormina, Trade, Analyze, Zandyne	Jade x2, Sapphire x1
<i>Sakimitama</i>	37	10	11	10	11	22	Dormina, Trade, Analyze, Mazanma, Mediarama	Jade x1, Sapphire x3
<i>Sakimitama</i>	37	11	11	10	11	21	Dormina, Trade, Analyze, Mazanma, Diarahan	Jade x2, Sapphire x2

CHAPTER FIVE

DEMON COMPENDIUM



In this section, you will find stats for all demons in the game. From Pgs. 126-211, you will find a list of general demons that appeared in the original game, as well as boss demons from the game starting on Pg. 213.

READING DEMON STATS

Clan

The clan the demon belongs to. Important for fusion.

Evolve Path

Indicates whether the demon can evolve into something else. Once the demon reaches the level listed in parentheses, it may evolve.

Fate Points

Though listed with fate points, they cannot be used unless the demon is a Boss.

Inherit Traits

Indicates which parts the demon has, which relates to which skills it can inherit. If the demon lacks an inherit trait a skill requires, they cannot inherit that skill.

(Skill) Learn LV

The level at which the demon needs to be to acquire the skill.

Auto-Success

Indicates the skill does not need a check, it automatically succeeds. This skill cannot be used for multi-actions.

Behaviors

The keywords that influence the demon's speech and conduct.

Macca

How much macca is earned when the demon is defeated.

EXP

How much EXP is earned when the demon is defeated.

Drop Items

The basic drop items earned when the demon is defeated.

BOSS STATBLOCKS

The boss statblocks conform to how they appear in the original game, deriving their stats from their HP and MP. The macca and EXP values also conform to how they appeared in the game.

MAKING BOSSES

Some demons appear as bosses, then after their boss fight, they join the general pool of demons, like Forneus and Ose. Those demons are listed along with the general demons. Meanwhile the boss demons list is for enemies that only appeared as bosses, such as Albion and its four Zoas. To use a general demon as a boss, you'll need to make the following changes.

BASIC BOSS CHANGES

- Bosses take two actions on their turn.
- The GM may decide their actions strategically.
- Bosses can use fate points. If they have minions, they can use fate points on their minions.
- They can use boss-only skills.
- Bosses gain additional HP and MP, as per the Boss trait. Usually, they double their HP and MP.
- Upon defeat, Bosses grant additional EXP and macca. This is usually 10 times the boss's level for both EXP and macca.
- Bosses can appear alongside other demons as minions. When to do this is entirely at the GM's discretion.
- GMs can ignore the Learn LV of a boss's skill and have them use any skill they're able to learn.

The GM may also find it necessary to add one or more of the following to a boss.

- Null Ailments
- Null Light/Null Dark
- Dekunda/Dekaja
- Beast Eye/Dragon Eye
- Any other special skill

Bosses may also use items, if desired. This is an exception to the general rule that demons cannot use items.

BOSS HP/MP LIST

If you'd like to align your boss HP and MP values to that of the original game, use the following list.

BOSS HP/MP LIST

Location	Demon	HP	MP	Macca	EXP
Shinjuku Medical Center	Forneus	500	200	2000	150
Ginza Treasure Room	Troll	850	150	1000	100
Trial by Combat	Orthrus	1000	200	200	150
Trial by Combat	Yaksini	1200	200	400	300
Trial by Combat	Thor	2000	3000	800	700
White Kila	Eligor	700	200	100	200
Red Kila	Berith	1000	100	600	1000
Nihilo Core	Ose	3800	500	3000	1200
Kabukicho Prison	Mizuchi	4800	500	1500	1000
Ikebukuro Tunnel	Kin-Ki	3000	2000	3000	1000
Ikebukuro Tunnel	Sui-Ki	3500	1500	3000	1000
Ikebukuro Tunnel	Fuu-Ki	3500	1000	3000	1000
Ikebukuro Tunnel	Ongyo-Ki	5500	1500	10000	5000
Obelisk	Clotho	2200	1200	1000	1000
Obelisk	Lachesis	2200	1200	1000	1000
Obelisk	Atropos	3000	1500	1000	3000
Yoyogi Park	Girimekhala	4000	2000	500	2000
Amala Temple	Aciel	8000	2000	10000	5000
Amala Temple	Skadi	4000	3000	10000	5000
Amala Temple	Albion	2700	1000	1000	1800
Mifunashiro	Gabriel	3000	1500	4000	6000
Mifunashiro	Uriel	3000	1000	4000	2000
Mifunashiro	Raphael	3000	1000	3000	2000
Northern Temple	Bishamonten	4568	504	10000	10000
Diet Building	Surt	5000	3000	5000	8000
Diet Building	Mada	2500	747	5000	8000
Diet Building	Mot	3500	3000	5000	8000
Diet Building	Mitra	4500	3000	5000	8000
Diet Building	Samael	8500	4000	10000	9000

Location	Demon	HP	MP	Macca	EXP
Tower of Kagutsuchi	Thor (L80)	8000	3000	5000	200
Bando Shrine	Bishamonten	20000	10000	10000	10000
Bando Shrine	Jikokuten	20000	10000	10000	5000
Bando Shrine	Koumokuten	20000	10000	10000	5000
Bando Shrine	Zouchouten	20000	10000	10000	5000



VISHNU

LV

93

CLAN

DEITY



EVOLVE?	-				AFFINITIES	Repel Light, Null Dark, Strong All								
Stats					INHERIT TRAITS									
St	27	228%	Physical Power	120	Mouth Eye Lunge Weapon									
Ma (*)	35	268%	Magical Power	128	A principal god of India, Vishnu is the supreme being who presides over the universe itself, the deification of sunlight. In Hinduism, he is worshiped as a triple deity alongside the Destroyer, Shiva. Vishnu possesses ten avatars, including Buddha, Krishna, the hero Rama, and Kalki. In the original game, Vishnu could only be obtained via fusion. He is a candidate to be summoned as a sponsor god.									
Vi	25	218%	Save TN	219%										
Ag	20	193%	Dodge TN	30%										
Lu	26	223%	Negotiation TN	72%										
HP	708	MP	384	PHYSICAL RESIST	59	MAGIC RESIST	64	FATE POINTS	10	BEHAVIOR	Elite/Man/Adult		MACCA	1068
										DROP ITEMS	None		EXP	1044

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	228%	0	120	120	Phys	-
1. Prayer	-	-	Magical Attack	All	50 MP	268%	-	-	-	Healing	Auto-Success
2. Holy Wrath	-	-	Magical Attack	All	36 MP	268%	-	-	-	Light	HP 1/5
3. Hell Gaze	-	Eye	Magical Attack	1	10 MP	268%	-	-	-	Dark	Instant Kill 70%
4. Prominence	94	-	Magical Attack	All	30 MP	268%	80	128	208	Fire	-
5. Hades Blast	95	-	Physical Attack	All	33 HP	228%	50	120	170	Phys	-
6. Radiance	96	-	Magical Attack	All	30 MP	268%	50	128	178	Light	-
7. Phys Repel	97	-	Passive	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

MITRA

LV

78

CLAN

DEITY



EVOLVE?	-				AFFINITIES	Repel Phys, Null Light/Dark, Weak Ice								
Stats					INHERIT TRAITS									
St (*)	27	213%	Physical Power	105	Mouth Eye Lunge									
Ma	25	203%	Magical Power	103	A sun god of ancient Persia. He oversees the harmony and truth of the world, and metes out judgment and punishment alike to those who would seek to disrupt those. He also possesses the power to heal sickness. In ancient India, he was so linked with the cosmic god Varuna, that they were commonly referred to as Mitra-Varuna. Incidentally, the day of high worship for Mitra is December 25th, leading some to speculate it could be involved in the origins of Christmas. In the latter parts of Nocturne, he was summoned by Hikawa, and stood in judgment over the Demi-fiend at the Diet Building.									
Vi	27	213%	Save TN	213%										
Ag	16	158%	Dodge TN	26%										
Lu	18	168%	Negotiation TN	56%										
HP	630	MP	309	PHYSICAL RESIST	52	MAGIC RESIST	51	FATE POINTS	8	BEHAVIOR	Elite/-/-		MACCA	782
										DROP ITEMS	None		EXP	804

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	213%	0	105	105	Phys	-
1. Debilitate	-	-	Magical Attack	All	48 MP	203%	-	-	-	Support	Auto-Success
2. Megidola	-	-	Spell	All	40 MP	203%	60	103	163	Almighty	-
3. Mamudoon	-	-	Spell	All	25 MP	203%	-	-	-	Dark	Instant Kill 30%
4. Death Pact	79	Speech	Talk	1	-	76%	-	-	-	Talk	Stone 65%
5. Holy Wrath	80	-	Magical Attack	All	36 MP	203%	-	-	-	Light	HP 1/5
6. Fog Breath	81	Mouth	Physical Attack	All	30 HP	213%	-	-	-	Support	Auto-Success
7. Mahamaon	82	-	Spell	All	25 MP	203%	-	-	-	Light	Instant Kill 30%
8. Mana Surge	83	-	Passive	-	-	-	-	-	-	-	-

ODIN

LV

65

CLAN

DEITY



EVOLVE? -

AFFINITIES Null Ice/Light, Weak Force

Stats	TN	Substats	
St 24	185%	Physical Power	89
Ma (*) 25	190%	Magical Power	90
Vi 18	155%	Save TN	155%
Ag 17	150%	Dodge TN	27%
Lu 16	145%	Negotiation TN	52%

INHERIT TRAITS Mouth Eye Lunge Weapon

The All-Father of Norse mythology. Though a warrior, he is also a shaman and seeker of knowledge. When he manifests, his appearance is that of a one-eyed warrior. He wields the spear Gungnir, wears the self-replicating golden ring Draupnir, and also rides upon the eight-legged steed Sleipnir. By hanging himself from the world tree Yggdrasil, wounded by his own spear, he gleaned knowledge of the ancient runes. In the original game, Odin could only be obtained via fusion. He is a candidate to be summoned as a sponsor god.

BEHAVIOR Elite/Man/Adult

MACCA 570

DROP ITEMS Sapphire

EXP 596

HP 498 MP 270

PHYSICAL RESIST 41

MAGIC RESIST 45

FATE POINTS 8

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	185%	0	89	89	Phys	-
1. Bufudyne	-	-	Spell	1	10 MP	190%	60	90	150	Ice	Freeze 20%
2. Agidyne	-	-	Spell	1	10 MP	190%	80	90	170	Fire	-
3. Deathbound	66	Weapon	Physical Attack	All	25 HP	185%	45	89	134	Phys	-
4. Makajamaon	67	-	Spell	All	11 MP	190%	-	-	-	Ruin	Mute 20%
5. Wooing	68	Speech	Talk	1	-	72%	-	-	-	Talk	-
6. Mabufudyne	69	-	Spell	All	25 MP	190%	70	90	160	Ice	Freeze 20%
7. Maragidyne	70	-	Spell	All	25 MP	190%	75	90	165	Fire	-
8. -	-	-	-	-	-	-	-	-	-	-	-

AMATERASU

LV

56

CLAN

DEITY



EVOLVE? -

AFFINITIES Null Fire/Light/Dark

Stats	TN	Substats	
St 19	151%	Physical Power	75
Ma 23	171%	Magical Power	79
Vi (*) 17	141%	Save TN	141%
Ag 16	136%	Dodge TN	26%
Lu 16	136%	Negotiation TN	52%

INHERIT TRAITS None

The goddess of the sun in Japanese mythology. Her name can literally mean, "to shine in the sky." She is depicted in the Kojiki and the Nihon Shoki as being the one who oversees the heavenly realm. As the representation of the sun, she is the goddess who oversees life. It is said that she was born when Izanagi washed his left eye after his return from Yomi. One of the most famous tales of her is when she, angered by her brother Susano-o's antics, shut herself in the Amano-Iwato cave, depriving the world of light. In the original game, Amaterasu could only be obtained by fusion. She is a candidate to be summoned as a sponsor god.

BEHAVIOR Gentleman/-/Adult

MACCA 443

DROP ITEMS Jade

EXP 454

HP 438 MP 237

PHYSICAL RESIST 36

MAGIC RESIST 39

FATE POINTS 8

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	98%	0	50	50	Phys	-
1. Tetrakarn	-	-	Spell	All	45 MP	171%	-	-	-	Support	Auto-Success
2. Prominence	-	-	Magical Attack	All	30 MP	171%	80	79	159	Fire	-
3. Godly Light	57	-	Magical Attack	1	10 MP	171%	-	-	-	Light	HP 1/5
4. Debilitate	58	-	Magical Attack	All	48 MP	171%	-	-	-	Support	Auto-Success
5. Fire Repel	59	-	Passive	-	-	-	-	-	-	-	-
6. Prayer	60	-	Magical Attack	All	50 MP	171%	-	-	-	Healing	Auto-Success
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

ATAVAKA

LV 47

CLAN

DEITY



EVOLVE?	-				AFFINITIES	Repel Light/Dark, Weak Nerve/Mind								
Stats					INHERIT TRAITS									
St (*)	24	167%	Physical Power	71	Mouth Eye Lunge Weapon									
Ma	14	117%	Magical Power	61	One of the Eight Yaksha Generals. Upon Buddha's death, Atavaka gathered together the other Yaksha generals, the Four Heavenly Kings, and Ashura, and bade them to swear to convert to Buddhism. Having united the Wisdom Kings, he came to be known as the Daigensuimyo-oh, or the Great General of the Wisdom Kings, and is why the Japanese military used gensui for the word "general" until after World War II. In the original game, Atavaka could only be obtained via fusion. He is a candidate to be summoned as a sponsor god.									
Vi	20	147%	Save TN	147%										
Ag	10	97%	Dodge TN	20%										
Lu	14	117%	Negotiation TN	48%										
HP		402	MP		183	PHYSICAL RESIST		33	MAGIC RESIST		30	FATE POINTS		7
BEHAVIOR					Elite/Man/Adult					MACCA		332		
DROP ITEMS					Opal					EXP		328		

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	167%	0	71	71	Phys	-
1. Might	-	-	Passive	-	-	-	-	-	-	-	Double physical crit rate.
2. Mighty Gust	-	Weapon	Physical Attack	1	13 HP	167%	33	71	104	Phys	-
3. Endure	48	-	Passive	-	-	-	-	-	-	-	-
4. Binding Cry	49	Mouth	Magical Attack	All	14 MP	117%	5	61	66	Nerve	Restrain 20%
5. Retaliate	50	-	Passive	-	-	-	-	-	-	-	Counter 50%, damage doubled
6. Chaos Blade	51	Weapon	Physical Attack	All	33 HP	167%	43	71	114	Phys	Panic 30%
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

HORUS

LV 38

CLAN

DEITY



EVOLVE?	-				AFFINITIES	Repel Light, Strong Phys, Weak Dark								
Stats					INHERIT TRAITS									
St	12	98%	Physical Power	50	Mouth Eye Lunge Claw									
Ma	16	118%	Magical Power	54	A god of ancient Egypt, who was widely seen to preside over the blessings and grandeur of nature, including the sky, the flow of the Nile River, and falcons. At times, Horus was viewed as a major god, and it was this that granted him his aspect of the sun, and worship as a sun god. His appearance was at times a man with a falcon's head, or entirely that of a falcon. In the original game, Horus could only be obtained via fusion. He is a candidate to be summoned as a sponsor god.									
Vi	14	108%	Save TN	108%										
Ag (*)	21	143%	Dodge TN	31%										
Lu	10	88%	Negotiation TN	40%										
HP		312	MP		162	PHYSICAL RESIST		26	MAGIC RESIST		27	FATE POINTS		7
BEHAVIOR					Gramps/-/-					MACCA		238		
DROP ITEMS					None					EXP		222		

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	98%	0	50	50	Phys	-
1. Wing Buffet	-	Wing	Physical Attack	All	9 HP	98%	5	50	55	Force	If target is Stoned, Instant Kill 30%
2. Mahama	-	-	Spell	All	15 MP	118%	-	-	-	Light	Instant Kill 20%
3. Mana Gain	39	-	Passive	-	-	-	-	-	-	-	-
4. Dekunda	40	-	Spell	All	10 MP	118%	-	-	-	Support	Auto-Success
5. Liftoma	41	-	Spell	All	12 MP	118%	-	-	-	Special	Auto-Success
6. Mediarama	42	-	Spell	All	20 MP	118%	25	54	79	Healing	Auto-Success
7. Violent Flash	43	-	Magical Attack	1	10 MP	118%	50	54	104	Light	-
8. -	-	-	-	-	-	-	-	-	-	-	-

SCÁTHACH

LV 64

CLAN

MEGAMI



EVOLVE?	Scáthach (69) > Skadi			
Stats	TN	Substats		
St	21	169%	Physical Power 85	
Ma (*)	26	194%	Magical Power 90	
Vi	17	149%	Save TN 149%	
Ag	18	154%	Dodge TN 28%	
Lu	15	139%	Negotiation TN 50%	

AFFINITIES	Null Force/Light/Ruin, Weak Elec
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INHERIT TRAITS	Eye
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A goddess in Irish mythology, and a queen who ruled over Dún Scáith, the "Land of Shadows." Possessing the power of foresight, she was a peerless warrior of incredible martial skill, and also had talent as a shaman. At one point she was teacher to Cú Chulainn, and in addition to her instruction in the martial arts, she bequeathed unto him her magic spear, Gáe Bulg. She appears only in the Labyrinth of Amala and Bando Shrine. With enough experience, she can evolve into Skadi.

BEHAVIOR	Heroine/Woman/Adult	MACCA	555
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DROP ITEMS	Ruby	EXP	580
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HP	498	MP	270	PHYSICAL RESIST	41	MAGIC RESIST	45	FATE POINTS	8
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SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	169%	0	85	85	Phys	—
1. Might	—	—	Passive	—	—	—	—	—	—	—	Double physical crit rate.
2. Mazandyne	—	—	Spell	All	25 MP	194%	70	90	160	Force	If target is Stoned, Instant Kill 30%
3. Force Repel	65	—	Passive	—	—	—	—	—	—	—	—
4. Thunderclap	66	—	Magical Attack	All	12 MP	194%	—	—	—	Light	HP Halved
5. Mana Aid	67	—	Passive	—	—	—	—	—	—	—	—
6. Wind Cutter	68	—	Magical Attack	1	13 MP	194%	60	90	150	Force	If target is Stoned, Instant Kill 30%
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

LAKSHMI

LV 54

CLAN

MEGAMI



EVOLVE?	-			
Stats	TN	Substats		
St	14	124%	Physical Power 68	
Ma (*)	24	174%	Magical Power 78	
Vi	15	129%	Save TN 129%	
Ag	13	119%	Dodge TN 23%	
Lu	16	134%	Negotiation TN 52%	

AFFINITIES	Repel Light, Null Ailment, Weak Force
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INHERIT TRAITS	Eye
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In Hinduism, Lakshmi is the goddess of beauty and good fortune. She is Vishnu's wife, and will without fail be at his side, even when he appears as one of his avatars. She is also the mother of the goddess of love, Kama. Lakshmi is the idealization of the feminine form, so particularly prides herself on her looks. She is known for her captivating dances, and it's said she's bewitched many gods who have seen her. Perhaps reflecting her peaceful nature, she may only be obtained via fusion, and never appears in battle.

BEHAVIOR	Lady/Woman/Adult	MACCA	417
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DROP ITEMS	None	EXP	424
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HP	414	MP	234	PHYSICAL RESIST	34	MAGIC RESIST	39	FATE POINTS	8
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SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	124%	0	68	68	Phys	—
1. Mediarahan	—	—	Spell	All	35 MP	174%	—	—	—	Healing	Auto-Success
2. Seduce	—	Speech	Talk	1	—	72%	—	—	—	Talk	—
3. Mana Aid	55	—	Passive	—	—	—	—	—	—	—	—
4. Stone Gaze	56	Eye	Magical Attack	1	6 MP	174%	—	—	—	Dark	Stone 50%
5. Mana Surge	57	—	Passive	—	—	—	—	—	—	—	—
6. Samarecarm	58	—	Spell	1	35 MP	174%	—	—	—	Healing	Auto-Success
7. Recarmdra	59	—	Spell	All	—	174%	—	—	—	Healing	Auto-Success
8. —	—	—	—	—	—	—	—	—	—	—	—

SATI

LV 48

CLAN

MEGAMI



EVOLVE?	Sati (52) > Parvati				AFFINITIES	Drain Fire, Repel Light, Weak Ice								
Stats	TN	Substats				INHERIT TRAITS	Eye							
St	11	103%	Physical Power	59			A goddess who, in Hinduism, was the first wife of the Destroyer, Shiva. Due to the strife between her father Daksha and Shiva, Sati threw herself into a fire to uphold Shiva's honor. She would later be reborn as Parvati, and once more join with Shiva as his wife. She appears at Bando Shrine. Just like the legend, she can evolve into Parvati with enough experience.							
Ma (*)	20	148%	Magical Power	68										
Vi	13	113%	Save TN	113%										
Ag	15	123%	Dodge TN	25%										
Lu	17	133%	Negotiation TN	54%										
HP	366		MP	204		PHYSICAL RESIST	30		MAGIC RESIST	34		FATE POINTS	8	
BEHAVIOR	Lady/Woman/Youth						MACCA	344						
DROP ITEMS	Opal						EXP	341						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	103%	0	59	59	Phys	—
1. Agidyne	—	—	Spell	1	10 MP	148%	80	68	148	Fire	—
2. Recarm	—	—	Spell	1	20 MP	148%	10	68	78	Healing	Auto-Success
3. Sexy Gaze	—	Eye	Magical Attack	1	5 MP	148%	—	—	—	Mind	Charm 50%
4. Maragidyne	49	—	Spell	All	25 MP	148%	75	68	143	Fire	—
5. Makatora	50	—	Spell	1	10 MP	148%	—	—	—	Support	Auto-Success
6. Pester	51	Speech	Talk	1	—	74%	—	—	—	Talk	—
7. Allure	52	—	Magical Attack	All	13 MP	148%	—	—	—	Mind	Charm 40%
8. —	—	—	—	—	—	—	—	—	—	—	—

SARASVATI

LV 30

CLAN

MEGAMI



EVOLVE?	-				AFFINITIES	Null Light/Ailment, Weak Fire								
Stats	TN	Substats				INHERIT TRAITS	Eye							
St	9	75%	Physical Power	39			The wife (and daughter, in a sense) of the Hindu creator god Brahma. As the avatar of an ancient river of the same name, her name holds the meaning of "one with plenty of water," which earns her worship as a goddess of bountiful harvests. She is also known as a goddess of the arts, and is a master of 64 forms of music and artistry. In Buddhism, she is known as Benzaiten, and in Japan, is regarded as one of the Seven Lucky Gods.							
Ma (*)	17	115%	Magical Power	47										
Vi	11	85%	Save TN	85%										
Ag	9	75%	Dodge TN	19%										
Lu	12	90%	Negotiation TN	44%										
HP	246		MP	141		PHYSICAL RESIST	20		MAGIC RESIST	23		FATE POINTS	7	
BEHAVIOR	Lady/Woman/Youth						MACCA	168						
DROP ITEMS	None						EXP	148						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	75%	0	39	39	Phys	—
1. Mute Gaze	—	Eye	Magical Attack	1	5 MP	115%	—	—	—	Dark	Mute 40%
2. Lullaby	—	—	Magical Attack	1	6 MP	115%	—	—	—	Mind	Sleep 70%
3. Recarm	31	—	Spell	1	20 MP	115%	10	47	57	Healing	Auto-Success
4. Seduce	32	Speech	Talk	1	—	64%	—	—	—	Talk	—
5. Mazanma	33	—	Spell	All	15 MP	115%	20	47	100 (67)	Force	If target is Stoned, Instant Kill 30%
6. Force Boost	34	—	Passive	—	—	—	—	—	—	—	Multiply Force attack power by 1.5x
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

AME-NO-UZUME

LV 18 CLAN MEGAMI



EVOLVE?	-				AFFINITIES	Null Force/Light, Weak Elec																																		
<table border="1"> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> <tr> <td>St</td> <td>6</td> <td>48%</td> <td>Physical Power</td> <td>24</td> </tr> <tr> <td>Ma</td> <td>12</td> <td>78%</td> <td>Magical Power</td> <td>30</td> </tr> <tr> <td>Vi</td> <td>8</td> <td>58%</td> <td>Save TN</td> <td>58%</td> </tr> <tr> <td>Ag</td> <td>8</td> <td>58%</td> <td>Dodge TN</td> <td>18%</td> </tr> <tr> <td>Lu (*)</td> <td>12</td> <td>78%</td> <td>Negotiation TN</td> <td>44%</td> </tr> </table>					Stats	TN	Substats		St	6	48%	Physical Power	24	Ma	12	78%	Magical Power	30	Vi	8	58%	Save TN	58%	Ag	8	58%	Dodge TN	18%	Lu (*)	12	78%	Negotiation TN	44%	INHERIT TRAITS	None					
Stats	TN	Substats																																						
St	6	48%	Physical Power	24																																				
Ma	12	78%	Magical Power	30																																				
Vi	8	58%	Save TN	58%																																				
Ag	8	58%	Dodge TN	18%																																				
Lu (*)	12	78%	Negotiation TN	44%																																				
<p>The Japanese goddess of revelry. While the "Ame" part of her name means heavenly, the Uzume part of her name can mean a miko or priestess. She oversees the repose of departing souls, divine revelation, and Kagura dances. When the gods were attempting to call Amaterasu from the Amano-Iwato cave, it was Uzume who succeeded by performing a lewd dance. She later became Sarutahiko's wife. Megami demons rarely appear as enemies, and Ame-no-Uzume is no exception to this.</p>																																								
BEHAVIOR				Witch/Woman/Youth				MACCA	86																															
DROP ITEMS				None				EXP	60																															
HP	156		MP	90		PHYSICAL RESIST	13		MAGIC RESIST	15		FATE POINTS	8																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	48%	0	24	24	Phys	-
1. Media	-	-	Spell	All	12 MP	78%	5	30	35	Healing	Auto-Success
2. Mazan	-	-	Spell	All	8 MP	78%	5	30	35	Force	If target is Stoned, Instant Kill 30%
3. Hama	19	-	Spell	1	6 MP	78%	-	-	-	Light	Instant Kill 40%
4. Seduce	20	Speech	Talk	1	-	64%	-	-	-	Talk	-
5. Petradi	21	-	Spell	1	5 MP	78%	-	-	-	Healing	Auto-Success
6. Life Bonus	22	-	Passive	-	-	-	-	-	-	-	-
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

SHIVA

LV 95 CLAN FURY



EVOLVE?	-				AFFINITIES	Null Light/Dark, Strong All																																		
<table border="1"> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> <tr> <td>St</td> <td>32</td> <td>255%</td> <td>Physical Power</td> <td>127</td> </tr> <tr> <td>Ma</td> <td>26</td> <td>225%</td> <td>Magical Power</td> <td>121</td> </tr> <tr> <td>Vi</td> <td>36</td> <td>275%</td> <td>Save TN</td> <td>275%</td> </tr> <tr> <td>Ag</td> <td>26</td> <td>225%</td> <td>Dodge TN</td> <td>36%</td> </tr> <tr> <td>Lu (*)</td> <td>15</td> <td>170%</td> <td>Negotiation TN</td> <td>50%</td> </tr> </table>					Stats	TN	Substats		St	32	255%	Physical Power	127	Ma	26	225%	Magical Power	121	Vi	36	275%	Save TN	275%	Ag	26	225%	Dodge TN	36%	Lu (*)	15	170%	Negotiation TN	50%	INHERIT TRAITS	Mouth Eye Lunge Weapon					
Stats	TN	Substats																																						
St	32	255%	Physical Power	127																																				
Ma	26	225%	Magical Power	121																																				
Vi	36	275%	Save TN	275%																																				
Ag	26	225%	Dodge TN	36%																																				
Lu (*)	15	170%	Negotiation TN	50%																																				
<p>One of the three major gods of Hinduism. Along with Vishnu, he maintains to this day fervent worship. As the Destroyer, Shiva boasts incomparable strength. Another of his aspects is Rudra, the god of storms, and beyond that he presides over reincarnation. It is said that all the universe's cycles and motion move to the rhythm of Shiva's dance. He bears another name, Mahakala, which the Japanese refer to as Daikokuten.</p>																																								
BEHAVIOR				Elite/Man/Adult				MACCA	1108																															
DROP ITEMS				None				EXP	1076																															
HP	786		MP	363		PHYSICAL RESIST	65		MAGIC RESIST	60		FATE POINTS	8																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	255%	0	127	127	Phys	-
1. Victory Cry	-	-	Passive	-	-	-	-	-	-	-	-
2. Hassohappa	-	Weapon	Physical Attack	All	33 HP	255%	57	127	184	Phys	-
3. Allure	-	-	Magical Attack	All	13 MP	225%	-	-	-	Mind	Charm 40%
4. Bolt Storm	96	-	Magical Attack	All	25 MP	225%	65	121	186	Elec	Shock 10%
5. Avenge	97	-	Passive	-	-	-	-	-	-	-	Counter 50%, triple damage
6. Megidolaon	98	-	Spell	All	50 MP	225%	90	121	211	Almighty	-
7. Phys Drain	99	-	Passive	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

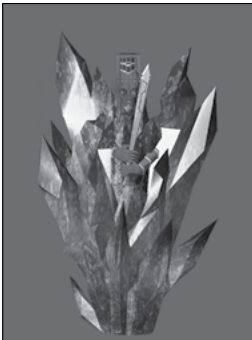
BEIDOU XINGJUN

LV

61

CLAN

FURY



EVOLVE?		-				AFFINITIES		Null Light/Dark, Strong Phys, Weak Fire						
Stats		TN	Substats		INHERIT TRAITS		Mouth Eye Weapon							
St	23	176%	Physical Power	84	Also called Hokuto Seikun in Japanese, Beidou is the deification of the seven stars of the Big Dipper asterism in Taoist belief. He presides over judgment of the dead. Having fallen to the earth, he now inscribes the lifetimes of people in his ledger. The seven stars of the Big Dipper are known as Dubhe, Merak, Phecda, Megrez, Alioth, Mizar, and Alkaid. Alkaid in particular, called hagueusei in Japanese (meaning "military breaker star") stands out as the fated star of famous Three Kingdoms tactician Zhuge Liang Kongming.									
Ma	24	181%	Magical Power	85										
Vi (*)	23	176%	Save TN	176%										
Ag	14	131%	Dodge TN	24%										
Lu	12	121%	Negotiation TN	44%										
HP		504	MP		255	PHYSICAL RESIST		42	MAGIC RESIST		42	FATE POINTS		7
BEHAVIOR		Gramps/Man/Adult				MACCA		512						
DROP ITEMS		Amethyst				EXP		532						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	176%	0	84	84	Phys	-
1. Mana Aid	-	-	Passive	-	-	-	-	-	-	-	-
2. Stasis Blade	-	Weapon	Physical Attack	1	20 HP	176%	45	84	129	Phys	Restrain 60%
3. Thunderclap	-	-	Magical Attack	All	12 MP	181%	-	-	-	Light	HP Halved
4. Hell Gaze	62	Eye	Magical Attack	1	10 MP	181%	-	-	-	Dark	Instant Kill 70%
5. Wooing	63	Speech	Talk	1	-	64%	-	-	-	Talk	-
6. Mamudoon	64	-	Spell	All	25 MP	181%	-	-	-	Dark	Instant Kill 30%
7. Holy Wrath	65	-	Magical Attack	All	36 MP	181%	-	-	-	Light	HP 1/5
8. -	-	-	-	-	-	-	-	-	-	-	-

QITIAN DASHENG

LV

54

CLAN

FURY



EVOLVE?		Ongkhot (42) > Hanuman (50) > Qitian Dasheng				AFFINITIES		Null Phys/Light/Dark						
Stats		TN	Substats		INHERIT TRAITS		Mouth Eye Lunge Weapon							
St	22	164%	Physical Power	76	The disciple Qitian Dasheng Sun Wukong, also known as Son Goku. A stone atop the Mountain of Flowers and Fruit received the nurture of both heaven and earth, and from that stone came a monkey. Having learned the ascetic arts, he was set to serve heaven, until his rebellion had him tear through heaven, earth, and the hells. Then he was punished by Buddha, and buried under the Five Elements Mountain. He's later saved by the monk Sanzang, and agrees to accompany them on the journey west.									
Ma	13	119%	Magical Power	67										
Vi	18	144%	Save TN	144%										
Ag (*)	20	154%	Dodge TN	30%										
Lu	16	134%	Negotiation TN	52%										
HP		432	MP		201	PHYSICAL RESIST		36	MAGIC RESIST		33	FATE POINTS		8
BEHAVIOR		Delinquent/Man/-				MACCA		417						
DROP ITEMS		None				EXP		424						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1 (All)	-	164%	0	76	76	Phys	-
1. Hassahappo	55	Weapon	Physical Attack	All	33 HP	164%	57	76	133	Phys	-
2. Focus	56	-	Magical Attack	-	5 MP	119%	-	-	-	Unique	Auto-Success
3. Attack All	57	-	Passive	All	-	-	-	-	-	-	Change target of Basic Strike to All
4. Avenge	58	-	Passive	-	-	-	-	-	-	-	Counter 50%, triple damage
5. -	-	-	-	-	-	-	-	-	-	-	-
6. -	-	-	-	-	-	-	-	-	-	-	-
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

DIONYSUS

LV

44

CLAN

FURY



EVOLVE? -

AFFINITIES Null Fire/Light/Dark, Weak Ice

Stats	TN	Substats	
St 16	124%	Physical Power	60
Ma 20	144%	Magical Power	64
Vi 15	119%	Save TN	119%
Ag (*) 13	109%	Dodge TN	23%
Lu 15	119%	Negotiation TN	50%

INHERIT TRAITS Lunge

The god of wine and theater from Greek mythology. He is the reincarnation of Zagreus, seen as the successor of Zeus. The Romans instead called him Bacchus. He receives his most fervent worship primarily from women. Originally, he was the god that protected Thracian mountains. It's claimed that Dionysus discovered the grape vine, and thereby spread knowledge of its cultivation, as well as the process to making wine with it, to humans. He does not appear as an enemy.

BEHAVIOR Gentleman/Man/Adult

MACCA 299

DROP ITEMS None

EXP 291

HP 354

MP 192

PHYSICAL RESIST 29

MAGIC RESIST 32

FATE POINTS 8

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	124%	0	60	60	Phys	-
1. Maragion	-	-	Spell	All	15 MP	144%	30	64	94	Fire	-
2. Fire Null	-	-	Passive	-	-	-	-	-	-	-	-
3. Wine Party	45	Speech	Talk	1	-	70%	-	-	-	Talk	-
4. Dismal Tune	46	-	Magical Attack	All	30 MP	144%	50	64	114	Ruin	Mute 10%
5. Tempest	47	Lunge	Physical Attack	All	25 HP	124%	30	60	90	Phys	-
6. Maragidyne	48	-	Spell	All	25 MP	144%	75	64	139	Fire	-
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

SKADI

LV

74

CLAN

LADY



EVOLVE? Scáthach (69) > Skadi

AFFINITIES Null Force/Light/Ruin, Weak Elec

Stats	TN	Substats	
St 23	189%	Physical Power	97
Ma (*) 29	219%	Magical Power	103
Vi 21	179%	Save TN	179%
Ag 18	164%	Dodge TN	28%
Lu 15	149%	Negotiation TN	50%

INHERIT TRAITS Eye

In Celtic myth, Skadi is the goddess of darkness. Her name itself means "shadow," and it's said that it implies the shadow of where the gods will fall on the final day of judgment. She favors skiing and hunting, and has built her home deep within the forest. Some traditions treat her as the same entity as Scáthach. In the original game, she was the guardian of the Red Temple within the Amala Temple, where a certain foreign god was sealed away. Skadi evolves from Scáthach.

BEHAVIOR Heroine/Woman/Adult

MACCA 713

DROP ITEMS None

EXP 740

HP 570

MP 309

PHYSICAL RESIST 47

MAGIC RESIST 51

FATE POINTS 8

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	189%	0	97	97	Phys	-
1. Makajamaon	75	-	Spell	All	11 MP	219%	-	-	-	Ruin	Mute 20%
2. Makakaja	76	-	Spell	All	12 MP	219%	-	-	-	Support	Auto-Success
3. Elec Repel	77	-	Passive	-	-	-	-	-	-	-	-
4. Earthquake	78	-	Physical Attack	All	100 HP	189%	70	97	167	Phys	-
5. -	-	-	-	-	-	-	-	-	-	-	-
6. -	-	-	-	-	-	-	-	-	-	-	-
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

KALI

LV

67

CLAN

LADY



EVOLVE?	-				AFFINITIES	Repel Dark, Null Fire/Light, Weak Ice							
Stats					INHERIT TRAITS								
St (*)	25	192%	Physical Power	92	Mouth Eye Lunge Weapon								
Ma	19	162%	Magical Power	86	The goddess of destruction in Hindu belief. She is the fierce aspect of the mother goddess, constantly seeking blood with a hostile attitude. Though she is never seen without her garland of skulls or her blood-drenched blades, it is also said she has the power to bless the faithful. This sharp duality is related to it being said that she is but another aspect of Shiva's wife, Parvati. Typically, Kali can be found at the Labyrinth of Amala and Bando Shrine.								
Vi	23	182%	Save TN	182%									
Ag	19	162%	Dodge TN	29%									
Lu	13	132%	Negotiation TN	46%									
HP		540	MP		258	PHYSICAL RESIST		45	MAGIC RESIST		43	FATE POINTS	7
BEHAVIOR					Witch/Woman/Adult			MACCA		600			
DROP ITEMS					Ruby			EXP		628			

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	192%	0	92	92	Phys	-
1. Tentarafoo	-	-	Spell	All	15 MP	162%	50	86	136	Mind	Panic 20%
2. Deathbound	-	Weapon	Physical Attack	All	25 HP	192%	45	92	137	Phys	-
3. Avenge	68	-	Passive	-	-	-	-	-	-	-	Counter 50%, triple damage
4. Fog Breath	69	Mouth	Physical Attack	All	30 HP	192%	-	-	-	Support	Auto-Success
5. Life Surge	70	-	Passive	-	-	-	-	-	-	-	-
6. Dark Sword	71	Weapon	Physical Attack	1	20 HP	192%	46	92	138	Phys	Mute 40%
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

PARVATI

LV

57

CLAN

LADY



EVOLVE?	Sati (52) > Parvati				AFFINITIES	Drain Fire, Repel Light, Weak Ice							
Stats					INHERIT TRAITS								
St	15	132%	Physical Power	72	Eye								
Ma (*)	23	172%	Magical Power	80	In Hinduism, Parvati is Shiva's second wife, though the reincarnation of his first wife, the goddess Sati. She has a gentle temperament, and is said to be the symbol of all beauty. As she is always by Shiva's side, she was of aid in opening Shiva's third eye, from which Skanda and Ganesha were born. Parvati evolves from Sati.								
Vi	15	132%	Save TN	132%									
Ag	16	137%	Dodge TN	26%									
Lu	20	157%	Negotiation TN	60%									
HP		432	MP		240	PHYSICAL RESIST		36	MAGIC RESIST		40	FATE POINTS	9
BEHAVIOR					Lady/Woman/Youth			MACCA		456			
DROP ITEMS					None			EXP		469			

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	132%	0	72	72	Phys	-
1. Mediarama	58	-	Spell	All	20 MP	172%	25	80	105	Healing	Auto-Success
2. Tetrakarn	59	-	Spell	All	45 MP	172%	-	-	-	Support	Auto-Success
3. Thunderclap	60	-	Magical Attack	All	12 MP	172%	-	-	-	Light	HP Halved
4. Radiance	61	-	Magical Attack	All	30 MP	172%	50	80	130	Light	-
5. -	-	-	-	-	-	-	-	-	-	-	-
6. -	-	-	-	-	-	-	-	-	-	-	-
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

KUSHINADA

LV

41

CLAN

LADY



EVOLVE?	-				AFFINITIES	Repel Light, Weak Dark																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>12</td> <td>101%</td> <td>Physical Power</td> <td>53</td> </tr> <tr> <td>Ma</td> <td>19</td> <td>136%</td> <td>Magical Power</td> <td>60</td> </tr> <tr> <td>Vi</td> <td>14</td> <td>111%</td> <td>Save TN</td> <td>111%</td> </tr> <tr> <td>Ag</td> <td>10</td> <td>91%</td> <td>Dodge TN</td> <td>20%</td> </tr> <tr> <td>Lu (*)</td> <td>18</td> <td>131%</td> <td>Negotiation TN</td> <td>56%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	12	101%	Physical Power	53	Ma	19	136%	Magical Power	60	Vi	14	111%	Save TN	111%	Ag	10	91%	Dodge TN	20%	Lu (*)	18	131%	Negotiation TN	56%	INHERIT TRAITS	Eye					
Stats	TN	Substats																																						
St	12	101%	Physical Power	53																																				
Ma	19	136%	Magical Power	60																																				
Vi	14	111%	Save TN	111%																																				
Ag	10	91%	Dodge TN	20%																																				
Lu (*)	18	131%	Negotiation TN	56%																																				
<p>A goddess from Japanese mythology. Her name in Japanese kanji contains the characters for "rice" and "fields," denoting her domain over farmlands and harvests. She was born as the youngest of eight daughters to the earthly deities Ashinazuchi and Tenazuchi, but lost all seven of her older sisters when they were given to the monster Yamata-no-Orochi as sacrifices. She was saved from a similar fate by Susano-o, the god of storms, coming to slay the beast, and she became his wife thereafter.</p>																																								
BEHAVIOR					Lady/Woman/Youth			MACCA	268																															
DROP ITEMS					None			EXP	256																															
HP	330		MP	180		PHYSICAL RESIST	27		MAGIC RESIST	30		FATE POINTS	8																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	101%	0	53	53	Phys	—
1. Medirama	—	—	Spell	All	20 MP	136%	25	60	85	Healing	Auto-Success
2. Nag	—	Speech	Talk	1	—	76%	—	—	—	Talk	—
3. Toxic Sting	—	Spike	Physical Attack	1	7 HP	101%	10	53	63	Phys	Poison 40%
4. Maragion	42	—	Spell	All	15 MP	136%	30	60	90	Fire	—
5. Paraladi	43	—	Spell	1	5 MP	136%	—	—	—	Healing	Auto-Success
6. Lucky Find	44	—	Passive	—	—	—	—	—	—	—	—
7. Beseech	45	Speech	Talk	1	—	76%	—	—	—	Talk	—
8. —	—	—	—	—	—	—	—	—	—	—	—

KIKURI-HIME

LV

24

CLAN

LADY



EVOLVE?	-				AFFINITIES	Null Light/Nerve/Mind, Weak Fire																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>10</td> <td>74%</td> <td>Physical Power</td> <td>34</td> </tr> <tr> <td>Ma</td> <td>16</td> <td>104%</td> <td>Magical Power</td> <td>40</td> </tr> <tr> <td>Vi</td> <td>11</td> <td>79%</td> <td>Save TN</td> <td>79%</td> </tr> <tr> <td>Ag</td> <td>8</td> <td>64%</td> <td>Dodge TN</td> <td>18%</td> </tr> <tr> <td>Lu (*)</td> <td>11</td> <td>79%</td> <td>Negotiation TN</td> <td>42%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	10	74%	Physical Power	34	Ma	16	104%	Magical Power	40	Vi	11	79%	Save TN	79%	Ag	8	64%	Dodge TN	18%	Lu (*)	11	79%	Negotiation TN	42%	INHERIT TRAITS	Eye					
Stats	TN	Substats																																						
St	10	74%	Physical Power	34																																				
Ma	16	104%	Magical Power	40																																				
Vi	11	79%	Save TN	79%																																				
Ag	8	64%	Dodge TN	18%																																				
Lu (*)	11	79%	Negotiation TN	42%																																				
<p>A goddess from Japanese mythology. She is the fertility goddess of Hakusan ("White Mountains"). In some places, she is even venerated as Shirayama-Hime, meaning the same as the mountains she protects. It's said that at the slope leading down to Yomi, she stood as arbiter between the feuding creator gods Izanagi and Izanami. From this story is how she became the goddess of marriages, and extending from that, later became associated with death and rebirth. This comes from the similarity of her name to the Japanese word kukuru, which can mean both to tie the knot, and to hang oneself.</p>																																								
BEHAVIOR					Lady/Woman/Youth			MACCA	123																															
DROP ITEMS					None			EXP	99																															
HP	210		MP	120		PHYSICAL RESIST	17		MAGIC RESIST	20		FATE POINTS	10																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	74%	0	34	34	Phys	—
1. Diarama	—	—	Spell	1	7 MP	104%	30	40	70	Healing	Auto-Success
2. Sexy Gaze	—	Eye	Magical Attack	1	5 MP	104%	—	—	—	Mind	Charm 50%
3. Maiden's Plea	25	Maiden	Talk	1	—	62%	—	—	—	Talk	—
4. Posumudi	26	—	Spell	1	5 MP	104%	—	—	—	Healing	Auto-Success
5. Me Patra	27	—	Spell	All	12 MP	104%	—	—	—	Healing	Auto-Success
6. Recarm	28	—	Spell	1	20 MP	104%	10	40	50	Healing	Auto-Success
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

THOR

LV 76

CLAN

KISHIN



EVOLVE?	-				AFFINITIES	Drain Elec, Null Light/Ruin, Weak Nerve								
Stats					TN	Substats								
St (*)	28	216%	Physical Power	104	INHERIT TRAITS							Eye Lunge Weapon		
Ma	20	176%	Magical Power	96	The Norse god of thunder. He is a protector of farmers, and holds sway over the abundance of harvests. As the son of the All-Father Odin and the earth goddess Jord, he holds power enough to rival even the mightiest Jotunn. He wields the hammer Mjöllnir, which will strike his enemies no matter how he throws it then return to his hand unerringly, as well as the magical iron gloves Jǫrngręipr, which enhance his already powerful arms. In the original game, he was a leader in the Mantra Army, and was the final judge of the trials by combat. After the fall of the Mantra, he wandered in search of true strength, until he met Tachibana Chiaki.									
Vi	26	206%	Save TN	206%	BEHAVIOR	Warrior/Man/Adult			MACCA	747				
Ag	12	136%	Dodge TN	22%	DROP ITEMS	None			EXP	773				
Lu	17	161%	Negotiation TN	54%	HP	612	MP	288	PHYSICAL RESIST	51	MAGIC RESIST	48	FATE POINTS	8

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	216%	0	104	104	Phys	-
1. Avenge	-	-	Passive	-	-	-	-	-	-	-	Counter 50%, triple damage
2. Ziodyne	-	-	Spell	1	10 MP	176%	60	96	156	Elec	Shock 20%
3. Hades Blast	-	Lunge	Physical Attack	All	33 HP	216%	50	104	154	Phys	-
4. Mediarahan	77	-	Spell	All	35 MP	178%	-	-	-	Healing	Auto-Success
5. Maziodyne	78	-	Spell	All	25 MP	178%	70	96	166	Elec	Shock 10%
6. Stasis Blade	79	Weapon	Physical Attack	1	20 HP	216%	45	104	149	Phys	Restrain 60%
7. Fire Repel	80	-	Passive	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

BISHAMONTEN

LV 72

CLAN

KISHIN



EVOLVE?	-				AFFINITIES	Repel Fire, Null Light, Weak Ice								
Stats					TN	Substats								
St	25	197%	Physical Power	97	INHERIT TRAITS							Mouth Eye Lunge Weapon		
Ma	17	157%	Magical Power	89	The protector god of Buddhist teachings. One of the Four Heavenly Kings, originally named Tamonten ("listening to many teachings"). He counts as a member of the eight legions (of yakshas, devas, etc). By order of Taishakuten of the Center, he stands guard over the north. Prince Shotoku once established a shrine to Bishamonten for victory in battle, and ever since, Bishamonten has earned worship as a god of war from famed warriors such as Uesugi Kenshin.									
Vi (*)	25	197%	Save TN	197%	BEHAVIOR	Elite/Man/Adult			MACCA	680				
Ag	17	157%	Dodge TN	27%	DROP ITEMS	None			EXP	708				
Lu	15	147%	Negotiation TN	50%	HP	582	MP	267	PHYSICAL RESIST	48	MAGIC RESIST	44	FATE POINTS	7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1 (All)	-	197%	0	97	97	Phys	-
1. Thunderclap	-	-	Magical Attack	All	12 MP	157%	-	-	-	Light	HP Halved
2. Attack All	-	-	Passive	All	-	-	-	-	-	-	Change basic strike target to All
3. Prominence	73	-	Magical Attack	All	30 MP	157%	80	89	253 (169)	Fire	-
4. Fire Boost	74	-	Passive	-	-	-	-	-	-	-	Multiply Fire attack power by 1.5x
5. Detain	75	Speech	Talk	1	-	70%	-	-	-	Talk	-
6. Endure	76	-	Passive	-	-	-	-	-	-	-	-
7. Hassohappa	77	Weapon	Physical Attack	All	33 HP	197%	57	97	154	Phys	-
8. -	-	-	-	-	-	-	-	-	-	-	-

JIKOKUTEN

LV 52

CLAN

KISHIN



EVOLVE? -

AFFINITIES Repel Ice, Null Light, Weak Fire

Stats	TN	Substats	
St (*)	21	157%	Physical Power 73
Ma	16	132%	Magical Power 68
Vi	19	147%	Save TN 147%
Ag	11	107%	Dodge TN 21%
Lu	12	112%	Negotiation TN 44%

INHERIT TRAITS Mouth Eye Lunge Weapon

Another guardian deity of Buddhism, and another of the Four Heavenly Kings. He counts as a member of the eight legions, and by order of Taishakuten, stands guard over the east. He leads the Gandharva, part-avian creatures with golden wings who serve as musicians for the gods. It's said that Jikokuten is the deification of the blind king of the same name who appears in the Mahabharata, an epic poem from India. He may only be obtained through fusion.

BEHAVIOR Elite/Man/Adult

MACCA 392

DROP ITEMS None

EXP 396

HP 426 MP 204

PHYSICAL RESIST 35

MAGIC RESIST 34

FATE POINTS 7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	157%	0	73	73	Phys	-
1. Stasis Blade	-	Weapon	Physical Attack	1	20 HP	157%	45	73	118	Phys	Restrain 60%
2. Diarahan	-	-	Spell	1	15 MP	132%	-	-	-	Healing	Auto-Success
3. Dekunda	53	-	Spell	All	10 MP	132%	-	-	-	Support	Auto-Success
4. Bufudyne	54	-	Spell	1	10 MP	132%	60	68	128	Ice	Freeze 20%
5. Mazandyne	55	-	Spell	All	25 MP	132%	70	68	138	Force	If target is Stoned, Instant Kill 30%
6. Bolt Storm	56	-	Magical Attack	All	25 MP	132%	65	68	133	Elec	Shock 10%
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

TAKE-MIKAZUCHI

LV 45

CLAN

KISHIN



EVOLVE? -

AFFINITIES Repel Elec, Null Light, Weak Force

Stats	TN	Substats	
St (*)	19	140%	Physical Power 64
Ma	14	115%	Magical Power 59
Vi	17	130%	Save TN 130%
Ag	11	100%	Dodge TN 21%
Lu	11	100%	Negotiation TN 42%

INHERIT TRAITS Mouth Eye Lunge Weapon

A Japanese god of sword and thunder. When the heavenly gods turned their attention to the subjugation of the earthly lands, Take-Mikazuchi was sent as their messenger to engage with Okuninushi. As the wielder of the ten-fist sword Totsuka-no-Tsurugi, he is often viewed as the ancestor of the oldest martial arts. The Fujiwara clan, a powerful noble family of the Heian period, viewed him as their clan deity, and he is enshrined at Kasuga Shrine to this day.

BEHAVIOR Delinquent/Man/Youth

MACCA 310

DROP ITEMS Jade

EXP 303

HP 372 MP 177

PHYSICAL RESIST 31

MAGIC RESIST 29

FATE POINTS 7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	140%	0	64	64	Phys	-
1. Ziodyne	-	-	Spell	1	10 MP	115%	60	59	119	Elec	Shock 20%
2. Shock	-	-	Magical Attack	All	9 MP	115%	5	59	64	Elec	Shock 10%
3. Arbitration	46	Talk	Talk	1	-	62%	-	-	-	Talk	-
4. Dark Sword	47	Weapon	Physical Attack	1	20 HP	140%	46	64	110	Phys	Mute 40%
5. Mazionga	48	-	Spell	All	15 MP	115%	20	59	79	Ele	Shock 10%
6. -	-	-	-	-	-	-	-	-	-	-	-
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

OKUNINUSHI

LV 39

CLAN

KISHIN



EVOLVE?	-				AFFINITIES	Repel Light, Null Dark								
Stats					TN	Substats								
St	16	119%	Physical Power	55	INHERIT TRAITS							Mouth Eye Lunge Weapon		
Ma (*)	16	119%	Magical Power	55	An earthly deity (as opposed to heavenly) of Japanese mythology. His name literally meaning "lord of the great earth," he ruled over what was once known as Izumo, and today is place in Shimane prefecture, Japan. Though he once left Izumo, after succeeding at the trials presented by Susano-o at the "Land of Roots," he took Susano-o's daughter Suseberibime as his wife and established a new kingdom within Izumo. Such is how he came to be seen as the most important god in Izumo mythology. He presides over farming and medicinal arts.									
Vi	13	104%	Save TN	104%	BEHAVIOR	Gentleman/Man/Youth				MACCA	248			
Ag	11	94%	Dodge TN	21%	DROP ITEMS	None				EXP	233			
Lu	10	89%	Negotiation TN	40%	HP	312	MP	165	PHYSICAL RESIST	26	MAGIC RESIST	27	FATE POINTS	7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	119%	0	55	55	Phys	-
1. Chaos Blade	-	Weapon	Physical Attack	All	33 HP	119%	43	55	98	Phys	Panic 30%
2. Mamudo	-	-	Spell	All	15 MP	119%	-	-	-	Dark	Instant Kill 20%
3. Wooing	40	Speech	Talk	1	-	60%	-	-	-	Talk	-
4. Agidyne	41	-	Spell	1	10 MP	119%	80	55	135	Fire	-
5. Makajamaon	42	-	Spell	All	11 MP	119%	-	-	-	Ruin	Mute 20%
6. -	-	-	-	-	-	-	-	-	-	-	-
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

KOUMOKUTEN

LV 33

CLAN

KISHIN



EVOLVE?	-				AFFINITIES	Repel Force, Null Light, Weak Elec								
Stats					TN	Substats								
St (*)	16	113%	Physical Power	49	INHERIT TRAITS							Mouth Eye Lunge Weapon		
Ma	12	93%	Magical Power	45	Another guardian deity of Buddhism, and another of the Four Heavenly Kings. He counts as a member of the eight legions, and by order of Taishakuten, stands guard over the west. With his all-seeing eyes (what his name literally means), he watches over all, and is believed to hold the power to punish the wicked and reform their hearts. The Naga snake people serve him as retainers. He is often depicted holding an ink brush in his right hand, a sutra scroll in his left, and with a fierce countenance.									
Vi	14	103%	Save TN	103%	BEHAVIOR	Elite/Man/Adult				MACCA	192			
Ag	9	78%	Dodge TN	19%	DROP ITEMS	None				EXP	173			
Lu	9	78%	Negotiation TN	38%	HP	282	MP	135	PHYSICAL RESIST	23	MAGIC RESIST	22	FATE POINTS	6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	113%	0	49	49	Phys	-
1. Mighty Gust	-	Weapon	Physical Attack	1	13 HP	113%	33	49	82	Phys	-
2. Mazanma	-	-	Spell	All	15 MP	93%	20	45	65	Force	If target is Stoned, Instant Kill 30%
3. Life Gain	34	-	Passive	-	-	-	-	-	-	-	-
4. Beseech	35	Talk	Talk	1	-	58%	-	-	-	Talk	-
5. Mana Bonus	36	-	Passive	-	-	-	-	-	-	-	-
6. Tetraja	37	-	Spell	All	15 MP	93%	-	-	-	Support	Auto-Success
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

ZOUCHOUTEN

LV

27

CLAN

KISHIN



EVOLVE?

-

AFFINITIES

Null Light/Ruin/Nerve, Weak Force

INHERIT TRAITS

Mouth Eye Lunge Weapon

Another guardian deity of Buddhism, and another of the Four Heavenly Kings. He counts as a member of the eight legions, and by order of Taishakuten, stands guard over the south. Originally a yaksha, it's believed that the horse-headed kumbhanda, who drain the life out of humans, serve under him. He is commonly depicted wielding a three-pronged spear, with an expression of fury.

BEHAVIOR

Elite/Man/Adult

MACCA

144

DROP ITEMS

None

EXP

121

Stats	TN	Substats	
St (*)	15	102%	Physical Power 42
Ma	10	77%	Magical Power 37
Vi	12	87%	Save TN 87%
Ag	7	62%	Dodge TN 17%
Lu	10	77%	Negotiation TN 40%

HP

234

MP

111

PHYSICAL RESIST

19

MAGIC RESIST

18

FATE POINTS

7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	102%	0	42	42	Phys	-
1. Brutal Slash	-	Weapon	Physical Attack	1	13 HP	102%	38	42	80	Phys	-
2. Agilao	-	-	Spell	1	6 MP	77%	40	37	77	Fire	-
3. Mahama	-	-	Spell	All	15 MP	77%	-	-	-	Light	Instant Kill 20%
4. Detain	28	Speech	Talk	1	-	60%	-	-	-	Talk	-
5. Hamaon	29	-	Spell	1	10 MP	77%	-	-	-	Light	Instant Kill 60%
6. Anti-Dark	30	-	Passive	-	-	-	-	-	-	-	-
7. Might	31	-	Passive	-	-	-	-	-	-	-	Double physical crit rate.
8. -	-	-	-	-	-	-	-	-	-	-	-

TAKE-MINAKATA

LV

17

CLAN

KISHIN



EVOLVE?

-

AFFINITIES

Repel Elec, Null Light, Weak Fire/Nerve

INHERIT TRAITS

Mouth Eye Lunge

A god of war in Japanese mythology. He also is seen as a god of hunting and agriculture. When Take-Mikazuchi was taking over the earthly realm, Take-Minakata lost a competition to him. He was driven all the way to Shinano, and lost both his arms in the process. Ever since, he's been forbidden from leaving Suwa Lake (in Shinano). According to local Suwa legend, he was permitted to live on Suwa land eventually, and married Yasakatome. To this day he remains enshrined at Suwa Grand Shrine. Due to his fight with Take-Mikazuchi, he is seen as a patron deity of sumo.

BEHAVIOR

Gentleman/Man/Adult

MACCA

80

DROP ITEMS

None

EXP

55

Stats	TN	Substats	
St	11	72%	Physical Power 28
Ma	8	57%	Magical Power 25
Vi (*)	11	72%	Save TN 72%
Ag	9	62%	Dodge TN 19%
Lu	5	42%	Negotiation TN 30%

HP

168

MP

75

PHYSICAL RESIST

14

MAGIC RESIST

12

FATE POINTS

6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	72%	0	28	28	Phys	-
1. Might	-	-	Passive	-	-	-	-	-	-	-	Double physical crit rate.
2. Mazio	-	-	Spell	All	8 MP	57%	5	25	30	Elec	Shock 10%
3. Zionga	-	-	Spell	1	6 MP	57%	30	25	55	Elec	Shock 20%
4. Makajam	18	-	Spell	1	4 MP	57%	-	-	-	Ruin	Mute 40%
5. Intimidate	19	Speech	Talk	1	-	50%	-	-	-	Talk	-
6. Stun Gaze	20	Eye	Magical Attack	1	5 MP	57%	-	-	-	Nerve	Stun 40%
7. Dekaja	21	-	Spell	All	10 MP	57%	-	-	-	Support	Auto-Success
8. Focus	22	-	Magical Attack	-	5 MP	57%	-	-	-	Unique	Auto-Success

CHIMERA

LV 55

CLAN

HOLY



EVOLVE?	-				AFFINITIES	Drain Fire, Null Light, Weak Nerve/Mind					
Stats					INHERIT TRAITS						
St (*)	23	170%	Physical Power		78		Mouth Eye Lunge Teeth Claw				
Ma	13	120%	Magical Power		68		<p>A monstrous creature that resembles a lion with an extra goat's head, and possessing a tail that is itself a huge snake. Though originally it was a holy beast representing the three seasons of spring, summer, and winter, its incorporation into Greek mythology made it be viewed more as a ravenous beast. Its father was the storm wind giant Typhon, and its mother the snake goddess Echidna. Its end was brought about by the hero Bellerophon, who rode upon Pegasus.</p>				
Vi	16	135%	Save TN	135%							
Ag	17	140%	Dodge TN	27%							
Lu	10	105%	Negotiation TN	40%							
HP	426	MP	204	PHYSICAL RESIST	35	MAGIC RESIST					
BEHAVIOR					Animal/-/-			MACCA	430		
DROP ITEMS					Muscle Drink			EXP	439		

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	170%	0	78	78	Phys	-
1. Fire Breath	-	Mouth	Physical Attack	All	9 HP	170%	10	78	132 (88)	Fire	-
2. Fire Boost	-	-	Passive	-	-	-	-	-	-	-	Multiply Fire attack power by 1.5x
3. War Cry	-	Mouth	Magical Attack	All	40 MP	120%	-	-	-	Support	Auto-Success
4. Iron Claw	56	Claw	Physical Attack	1	15 HP	170%	36	78	114	Phys	-
5. Kidnap	57	Speech	Talk	1	-	60%	-	-	-	Talk	-
6. Kamikaze	58	-	Physical Attack	1	All HP	170%	78	78	156	Phys	-
7. Sonic Wave	59	-	Magical Attack	All	9 MP	120%	-	-	-	Mind	Panic 20%
8. -	-	-	-	-	-	-	-	-	-	-	-

BAIHU

LV 43

CLAN

HOLY



EVOLVE?	-				AFFINITIES	Null Ice/Light, Weak Fire					
Stats					INHERIT TRAITS						
St (*)	19	138%	Physical Power		62		Mouth Eye Lunge Teeth Claw				
Ma	8	83%	Magical Power		51		<p>Otherwise known as Byakko, its name means "white tiger." As one of the "four guardian beasts" spoken of in many Chinese myths and beliefs, Baihu represents the west, autumn, and the wuxing element of metal. Metal of course represents that found in the earth, but also the qualities of reliability, stability, and cool-headedness. In ancient China, the tiger was viewed as the king of beasts, and Baihu stands as the pinnacle of all tigers. Baihu appears as an enemy in the Labyrinth of Amala's Fifth Kalpa, and also in Bando Shrine.</p>				
Vi	15	118%	Save TN	118%							
Ag	17	128%	Dodge TN	27%							
Lu	8	83%	Negotiation TN	36%							
HP	348	MP	153	PHYSICAL RESIST	29	MAGIC RESIST					
BEHAVIOR					Animal/-/-			MACCA	288		
DROP ITEMS					None			EXP	279		

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	138%	0	62	62	Phys	-
1. Life Aid	-	-	Passive	-	-	-	-	-	-	-	-
2. Stone Bite	-	Teeth	Physical Attack	1	20 HP	138%	24	62	86	Phys	Stone 50%
3. Ice Breath	-	Mouth	Physical Attack	All	9 HP	138%	5	62	67	Ice	Freeze 10%
4. Might	44	-	Passive	-	-	-	-	-	-	-	Double physical crit rate.
5. Beseech	45	Speech	Talk	1	-	56%	-	-	-	Talk	-
6. Focus	46	-	Magical Attack	-	5 MP	83%	-	-	-	Unique	Auto-Success
7. Bufudyne	47	-	Spell	1	10 MP	83%	60	51	111	Ice	Freeze 20%
8. -	-	-	-	-	-	-	-	-	-	-	-

ZHUQUE

LV

36

CLAN

HOLY



EVOLVE? -

AFFINITIES Drain Elec, Null Light, Weak Elec

Stats	TN	Substats	
St	10	86%	Physical Power 46
Ma	10	86%	Magical Power 46
Vi	10	86%	Save TN 86%
Ag (*)	17	121%	Dodge TN 27%
Lu	13	101%	Negotiation TN 46%

INHERIT TRAITS Mouth Eye Lunge Teeth Claw

Otherwise known as Suzaku, its name means "vermillion bird." As one of the "four guardian beasts" spoken of in many Chinese myths and beliefs, Zhuzaku represents the south, summer, and the wuxing element of fire. It looks like a huge bird, similar in appearance to a quail, and it's said its chirps are like melodious singing. It nests in Chinese parasol trees, and it's said that you can only see it once every sixty years, for that's how long it takes for bamboo to flower and provide to it its only meal, bamboo seeds. It can sometimes be confused with a phoenix, but they are entirely different creatures.

BEHAVIOR Animal/—/— MACCA 219

DROP ITEMS None EXP 202

HP 276 MP 138 PHYSICAL RESIST 23 MAGIC RESIST 23 FATE POINTS 7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	86%	0	46	46	Phys	—
1. Liftoma	—	—	Spell	All	12 MP	86%	—	—	—	Unique	Auto-Success
2. Wing Buffet	—	Wings	Physical Attack	All	9 HP	86%	5	46	51	Force	If target is Stoned, Instant Kill 30%
3. Fire Breath	—	Mouth	Physical Attack	All	9 HP	86%	10	46	56	Fire	—
4. Recarm	37	—	Spell	1	20 MP	86%	10	46	56	Healing	Auto-Success
5. Arbitrate	38	Speech	Talk	1	—	66%	—	—	—	Talk	—
6. Mazinga	39	—	Spell	All	15 MP	86%	20	46	66	Elec	Shock 10%
7. Life Aid	40	—	Passive	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

SENRI

LV

27

CLAN

HOLY



EVOLVE? Nekomata (22) > Senri

AFFINITIES Drain Force, Null Light, Weak Elec

Stats	TN	Substats	
St	10	77%	Physical Power 37
Ma (*)	14	97%	Magical Power 41
Vi	9	72%	Save TN 72%
Ag	12	87%	Dodge TN 22%
Lu	9	72%	Negotiation TN 38%

INHERIT TRAITS Eye Lunge Claw

In Japanese, Senri is written with the kanji for "mountain hermit" and "tanuki," but in Chinese, the same kanji (or hanzi) for tanuki means mountain lion. Such animals who manage to live for a very long time eventually turn into Senri. As they drain life from human men by transforming into beautiful women, they represent an even higher form of demon than similar things, like Nekomata. It's such that any altered animal that gathers life energy does so in hopes of becoming a Senri one day. With enough experience, Nekomata can evolve into Senri.

BEHAVIOR Witch/Woman/— MACCA 144

DROP ITEMS None EXP 121

HP 216 MP 123 PHYSICAL RESIST 18 MAGIC RESIST 20 FATE POINTS 6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	77%	0	37	37	Phys	—
1. Mazanma	28	—	Spell	All	15 MP	97%	20	41	61	Force	If target is Stoned, Instant Kill 30%
2. Lucky Find	29	—	Passive	—	—	—	—	—	—	—	—
3. Stone Hunt	30	Speech	Talk	1	—	58%	—	—	—	Talk	—
4. Drain Attack	31	—	Passive	—	—	—	—	—	—	—	Basic strikes heal for 25% of damage dealt
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

UNICORN

LV

21

CLAN

HOLY



EVOLVE?	-				AFFINITIES	Null Light/Ruin/Mind, Weak Elec																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St (*)</td> <td>9</td> <td>66%</td> <td>Physical Power</td> <td>30</td> </tr> <tr> <td>Ma</td> <td>12</td> <td>81%</td> <td>Magical Power</td> <td>33</td> </tr> <tr> <td>Vi</td> <td>10</td> <td>71%</td> <td>Save TN</td> <td>71%</td> </tr> <tr> <td>Ag</td> <td>7</td> <td>56%</td> <td>Dodge TN</td> <td>17%</td> </tr> <tr> <td>Lu</td> <td>7</td> <td>56%</td> <td>Negotiation TN</td> <td>34%</td> </tr> </tbody> </table>					Stats	TN	Substats		St (*)	9	66%	Physical Power	30	Ma	12	81%	Magical Power	33	Vi	10	71%	Save TN	71%	Ag	7	56%	Dodge TN	17%	Lu	7	56%	Negotiation TN	34%	INHERIT TRAITS	Mouth Eye Lunge Teeth					
Stats	TN	Substats																																						
St (*)	9	66%	Physical Power	30																																				
Ma	12	81%	Magical Power	33																																				
Vi	10	71%	Save TN	71%																																				
Ag	7	56%	Dodge TN	17%																																				
Lu	7	56%	Negotiation TN	34%																																				
<p>In Latin, "unicorn" means "one horn." Unicorns are beautiful white horses with a single, spiraling horn on its forehead. It will only approach maidens who have their chastity intact, and those same can easily lull it to sleep by stroking its mane. The horn is a panacea, able to cure many diseases, so many seek to hunt the beast. However, unicorns are so powerful that capturing one alive is next to impossible.</p>																																								
BEHAVIOR						Gentleman/--/--			MACCA	104																														
DROP ITEMS						None			EXP	79																														
HP	186		MP	99		PHYSICAL RESIST	15		MAGIC RESIST	16		FATE POINTS	6																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	66%	0	30	30	Phys	—
1. Rakukaja	—	—	Spell	All	12 MP	81%	—	—	—	Support	Auto-Success
2. Mabufu	—	—	Spell	All	8 MP	81%	5	33	38	Ice	Freeze 10%
3. Media	—	—	Spell	All	12 MP	81%	5	33	38	Healing	Auto-Success
4. Stun Bite	22	Teeth	Physical Attack	1	17 HP	66%	24	30	54	Phys	Stun 40%
5. Tetraja	23	—	Spell	All	15 MP	81%	—	—	—	Support	Auto-Success
6. Me Patra	24	—	Spell	All	12 MP	81%	—	—	—	Healing	Auto-Success
7. Diarama	25	—	Spell	1	7 MP	81%	30	33	63	Healing	Auto-Success
8. —	—	—	—	—	—	—	—	—	—	—	—

SHIISAA

LV

13

CLAN

HOLY



EVOLVE?	-				AFFINITIES	Drain Elec, Null Light, Weak Fire																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>9</td> <td>58%</td> <td>Physical Power</td> <td>22</td> </tr> <tr> <td>Ma</td> <td>6</td> <td>43%</td> <td>Magical Power</td> <td>19</td> </tr> <tr> <td>Vi</td> <td>7</td> <td>48%</td> <td>Save TN</td> <td>48%</td> </tr> <tr> <td>Ag (*)</td> <td>9</td> <td>58%</td> <td>Dodge TN</td> <td>19%</td> </tr> <tr> <td>Lu</td> <td>6</td> <td>43%</td> <td>Negotiation TN</td> <td>32%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	9	58%	Physical Power	22	Ma	6	43%	Magical Power	19	Vi	7	48%	Save TN	48%	Ag (*)	9	58%	Dodge TN	19%	Lu	6	43%	Negotiation TN	32%	INHERIT TRAITS	Mouth Eye Lunge Teeth Claw					
Stats	TN	Substats																																						
St	9	58%	Physical Power	22																																				
Ma	6	43%	Magical Power	19																																				
Vi	7	48%	Save TN	48%																																				
Ag (*)	9	58%	Dodge TN	19%																																				
Lu	6	43%	Negotiation TN	32%																																				
<p>Also called an Okinawan lion, these holy beasts are commonly held in Ryukyuan folklore to protect families from evil and to grant them blessings. Female Shiisaa with their mouth open are said to invite fortune, while male Shiisaa with closed mouths are said to reject misfortune. Even in the modern day, Shiisaa are held to be guardian spirits in Okinawa. In the original game, it was the lowest-level Holy demon, and worked to resist the Assembly of Nihilo.</p>																																								
BEHAVIOR						Animal/--/--			MACCA	80																														
DROP ITEMS						None			EXP	36																														
HP	120		MP	57		PHYSICAL RESIST	10		MAGIC RESIST	9		FATE POINTS	6																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	58%	0	22	22	Phys	—
1. Shock	—	—	Magical Attack	All	9 MP	43%	5	19	24	Elec	Shock 10%
2. Feral Claw	—	Claw	Physical Attack	1	6 HP	58%	10	22	32	Phys	—
3. War Cry	14	Mouth	Magical Attack	All	40 MP	43%	—	—	—	Support	Auto-Success
4. Brainwash	15	Speech	Talk	1	—	52%	—	—	—	Talk	—
5. Stone Bite	16	Teeth	Physical Attack	1	20 HP	58%	24	22	46	Phys	Stone 50%
6. Counter	17	—	Passive	—	—	—	—	—	—	—	—
7. Anti-Fire	18	—	Passive	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

FLAEMIS

LV 20

CLAN

ELEMENT



EVOLVE? -

AFFINITIES Drain Fire, Null Light/Dark, Weak Ice

Stats	TN	Substats	
St 10	70%	Physical Power	30
Ma (*) 12	80%	Magical Power	32
Vi 6	50%	Save TN	50%
Ag 6	50%	Dodge TN	16%
Lu 7	55%	Negotiation TN	34%

INHERIT TRAITS Lunge

Flaemis is the elemental that embodies the element of fire. The sixteenth century alchemist Paracelsus conceived of the classical elements of fire, water, air, and earth as having elemental beings embodying them. Salamanders were the elementals of fire. Flaemis can be thought of as a more primal form of fire, before fire was conceptualized in the shape of salamanders. Flaemis appears in the Amala Network and Amala Temple.

BEHAVIOR Gentleman/—/—

MACCA 98

DROP ITEMS Sapphire

EXP 100

HP 156

MP 96

PHYSICAL RESIST 13

MAGIC RESIST 16

FATE POINTS 6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	70%	0	30	30	Phys	—
1. Maragi	—	—	Spell	All	8 MP	80%	10	32	42	Fire	—
2. Might	—	—	Passive	—	—	—	—	—	—	—	Double physical crit rate.
3. Makakaja	21	—	Spell	All	12 MP	80%	—	—	—	Support	Auto-Success
4. Media	22	—	Spell	All	12 MP	80%	5	32	37	Healing	Auto-Success
5. Mind Null	23	—	Passive	—	—	—	—	—	—	—	—
6. Agilao	24	—	Spell	1	6 MP	80%	40	32	72	Fire	—
7.—	—	—	—	—	—	—	—	—	—	—	—
8.—	—	—	—	—	—	—	—	—	—	—	—

AQUANS

LV 15

CLAN

ELEMENT



EVOLVE? -

AFFINITIES Repel Ice, Null Light/Dark, Weak Fire

Stats	TN	Substats	
St 6	45%	Physical Power	21
Ma (*) 10	65%	Magical Power	25
Vi 6	45%	Save TN	45%
Ag 6	45%	Dodge TN	16%
Lu 8	55%	Negotiation TN	36%

INHERIT TRAITS Lunge

Aquans is the elemental that embodies the element of water. The sixteenth century alchemist Paracelsus conceived of the classical elements of fire, water, air, and earth as having elemental beings embodying them. Undines were the elementals of water. Aquans can be thought of as a more primal form of water, before water was conceptualized in the shape of undines. Aquans appears in the Amala Network and Amala Temple.

BEHAVIOR Gentleman/—/—

MACCA 70

DROP ITEMS Aquamarine

EXP 100

HP 126

MP 75

PHYSICAL RESIST 10

MAGIC RESIST 12

FATE POINTS 6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	45%	0	21	21	Phys	—
1. Sukukaja	—	—	Spell	All	12 MP	65%	—	—	—	Support	Auto-Success
2. Anti-Light	—	—	Passive	—	—	—	—	—	—	—	—
3. Mabufu	16	—	Spell	All	8 MP	65%	5	25	30	Ice	Freeze 10%
4. Anti-Nerve	17	—	Passive	—	—	—	—	—	—	—	—
5. Life Bonus	18	—	Passive	—	—	—	—	—	—	—	—
6. Bufula	19	—	Spell	1	6 MP	65%	30	25	55	Ice	Freeze 20%
7.—	—	—	—	—	—	—	—	—	—	—	—
8.—	—	—	—	—	—	—	—	—	—	—	—

AEROS

LV

11

CLAN

ELEMENT



EVOLVE?	-				AFFINITIES	Null Light/Dark, Weak Magic								
Stats		TN	Substats		INHERIT TRAITS	Lunge								
St	5	36%	Physical Power	16	<p>Aeris is the elemental that embodies the element of air. The sixteenth century alchemist Paracelsus conceived of the classical elements of fire, water, air, and earth as having elemental beings embodying them. Sylphs were the elementals of air. Aeros can be thought of as a more primal form of air, before air was conceptualized in the shape of sylphs. Aeros appears in the Amala Network.</p>									
Ma	8	51%	Magical Power	19										
Vi	6	41%	Save TN	41%										
Ag (*)	8	51%	Dodge TN	18%										
Lu	5	36%	Negotiation TN	30%										
BEHAVIOR		Gentleman/--/—				MACCA	100							
DROP ITEMS		Garnet				EXP	28							
HP	102		MP	57		PHYSICAL RESIST	8		MAGIC RESIST	9		FATE POINTS	6	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	36%	0	16	16	Phys	—
1. Dia	—	—	Spell	1	3 MP	51%	10	19	29	Healing	Auto-Success
2. Zio	—	—	Spell	1	3 MP	51%	10	19	29	Elec	Shock 20%
3. Lullaby	12	—	Magical Attack	1	6 MP	51%	—	—	—	Mind	Sleep 70%
4. Marin Karin	13	—	Spell	1	8 MP	51%	—	—	—	Mind	Charm 40%
5. Anti-Mind	14	—	Passive	—	—	—	—	—	—	—	—
6. Toxic Sting	15	Spike	Physical Attack	1	7 HP	36%	10	16	26	Phys	Poison 40%
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

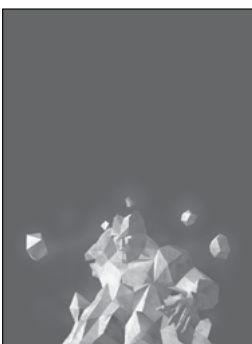
ERTHYS

LV

7

CLAN

ELEMENT



EVOLVE?	-				AFFINITIES	Null Light/Dark, Weak Force								
Stats		TN	Substats		INHERIT TRAITS	Lunge								
St	6	37%	Physical Power	13	<p>Erthys is the elemental that embodies the element of earth. The sixteenth century alchemist Paracelsus conceived of the classical elements of fire, water, air, and earth as having elemental beings embodying them. Gnomes were the elementals of earth. Erthys can be thought of as a more primal form of earth, before earth was conceptualized in the shape of gnomes. Erthys appears in the Amala Network.</p>									
Ma	5	32%	Magical Power	12										
Vi (*)	8	47%	Save TN	47%										
Ag	4	27%	Dodge TN	14%										
Lu	5	32%	Negotiation TN	30%										
BEHAVIOR		Gentleman/--/—				MACCA	100							
DROP ITEMS		Drop Items				EXP	15							
HP	90		MP	36		PHYSICAL RESIST	7		MAGIC RESIST	6		FATE POINTS	6	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	37%	0	13	13	Phys	—
1. Zio	—	—	Spell	1	3 MP	32%	10	12	22	Elec	Shock 20%
2. Patra	—	—	Spell	1	5 MP	32%	—	—	—	Healing	Auto-Success
3. Rakukaja	8	—	Spell	All	12 MP	32%	—	—	—	Support	Auto-Success
4. Anti-Ruin	9	—	Passive	—	—	—	—	—	—	—	—
5. Arbitrate	10	Speech	Talk	1	—	50%	—	—	—	Talk	—
6. Mazio	11	—	Spell	All	8 MP	32%	5	12	17	Elec	Shock 10%
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

SAKI MITAMA

LV

35

CLAN

MITAMA



EVOLVE?

-

AFFINITIES

Null Light/Dark/Ailment

Stats

TN

Substats

St	10	85%	Physical Power	45
Ma	11	90%	Magical Power	46
Vi	10	85%	Save TN	85%
Ag	11	90%	Dodge TN	21%
Lu (*)	20	135%	Negotiation TN	60%

INHERIT TRAITS

Mouth Eye Lunge

One of the four parts of the soul, as held in Shinto teachings. It's said that Saki Mitama brings blessings to human industry, such as in hunting or fishing. As it represents the blessing of abundance, it's sometimes thought of as a split aspect with Nigi Mitama. In the original game, Mitama are treated as a form of ascended Element, and they appear as enemies in the latter parts of the Amala Network, and the Amala Temple.

BEHAVIOR

Lady/—/—

MACCA

210

DROP ITEMS

Sapphire

EXP

300

HP

270

MP

138

PHYSICAL RESIST

22

MAGIC RESIST

23

FATE POINTS

9

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	85%	0	45	45	Phys	—
1. Dormina	—	—	Spell	All	9 MP	90%	—	—	—	Mind	Sleep 30%
2. Trade	—	Speech	Talk	1	—	80%	—	—	—	Talk	—
3. Analyze	—	—	Magical Attack	1	—	90%	—	—	—	Almighty	Auto-Success
4. Mazanma	36	—	Spell	All	15 MP	90%	20	46	66	Force	If target is Stoned, Instant Kill 30%
5. Mediarama	37	—	Spell	All	20 MP	90%	25	46	71	Healing	Auto-Success
6. Mazinga	38	—	Spell	All	15 MP	90%	20	46	66	Elec	Shock 10%
7. Tetrakarn	39	—	Spell	All	40 MP	90%	—	—	—	Support	Auto-Success
8. —	—	—	—	—	—	—	—	—	—	—	—

KUSHI MITAMA

LV

32

CLAN

MITAMA



EVOLVE?

-

AFFINITIES

Null Light/Dark/Ailment

Stats

TN

Substats

St	9	77%	Physical Power	41
Ma	18	122%	Magical Power	50
Vi	8	72%	Save TN	72%
Ag	12	92%	Dodge TN	22%
Lu (*)	12	92%	Negotiation TN	44%

INHERIT TRAITS

Mouth Eye Lunge

One of the four parts of the soul, as held in Shinto teachings. It's said that Kushi Mitama brings blessings to human life, including speedy recovery from illness and staying healthy. The "kushi" in Kushi Mitama can correspond to the Japanese kanji for robustness, and has nearly the same meaning. As such, it sometimes is thought of as a split aspect with Nigi Mitama. In the original game, Mitama are treated as a form of ascended Element, and they appear as enemies in the latter parts of the Amala Network, and the Amala Temple.

BEHAVIOR

Gentleman/—/—

MACCA

184

DROP ITEMS

Jade

EXP

250

HP

240

MP

150

PHYSICAL RESIST

20

MAGIC RESIST

25

FATE POINTS

7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	77%	0	41	41	Phys	—
1. Sukukaja	—	—	Spell	All	12 MP	122%	—	—	—	Support	Auto-Success
2. Dekaja	—	—	Spell	All	10 MP	122%	—	—	—	Support	Auto-Success
3. Analyze	—	—	Magical Attack	1	—	122%	—	—	—	Almighty	Auto-Success
4. Anti-Force	33	—	Passive	—	—	—	—	—	—	—	—
5. Anti-Ice	34	—	Passive	—	—	—	—	—	—	—	—
6. Anti-Elec	35	—	Passive	—	—	—	—	—	—	—	—
7. Anti-Fire	36	—	Passive	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

NIGI MITAMA

LV 29

CLAN

MITAMA



EVOLVE?	-				AFFINITIES	Null Light/Dark/Ailment																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>10</td> <td>79%</td> <td>Physical Power</td> <td>39</td> </tr> <tr> <td>Ma (*)</td> <td>10</td> <td>79%</td> <td>Magical Power</td> <td>39</td> </tr> <tr> <td>Vi</td> <td>10</td> <td>79%</td> <td>Save TN</td> <td>79%</td> </tr> <tr> <td>Ag</td> <td>16</td> <td>109%</td> <td>Dodge TN</td> <td>26%</td> </tr> <tr> <td>Lu</td> <td>10</td> <td>79%</td> <td>Negotiation TN</td> <td>40%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	10	79%	Physical Power	39	Ma (*)	10	79%	Magical Power	39	Vi	10	79%	Save TN	79%	Ag	16	109%	Dodge TN	26%	Lu	10	79%	Negotiation TN	40%	INHERIT TRAITS	Mouth Eye Lunge					
Stats	TN	Substats																																						
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Lu	10	79%	Negotiation TN	40%																																				
<p>One of the four parts of the soul, as held in Shinto teachings. It's said that Nigi Mitama represents the peace of the soul. It can be equated to the tranquility that can be inspired by nature's blessings, such as from rain or sunlight. It is considered to be the higher part of the soul along with Ara Mitama, and, as they share the same meaning of blessing, Saki Mitama and Kushi Mitama are the lower part of the soul, subordinate to Nigi Mitama. In the original game, Mitama are treated as a form of ascended Element, and they appear as enemies in the latter parts of the Amala Network, and the Amala Temple.</p>																																								
BEHAVIOR						Gramps/--/--			MACCA	160																														
DROP ITEMS						Ruby			EXP	200																														
HP	234		MP	117		PHYSICAL RESIST	19		MAGIC RESIST	19		FATE POINTS	7																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	79%	0	39	39	Phys	-
1. Rakunda	-	-	Spell	All	12 MP	79%	-	-	-	Support	Auto-Success
2. Persuade	-	Speech	Talk	1	-	60%	-	-	-	Talk	-
3. Analyze	-	-	Magical Attack	1	-	79%	-	-	-	Almighty	Auto-Success
4. Fire Boost	30	-	Passive	-	-	-	-	-	-	-	Multiply Fire attack power by 1.5x
5. Elec Boost	31	-	Passive	-	-	-	-	-	-	-	Multiply Elec attack power by 1.5x
6. Ice Boost	32	-	Passive	-	-	-	-	-	-	-	Multiply Ice attack power by 1.5x
7. Force Boost	33	-	Passive	-	-	-	-	-	-	-	Multiply Force attack power by 1.5x
8. -	-	-	-	-	-	-	-	-	-	-	-

ARA MITAMA

LV 25

CLAN

MITAMA



EVOLVE?	-				AFFINITIES	Null Light/Dark/Ailment																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St (*)</td> <td>12</td> <td>85%</td> <td>Physical Power</td> <td>37</td> </tr> <tr> <td>Ma</td> <td>10</td> <td>75%</td> <td>Magical Power</td> <td>35</td> </tr> <tr> <td>Vi</td> <td>10</td> <td>75%</td> <td>Save TN</td> <td>75%</td> </tr> <tr> <td>Ag</td> <td>10</td> <td>75%</td> <td>Dodge TN</td> <td>20%</td> </tr> <tr> <td>Lu</td> <td>10</td> <td>75%</td> <td>Negotiation TN</td> <td>40%</td> </tr> </tbody> </table>					Stats	TN	Substats		St (*)	12	85%	Physical Power	37	Ma	10	75%	Magical Power	35	Vi	10	75%	Save TN	75%	Ag	10	75%	Dodge TN	20%	Lu	10	75%	Negotiation TN	40%	INHERIT TRAITS	Mouth Eye Lunge					
Stats	TN	Substats																																						
St (*)	12	85%	Physical Power	37																																				
Ma	10	75%	Magical Power	35																																				
Vi	10	75%	Save TN	75%																																				
Ag	10	75%	Dodge TN	20%																																				
Lu	10	75%	Negotiation TN	40%																																				
<p>One of the four parts of the soul, as held in Shinto teachings. The soul possesses a dualistic nature, with Ara Mitama standing alone, representing the wildness of the soul, as seen both in natural disasters like storms and thunder, as well as the wrath of the divine. It's believed that with prayer and offering, Ara Mitama can be tamed into Nigi Mitama, and ultimately become divine spirits. In the original game, Mitama are treated as a form of ascended Element, and they appear as enemies in the latter parts of the Amala Network, and the Amala Temple.</p>																																								
BEHAVIOR						Delinquent/--/--			MACCA	130																														
DROP ITEMS						Revival Bead			EXP	150																														
HP	210		MP	105		PHYSICAL RESIST	17		MAGIC RESIST	17		FATE POINTS	7																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	85%	0	37	37	Phys	-
1. Tarukaja	-	-	Spell	All	12 MP	75%	-	-	-	Support	Auto-Success
2. Might	-	-	Passive	-	-	-	-	-	-	-	Double physical crit rate.
3. Analyze	-	-	Magical Attack	1	-	75%	-	-	-	Almighty	Auto-Success
4. Life Aid	26	-	Passive	-	-	-	-	-	-	-	-
5. Counter	27	-	Passive	-	-	-	-	-	-	-	-
6. Lunge	28	Lunge	Physical Attack	1	10 HP	85%	10	37	47	Phys	-
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

EFREET

LV

52

CLAN

YOMA



EVOLVE?	Jinn (48) > Efreet				AFFINITIES	Drain Fire, Weak Ice								
Stats	TN	Substats				INHERIT TRAITS	Mouth Eye Lunge							
St	15	127%	Physical Power		67	A type of Jinn from Arabian legends. He wields immense fire magic. While generally seen as temperamental, there are times where he can grant blessings, such as bringing together men and women who like one another. As an aside, "Efreet" is the masculine form of the name, while "Efreeta" is the feminine. He appears in Amala Temple and the Diet Building as an enemy. He cannot be obtained through fusion, rather can only be obtained by evolving a Jinn.								
Ma (*)	23	167%	Magical Power		75									
Vi	15	127%	Save TN	127%										
Ag	14	122%	Dodge TN	24%										
Lu	9	97%	Negotiation TN	38%										
BEHAVIOR	Delinquent/Man/--				MACCA	392								
DROP ITEMS	Dis-Stun				EXP	396								
HP	402		MP	225		PHYSICAL RESIST	33		MAGIC RESIST	37		FATE POINTS	6	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	--	--	Physical Attack	1	--	127%	0	67	67	Phys	--
1. Agidyne	--	--	Spell	1	10 MP	167%	80	75	155	Fire	--
2. Provoke	--	--	Magical Attack	All	20 MP	167%	--	--	--	Support	Auto-Success
3. Makakaja	53	--	Spell	All	12 MP	167%	--	--	--	Support	Auto-Success
4. Mana Gain	54	--	Passive	--	--	--	--	--	--	--	--
5. Maragidyne	55	--	Spell	All	25 MP	167%	75	75	150	Fire	--
6. Prominence	56	--	Magical Attack	All	30 MP	167%	80	75	155	Fire	--
7. --	--	--	--	--	--	--	--	--	--	--	--
8. --	--	--	--	--	--	--	--	--	--	--	--

PULUKISHI

LV

48

CLAN

YOMA



EVOLVE?	Pulukishi (53) > Ganesha				AFFINITIES	Null Force/Light, Weak Elec								
Stats	TN	Substats				INHERIT TRAITS	Mouth Eye Lunge Weapon							
St (*)	19	143%	Physical Power		67	An elephant-headed god of India. He has a third eye upon his forehead, and wears clothes bearing a snake motif. In Buddhism, he is viewed as being the same as the elephant-headed god, Ganesha. It's theorized that this was brought about through religious strife, where Ganesha was merged with gods indigenous to Tibet and the Himalayas. He appears as an enemy in the Diet Building, and in the Obelisk after raising the Tower of Kagutsuchi. With enough experience, he can be evolved into Ganesha.								
Ma	15	123%	Magical Power		63									
Vi	17	133%	Save TN	133%										
Ag	9	93%	Dodge TN	19%										
Lu	12	108%	Negotiation TN	44%										
BEHAVIOR	Gentleman/Man/--				MACCA	344								
DROP ITEMS	Muscle Drink				EXP	341								
HP	390		MP	189		PHYSICAL RESIST	32		MAGIC RESIST	31		FATE POINTS	7	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	--	--	Physical Attack	1	--	143%	0	67	67	Phys	--
1. Binding Cry	--	Mouth	Magical Attack	All	14 MP	123%	5	63	68	Nerve	Restrain 20%
2. Scout	--	Speech	Talk	1	--	64%	--	--	--	Talk	--
3. Stasis Blade	49	Weapon	Physical Attack	1	20 HP	143%	45	67	112	Phys	Restrain 60%
4. Panic Voice	50	--	Magical Attack	All	8 MP	123%	--	--	--	Mind	Panic 30%
5. Force Boost	51	--	Passive	--	--	--	--	--	--	--	Multiply Force attack power by 1.5x
6. Chaos Blade	52	Weapon	Physical Attack	All	33 HP	143%	43	67	110	Phys	Panic 30%
7. Mazandyne	53	--	Spell	All	25 MP	123%	70	63	199 (133)	Force	If target is Stoned, Instant Kill 30%
8. --	--	--	--	--	--	--	--	--	--	--	--



EVOLVE?	Jinn (48) > Efreet				AFFINITIES	Drain Force, Weak Nerve					
Stats		TN	Substats		INHERIT TRAITS	Mouth Eye Lunge					
St	14	114%	Physical Power	58	A spirit of fire and air in Arabian legends. Known more widely in the form of the "Genie of the Lamp." In the Quran, jinn are described as being created from pure fire that gives off no smoke. They possess the power to create treasure, transform their forms at-will, and have been known to marry humans as well. They appear in the Diet Building as enemies, and with enough experience, can be evolved into Efreet.						
Ma (*)	19	139%	Magical Power	63							
Vi	13	109%	Save TN	109%							
Ag	14	114%	Dodge TN	24%							
Lu	8	84%	Negotiation TN	36%							
HP	342	MP	189	PHYSICAL RESIST	28	MAGIC RESIST	31	FATE POINTS	6		
BEHAVIOR	Gramps/Man/--						MACCA	299			
DROP ITEMS	Chakra Drop						EXP	291			

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	114%	0	58	58	Phys	—
1. Force Boost	—	—	Passive	—	—	—	—	—	—	—	Multiply Force attack power by 1.5x
2. Zandyne	—	—	Spell	1	10 MP	139%	60	63	184 (123)	Force	If target is Stoned, Instant Kill 50%
3. Mazanma	—	—	Spell	All	15 MP	139%	20	63	124 (83)	Force	If target is Stoned, Instant Kill 30%
4. Diarama	45	—	Spell	1	7 MP	139%	30	63	93	Healing	Auto-Success
5. Kamikaze	46	—	Physical Attack	1	All HP	114%	78	58	136	Phys	—
6. Flatter	47	Speech	Talk	1	—	56%	—	—	—	Talk	—
7. Provoke	48	—	Magical Attack	All	20 MP	139%	—	—	—	Support	Auto-Success
8. —	—	—	—	—	—	—	—	—	—	—	—



EVOLVE?	Ongkhot (42) > Hanuman (50) > Qitian Dasheng				AFFINITIES	Strong Phys, Weak Ruin/Nerve					
Stats		TN	Substats		INHERIT TRAITS	Mouth Eye Lunge Weapon					
St	14	107%	Physical Power	51	A monkey god of Indian mythology. He is a general in the army of the monkey king, Sugriva. In the Ramayana epic, he leads a force of monkeys, and aids the hero Rama, one of Vishnu's avatars, in reclaiming his wife, Sita. During this time, he fights heroically against the forces of the evil Ravana. He appears as an enemy in the Obelisk prior to the Tower of Kagutsuchi being raised. With enough experience, he can evolve into Hanuman.						
Ma	9	82%	Magical Power	46							
Vi	11	92%	Save TN	92%							
Ag (*)	15	112%	Dodge TN	25%							
Lu	12	97%	Negotiation TN	44%							
HP	288	MP	138	PHYSICAL RESIST	24	MAGIC RESIST	23	FATE POINTS	7		
BEHAVIOR	Delinquent/--/--						MACCA	228			
DROP ITEMS	Chakra Drop						EXP	212			

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	107%	0	51	51	Phys	—
1. Might	—	—	Passive	—	—	—	—	—	—	—	Double physical crit rate.
2. Berserk	—	Lunge	Physical Attack	All	15 HP	107%	10	51	61	Phys	—
3. Tarukaja	—	—	Spell	All	12 MP	82%	—	—	—	Support	Auto-Success
4. Tetrakarn	38	—	Spell	All	45 MP	82%	—	—	—	Support	Auto-Success
5. Brutal Slash	39	Weapon	Physical Attack	1	13 HP	107%	38	51	89	Phys	—
6. Stone Hunt	40	Speech	Talk	1	—	64%	—	—	—	Talk	—
7. Sukukaja	41	—	Spell	All	12 MP	82%	—	—	—	Support	Auto-Success
8. Sacrifice	—	—	Physical Attack	All	All HP	107%	44	51	95	Phys	—

KARASU TENGU

LV 28

CLAN

YOMA



EVOLVE? Koppa Tengu (24) > Karasu Tengu (33) > Kurama Tengu

AFFINITIES Repel Force, Weak Ruin

Stats	TN	Substats	
St 12	88%	Physical Power	40
Ma 11	83%	Magical Power	39
Vi 11	83%	Save TN	83%
Ag (*) 10	78%	Dodge TN	20%
Lu 8	68%	Negotiation TN	36%

INHERIT TRAITS Lunge Weapon

A type of tengu. Where tengu are known for their long noses, this creature has wings and a beak like that of a crow, hence their name ("karasu" meaning crow). As they were said to be mountain gods, they became associated with yamabushi, sages who follow the way of shugendo, so are thought to be wearing typical sage robes. They can be found as enemies at the Obelisk prior to the Tower of Kagutsuchi being raised. They are evolved from Koppa Tengu, and can later be evolved into Kurama Tengu.

BEHAVIOR Delinquent/Man/-- MACCA 152

DROP ITEMS Dis-Stun EXP 129

HP 234 MP 117 PHYSICAL RESIST 19 MAGIC RESIST 19 FATE POINTS 6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	88%	0	40	40	Phys	—
1. Wing Buffet	—	Wings	Physical Attack	All	9 HP	88%	5	40	45	Force	If target is Stoned, Instant Kill 30%
2. Tarukaja	—	—	Spell	All	12 MP	83%	—	—	—	Support	Auto-Success
3. Mana Gain	29	—	Passive	—	—	—	—	—	—	—	—
4. Connection	30	Speech	Talk	1	—	56%	—	—	—	Talk	—
5. Mahama	31	—	Spell	All	15 MP	83%	—	—	—	Light	Instant Kill 20%
6. Might	32	—	Passive	—	—	—	—	—	—	—	Double physical crit rate.
7. Tornado	33	—	Magical Attack	All	25 MP	83%	65	39	104	Force	If target is Stoned, Instant Kill 30%
8. —	—	—	—	—	—	—	—	—	—	—	—

DÍS

LV 23

CLAN

YOMA



EVOLVE? Dís (27) > Valkyrie

AFFINITIES Drain Fire

Stats	TN	Substats	
St 10	73%	Physical Power	33
Ma (*) 14	93%	Magical Power	37
Vi 10	73%	Save TN	73%
Ag 7	58%	Dodge TN	17%
Lu 6	53%	Negotiation TN	32%

INHERIT TRAITS Eye

Dís are the ghostly attendants of humans in Norse mythology. While they are believed to be guardians of farming and husbandry, they are also thought to be the defication of fortune in battle, so are often equated with valkyries. It may also be that valkyries are a deviation from dísir, taking on a different role. As demons aligned with the Assembly of Nihilo, they can be found guarding the Obelisk. With enough experience, Dís can be evolved into Valkyrie.

BEHAVIOR Lady/Woman/Youth MACCA 118

DROP ITEMS Opal EXP 92

HP 198 MP 111 PHYSICAL RESIST 18 MAGIC RESIST 16 FATE POINTS 8

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	73%	0	33	33	Phys	—
1. Tetraja	—	—	Spell	All	15 MP	93%	—	—	—	Support	Auto-Success
2. Agilao	—	—	Spell	1	6 MP	93%	40	37	77	Fire	—
3. Makajam	—	—	Spell	1	4 MP	93%	—	—	—	Ruin	Mute 40%
4. Diarama	24	—	Spell	1	7 MP	93%	30	37	67	Healing	Auto-Success
5. Stone Gaze	25	Eye	Magical Attack	1	6 MP	93%	—	—	—	Dark	Stone 50%
6. Makatora	26	—	Spell	1	10 MP	93%	—	—	—	Support	Auto-Success
7. Me Patra	27	—	Spell	All	12 MP	93%	—	—	—	Healing	Auto-Success
8. —	—	—	—	—	—	—	—	—	—	—	—

KOPPA TENGU

LV 19

CLAN

YOMA



EVOLVE?	Koppa Tengu (24) > Karasu Tengu (33) > Kurama Tengu				AFFINITIES	Null Force, Weak Ruin								
Stats	TN	Substats				INHERIT TRAITS	Lunge							
St	7	54%	Physical Power	26		Another of the tengu. As they possess inferior spiritual energy compared with other tengu, they are quite small. It's said that Koppa Tengu are born from wolves who have turned completely white due to their advanced age. After their transformation, they can eventually gain a form on par with Karasu Tengu. With enough experience, Koppa Tengu can evolve into Karasu Tengu, and with even more experience, can evolve further into Kurama Tengu. In the original game, they were members of the Assembly of Nihilo, and could be found in the Assembly's HQ, or at the Obelisk.								
Ma	10	69%	Magical Power	29										
Vi	5	44%	Save TN	44%										
Ag (*)	13	84%	Dodge TN	23%										
Lu	8	59%	Negotiation TN	36%										
HP	144		MP	87		PHYSICAL RESIST	12		MAGIC RESIST	14		FATE POINTS	6	
BEHAVIOR	Delinquent/—/Youth						MACCA	92						
DROP ITEMS	Agate						EXP	66						

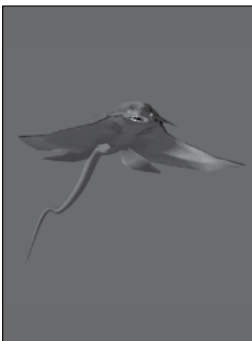
SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	54%	0	26	26	Phys	—
1. Wing Buffet	—	Wings	Physical Attack	All	9 HP	54%	5	26	31	Force	If target is Stoned, Instant Kill 30%
2. Tarukaja	—	—	Spell	All	12 MP	69%	—	—	—	Support	Auto-Success
3. Shibaboo	20	—	Spell	1	5 MP	69%	—	—	—	Nerve	Restrain 65%
4. Makatora	21	—	Spell	1	10 MP	69%	—	—	—	Support	Auto-Success
5. Kamikaze	22	—	Physical Attack	1	All HP	54%	78	26	104	Phys	—
6. Zanma	23	—	Spell	1	6 MP	69%	30	29	59	Force	If target is Stoned, Instant Kill 50%
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

ISORA

LV 14

CLAN

YOMA



EVOLVE?	-				AFFINITIES	Strong Ice, Weak Fire								
Stats	TN	Substats				INHERIT TRAITS	Mouth Eye Lunge Teeth							
St (*)	9	59%	Physical Power	23		A sea god that can be found in the mythology of indigenous peoples of Japan. Their bodies are covered in seashells and seaweed, making them appear unsettling. He is known for lending the tide-controlling jewels hirutama and mitsutama to Empress Jingū, helping her on the Korean expedition. His connection with seafaring people is deep, and he received most of his worship via the Azumi peoples, who were expert seafarers.								
Ma	8	54%	Magical Power	22										
Vi	8	54%	Save TN	54%										
Ag	6	44%	Dodge TN	16%										
Lu	3	29%	Negotiation TN	26%										
HP	132		MP	66		PHYSICAL RESIST	11		MAGIC RESIST	11		FATE POINTS	5	
BEHAVIOR	Animal/—/—						MACCA	65						
DROP ITEMS	Coral						EXP	40						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	59%	0	23	23	Phys	—
1. Analyze	—	—	Magical Attack	1	—	54%	—	—	—	Almighty	Auto-Success
2. Venom Bite	—	Teeth	Physical Attack	1	17 HP	59%	21	23	44	Phys	Poison 40%
3. Kidnap	15	Speech	Talk	1	—	46%	—	—	—	Talk	—
4. Lullaby	16	—	Magical Attack	1	6 MP	54%	—	—	—	Mind	Sleep 70%
5. Ice Breath	17	Mouth	Physical Attack	All	9 HP	59%	5	23	28	Ice	Freeze 10%
6. Media	18	—	Spell	All	12 MP	54%	5	22	27	Healing	Auto-Success
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

APSARAS

LV 8

CLAN

YOMA



EVOLVE? -

AFFINITIES Drain Elec, Weak Fire

Stats	TN	Substats	
St 6	38%	Physical Power	14
Ma (*) 6	38%	Magical Power	14
Vi 6	38%	Save TN	38%
Ag 5	33%	Dodge TN	15%
Lu 5	33%	Negotiation TN	30%

INHERIT TRAITS Eye

In Indian belief, Apsaras are spirits of water. Their name can translate to, "ones moving in water." They appear as young women, and their bewitching beauty is sometimes cited as an example of the kind of worldly desire that can be an obstacle to realization of asceticism, and can cause a would-be ascetic to fall into corruption. Apsaras are also charged with carrying the souls of those who die in battle to the heavenly realm of Indra, making them similar to Norse mythology valkyries. They appear often around Ginza.

BEHAVIOR Lady/Woman/Youth

MACCA 40

DROP ITEMS Aquamarine

EXP 18

HP 84

MP 42

PHYSICAL RESIST 7

MAGIC RESIST 7

FATE POINTS 6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	38%	0	14	14	Phys	—
1. Lullaby	—	—	Magical Attack	1	6 MP	38%	—	—	—	Mind	Sleep 70%
2. Seduce	—	Speech	Talk	1	—	50%	—	—	—	Talk	—
3. Mutudi	—	—	Spell	1	5 MP	38%	—	—	—	Healing	Auto-Success
4. Mazio	9	—	Spell	All	8 MP	38%	5	14	19	Elec	Shock 10%
5. Anti-Mind	10	—	Passive	—	—	—	—	—	—	—	—
6. Makajam	11	—	Spell	1	4 MP	38%	—	—	—	Ruin	Mute 40%
7. Dormina	12	—	Spell	All	9 MP	38%	—	—	—	Mind	Sleep 30%
8. —	—	—	—	—	—	—	—	—	—	—	—

TITANIA

LV 57

CLAN

FAIRY



EVOLVE? -

AFFINITIES Repel Light/Dark, Strong Magic

Stats	TN	Substats	
St 14	127%	Physical Power	71
Ma (*) 23	172%	Magical Power	80
Vi 15	132%	Save TN	132%
Ag 12	117%	Dodge TN	22%
Lu 13	122%	Negotiation TN	46%

INHERIT TRAITS Eye

The ruler of the moonlit forest, and wife of the King of Fairies, Oberon. It's believed that her origins lie in the Greek goddess of the hunt and the moon, Artemis. She was reinterpreted as a fairy in England, and became immortalized as the Queen of Fairies in William Shakespeare's play, A Midsummer Night's Dream. In English reading, Titania's name is usually pronounced like "tee-tan-ee-ah," but originally was more like, "tee-tan-ee-ah." In the original game, Titania appeared alongside Oberon as rulers of Yoyogi Park. After Sakahagi's assault, she could also be found in Asakusa.

BEHAVIOR Lady/Woman/Youth

MACCA 456

DROP ITEMS Sapphire

EXP 469

HP 432

MP 240

PHYSICAL RESIST 36

MAGIC RESIST 40

FATE POINTS 7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	127%	0	71	71	Phys	—
1. Glacial Blast	—	—	Magical Attack	All	25 MP	172%	65	80	145	Ice	Freeze 10%
2. Pester	—	Speech	Talk	1	—	66%	—	—	—	Talk	—
3. Mediarahan	58	—	Spell	All	35 MP	172%	—	—	—	Healing	Auto-Success
4. Pulinpa	59	—	Spell	1	5 MP	172%	—	—	—	Mind	Panic 60%
5. Mana Surge	60	—	Passive	—	—	—	—	—	—	—	—
6. Prayer	61	—	Magical Attack	All	50 MP	172%	—	—	—	Healing	Auto-Success
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

OBERON

LV

46

CLAN

FAIRY



EVOLVE?	-				AFFINITIES	Strong Phys, Weak Ruin								
Stats					TN	Substats								
St	16	126%	Physical Power	62	INHERIT TRAITS							Eye Lunge Weapon		
Ma (*)	19	141%	Magical Power	65	<p>The King of the Fairies, and husband to Queen Titania. He oversees all rites that occur between fairies. Though in truth having lived a long life, due to a curse inflicted on him when he was young, his body has grown to be no more than that of a boy's. His origins lay in his appearance in the 13th century French epic-romance poem, <i>Huon of Bordeaux</i>, and when the poem made its way to England, he was immortalized as the Fairy King. In the original game, he rules Yoyogi Park alongside Titania. After Sakahagi's assault, he can also be found in the Amala Temple.</p>									
Vi	13	111%	Save TN	111%										
Ag	8	86%	Dodge TN	18%										
Lu	10	96%	Negotiation TN	40%										
BEHAVIOR		Gentleman/Man/Youth			MACCA	321								
DROP ITEMS		Aquamarine			EXP	315								
HP	354		MP	195		PHYSICAL RESIST	29		MAGIC RESIST	32		FATE POINTS	7	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	126%	0	62	62	Phys	-
1. Heat Wave	-	Weapon	Physical Attack	All	13 HP	126%	22	62	84	Phs	-
2. Wooing	-	Speech	Talk	1	-	60%	-	-	-	Talk	-
3. Mediarama	-	-	Spell	All	20 HP	141%	25	65	90	Healing	Auto-Success
4. Makarakarn	47	-	Spell	All	45 MP	141%	-	-	-	Support	Auto-Success
5. Diarahan	48	-	Spell	1	15 MP	141%	-	-	-	Healing	Auto-Success
6. Tornado	49	-	Magical Attack	All	25 MP	141%	65	65	130	Force	If target is Stoned, Instant Kill 30%
7. Bufudyne	50	-	Spell	1	10 MP	141%	60	65	125	Ice	Freeze 20%
8. Ziodyne	51	-	Spell	1	10 MP	141%	60	65	125	Elec	Shock 20%

SETANTA

LV

43

CLAN

FAIRY



EVOLVE?	Setanta (48) > Cú Chulainn				AFFINITIES	Repel Force, Weak Ruin/Nerve								
Stats					TN	Substats								
St (*)	17	128%	Physical Power	60	INHERIT TRAITS							Eye Lunge Weapon		
Ma	12	103%	Magical Power	55	<p>Appearing as a brave youth who appears in Irish mythology, who would later become the hero Cú Chulainn (Setanta being his given or childhood name). He earns that name after killing a maddened guard dog barehanded, and offers to take up the position as sentry in its place (the name Cú Chulainn itself meaning "mad dog of the clan.") Originally, Setanta lives in Yoyogi Park, but can be found wandering Asakusa after Sakahagi's attack. With enough experience, Setanta can be evolved into Cú Chulainn.</p>									
Vi	20	143%	Save TN	143%										
Ag	12	103%	Dodge TN	22%										
Lu	6	73%	Negotiation TN	32%										
BEHAVIOR		Gentleman/Man/Youth			MACCA	288								
DROP ITEMS		Onyx			EXP	279								
HP	378		MP	165		PHYSICAL RESIST	31		MAGIC RESIST	27		FATE POINTS	6	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	128%	0	60	60	Phys	-
1. Estoma	-	-	Spell	-	40 MP	103%	-	-	-	Unique	Auto-Success
2. Guillotine	-	Weapon	Physical Attack	1	17 HP	128%	40	60	100	Phys	Stun 40%
3. Sukukaja	-	-	Spell	All	12 MP	103%	-	-	-	Support	Auto-Success
4. Retaliate	44	-	Passive	-	-	-	-	-	-	-	Counter 50%, double damage
5. Provoke	45	-	Magical Attack	All	20 MP	103%	-	-	-	Support	Auto-Success
6. Magic Null	46	-	Passive	-	-	-	-	-	-	-	-
7. Wooing	47	Speech	Talk	1	-	52%	-	-	-	Talk	-
8. Tempest	48	Lunge	Physical Attack	All	25 HP	128%	30	60	90	Phys	-

TROLL

LV 38

CLAN

FAIRY



EVOLVE? -

AFFINITIES Drain Ice, Weak Mind

Stats	TN	Substats	
St 14	108%	Physical Power	52
Ma 10	88%	Magical Power	48
Vi (*) 21	143%	Save TN	143%
Ag 4	58%	Dodge TN	14%
Lu 9	83%	Negotiation TN	38%

INHERIT TRAITS Mouth Eye Lunge

A brutish giant that appears in many myths and legends across Europe. As they turn to stone when touched by the light of the sun, they prefer to roam at night. Folklore claims that trolls are powerful but dim-witted, and often are depicted as losing to resourceful humans. It's likely that the troll has origins in the Jotunn or giants of Norse mythology. They can be found living in Yoyogi Park, and one even stood guard over Loki's treasure room. After Sakahagi's assault on the park, they are found alongside Titania at Asakusa.

BEHAVIOR Delinquent/Man/Youth

MACCA 238

DROP ITEMS Medicine

EXP 222

HP 354

MP 144

PHYSICAL RESIST 29

MAGIC RESIST 24

FATE POINTS 6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	108%	0	52	52	Phys	-
1. Begging	-	Speech	Talk	1	-	58%	-	-	-	Talk	-
2. Mutudi	-	-	Spell	1	5 MP	88%	-	-	-	Healing	Auto-Success
3. Mabufula	39	-	Spell	All	15 MP	88%	20	48	68	Ice	Freeze 10%
4. Berserk	40	Lunge	Physical Attack	All	15 HP	108%	10	52	62	Phys	-
5. Life Gain	41	-	Passive	-	-	-	-	-	-	-	-
6. Lightoma	42	-	Spell	All	10 MP	88%	-	-	-	Unique	Auto-Success
7. Diarahan	43	-	Spell	1	15 MP	88%	-	-	-	Healing	Auto-Success
8. -	-	-	-	-	-	-	-	-	-	-	-

KELPIE

LV 26

CLAN

FAIRY



EVOLVE? -

AFFINITIES Strong Ice, Weak Elec

Stats	TN	Substats	
St 9	71%	Physical Power	35
Ma 13	91%	Magical Power	39
Vi 9	71%	Save TN	71%
Ag (*) 8	66%	Dodge TN	18%
Lu 7	61%	Negotiation TN	34%

INHERIT TRAITS Mouth Eye Lunge Teeth

A water fairy spoken of in Scottish folktales. They look similar to horses. It's said they invite travelers to ride them, and once mounted, the Kelpie submerged their rider into a deep river or mud pit, drowning them. It's also claimed that if a Kelpie can be harnessed and tamed, it makes for the most loyal and swiftest of steeds. Kelpie most often appear in Ikebukuro Tunnel and Asakusa.

BEHAVIOR Animal/-/-

MACCA 137

DROP ITEMS Jade

EXP 113

HP 210

MP 117

PHYSICAL RESIST 17

MAGIC RESIST 19

FATE POINTS 6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	71%	0	35	35	Phys	-
1. Pulinpa	-	-	Spell	1	5 MP	91%	-	-	-	Mind	Panic 60%
2. Arbitrate	-	Speech	Talk	1	-	54%	-	-	-	Talk	-
3. Paraladi	-	-	Spell	1	5 MP	91%	-	-	-	Healing	Auto-Success
4. Stun Bite	27	Teeth	Physical Attack	1	17 HP	71%	24	35	59	Phys	Stun 40%
5. Nerve Null	28	-	Passive	-	-	-	-	-	-	-	-
6. Marin Karin	29	-	Spell	1	8 MP	91%	-	-	-	Mind	Charm 40%
7. Diarama	30	-	Spell	1	7 MP	91%	30	39	69	Healing	Auto-Success
8. -	-	-	-	-	-	-	-	-	-	-	-

JACK-O-LANTERN

LV

19

CLAN

FAIRY



EVOLVE?	-				AFFINITIES	Drain Fire, Weak Ice																	
Stats					TN	Substats																	
St	8	59%	Physical Power	27	INHERIT TRAITS							Mouth Eye Lunge											
<p>A creature similar to a wisp of light, spoken of in English folklore. It's said such creatures are the souls of people who lived a life of depravity, and were thus denied entry into the afterlife, dooming them to wander eternally. This is also the name for candle-lit, carved pumpkins made for the 31st of October, also known as Halloween, which were believed to drive away evil spirits. Primarily found in the Mantra HQ and Ginza areas. One also served as a warden of the Mantra Army's prison.</p>																							
Ma (*)	10	69%	Magical Power	29	BEHAVIOR				Hee-Ho/-/Child	MACCA		92											
Vi	8	59%	Save TN	59%	DROP ITEMS				Garnet	EXP		66											
Ag	6	49%	Dodge TN	16%	HP		162	MP		87	PHYSICAL RESIST		13	MAGIC RESIST		14	FATE POINTS		6				
Lu	7	54%	Negotiation TN	34%																			

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	59%	0	27	27	Phys	-
1. Agi	-	-	Spell	1	3 MP	69%	15	29	44	Fire	-
2. Maragi	-	-	Spell	All	8 MP	69%	10	29	39	Fire	-
3. Nag	-	Speech	Talk	1	-	54%	-	-	-	Talk	-
4. Stun Gaze	20	Eye	Magical Attack	1	5 MP	69%	-	-	-	Nerve	Stun 40%
5. Lunge	21	Lunge	Physical Attack	1	10 HP	59%	10	27	37	Phys	-
6. Agilao	22	-	Spell	1	6 MP	69%	40	29	69	Fire	-
7. Anti-Ice	23	-	Passive	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

HIGH PIXIE

LV

10

CLAN

FAIRY



EVOLVE?	Pixie (6) > High Pixie (16) > Queen Mab				AFFINITIES	Strong Elec																	
Stats					TN	Substats																	
St	4	30%	Physical Power	14	INHERIT TRAITS							Eye											
<p>An older figure among the pixies. Pixies tend to be divided by their magical power and leadership abilities, and those with outstanding levels of both are called High Pixies. This carries a meaning similar to nobility among pixies, and they even have the capacity to grow and evolve into Queen Mab with enough experience. They're mainly found around Yoyogi Park. They can be evolved from Pixie.</p>																							
Ma	6	40%	Magical Power	16	BEHAVIOR				Lady/Woman/Youth	MACCA		200											
Vi	4	30%	Save TN	30%	DROP ITEMS				Revival Bead	EXP		100											
Ag	6	40%	Dodge TN	16%	HP		84	MP		48	PHYSICAL RESIST		7	MAGIC RESIST		8	FATE POINTS		7				
Lu (*)	10	60%	Negotiation TN	40%																			

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	30%	0	14	14	Phys	-
1. Zio	-	-	Spell	1	3 MP	40%	10	16	26	Elec	Shock 20%
2. Wing Buffet	-	Wings	Physical Attack	All	9 HP	30%	5	14	19	Force	If target is Stoned, Instant Kill 30%
3. Paraladi	11	-	Spell	1	5 MP	40%	-	-	-	Healing	Auto-Success
4. Me Patra	12	-	Spell	All	12 MP	40%	-	-	-	Healing	Auto-Success
5. Seduce	13	Speech	Talk	1	-	60%	-	-	-	Talk	-
6. Lucky Find	14	-	Passive	-	-	-	-	-	-	-	-
7. Trafuri	15	-	Spell	All	25 MP	40%	-	-	-	Unique	-
8. Pester	16	Speech	Talk	1	-	60%	-	-	-	Talk	-

JACK FROST

LV 7 CLAN FAIRY



EVOLVE?	Mini-Frost (4) > Jack Frost				AFFINITIES	Drain Ice, Weak Fire									
Stats	TN	Substats				INHERIT TRAITS	Mouth Eye Lunge								
St	5	32%	Physical Power	12	<p>A fairy of winter and frost, as held in English folklore. They come in various forms, sometimes looking like a young boy, other times as wizened old men, and sometimes as snowmen. These fairies love to play pranks, but generally hold no malice at all. On the other hand, when angered, they have another, more fearsome side: they can easily kill anyone by freezing them to death. They are often found in Yoyogi Park and Ginza.</p>										
Ma (*)	8	47%	Magical Power	15											
Vi	6	37%	Save TN	37%											
Ag	4	27%	Dodge TN	14%											
Lu	4	27%	Negotiation TN	28%											
HP	78	MP	45	PHYSICAL RESIST	6	MAGIC RESIST	7	FATE POINTS	5	BEHAVIOR	Hee-Ho/--/Child		MACCA	36	
											DROP ITEMS	Chakra Drop		EXP	15

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	32%	0	12	12	Phys	—
1. Bufu	—	—	Spell	1	3 MP	47%	10	15	25	Ice	Freeze 20%
2. Connection	—	Speech	Talk	1	—	48%	—	—	—	Talk	—
3. Might	—	—	Passive	—	—	—	—	—	—	—	Double physical crit rate.
4. Mabufu	8	—	Spell	All	8 MP	47%	5	15	20	Ice	Freeze 10%
5. Trade	9	Speech	Talk	1	—	48%	—	—	—	Talk	—
6. Ice Breath	10	Mouth	Physical Attack	All	9 HP	32%	5	12	17	Ice	Freeze 10%
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

PIXIE

LV 2 CLAN FAIRY



EVOLVE?	Pixie (6) > High Pixie (16) > Queen Mab				AFFINITIES	Strong Elec									
Stats	TN	Substats				INHERIT TRAITS	Eye								
St	3	17%	Physical Power	5	<p>A forest fairy from English folklore. It's said pixies arise from the souls of children who died without being baptized. They do not often appear in places where people can see them, but also tend to have a symbiotic relationship with humans in various ways. It's said pixies properly reward those who give them respect. With enough experience, a Pixie can be evolved into a High Pixie, and with even more experience, can evolve further into Queen Mab. They've been often sighted around Yoyogi Park.</p>										
Ma	6	32%	Magical Power	8											
Vi	4	22%	Save TN	22%											
Ag	2	12%	Dodge TN	12%											
Lu (*)	7	37%	Negotiation TN	34%											
HP	36	MP	24	PHYSICAL RESIST	3	MAGIC RESIST	4	FATE POINTS	6	BEHAVIOR	Girl/Woman/Child		MACCA	22	
											DROP ITEMS	Chakra Drop		EXP	5

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	17%	0	5	5	Phys	—
1. Dia	—	—	Spell	1	3 MP	32%	10	8	18	Healing	Auto-Success
2. Zio	—	—	Spell	1	3 MP	32%	10	8	18	Elec	Shock 20%
3. Seduce	3	Talk	Talk	1	—	54%	—	—	—	Talk	—
4. Rakunda	4	—	Spell	All	12 MP	32%	—	—	—	Support	Auto-Success
5. Posumudi	5	—	Spell	1	5 MP	32%	—	—	—	Healing	Auto-Success
6. Wing Buffet	6	Wings	Physical Attack	All	9 HP	17%	5	5	10	Force	If target is Stoned, Instant Kill 30%
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

THRONE

LV

64

CLAN

DIVINE



EVOLVE?	Throne (68) > Uriel				AFFINITIES	Repel Magic, Drain Fire, Weak Ice/Dark						
Stats		TN	Substats			INHERIT TRAITS	Eye Lunge					
St	18	154%	Physical Power	82		<p>In the hierarchy of angels, Thrones are those angels that belong to the third choir. The first through third choirs are treated as the "highest order" of angels. Of those angels with material bodies, Thrones are of the highest caliber. It is believed that their role is to serve as transport for the Christian God, and so their name can literally mean throne, but also chariot. After the fall of the Assembly of Nihilo, they join with the Reason of Yosuga, and appear in the Tower of Kagutsuchi. With enough experience, they can evolve into Uriel.</p>						
Ma (*)	22	174%	Magical Power	86								
Vi	18	154%	Save TN	154%								
Ag	15	139%	Dodge TN	25%								
Lu	15	139%	Negotiation TN	50%								
HP		492	MP	258	PHYSICAL RESIST	41	MAGIC RESIST	43	FATE POINTS			8
BEHAVIOR		Gentleman/--/Adult				MACCA		555				
DROP ITEMS		Opal				EXP		580				

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	154%	0	82	82	Phys	—
1. Mahamaon	—	—	Spell	All	25 MP	174%	—	—	—	Light	Instant Kill 30%
2. Prominence	—	—	Magical Attack	All	30 MP	174%	80	86	166	Fire	—
3. Brainwash	—	Speech	Talk	1	—	70%	—	—	—	Talk	—
4. Mediarahan	65	—	Spell	All	35 MP	174%	—	—	—	Healing	Auto-Success
5. Mute Gaze	66	Eye	Magical Attack	1	5 MP	174%	—	—	—	Dark	Mute 40%
6. Holy Wrath	67	—	Magical Attack	All	36 MP	174%	—	—	—	Light	HP 1/5
7. Debilitate	68	—	Magical Attack	All	48 MP	174%	—	—	—	Support	Auto-Success
8. —	—	—	—	—	—	—	—	—	—	—	—

DOMINION

LV

50

CLAN

DIVINE



EVOLVE?	-				AFFINITIES	Repel Light, Weak Dark/Ruin						
Stats		TN	Substats			INHERIT TRAITS	Eye					
St	15	125%	Physical Power	65		<p>In the hierarchy of angels, Dominions are those angels that belong to the fourth choir of the middle orders. Their name carries the meaning of sovereignty. It is their role to make known to all the majesty of God. They are led by the angels Zadkiel, Hashmal, Ariel, and Muriel. After the fall of the Assembly of Nihilo, they join with the Reason of Yosuga, and appear at the Mantra Army HQ. During the assault on Asakusa, one served as a subordinate to Chiaki.</p>						
Ma (*)	18	140%	Magical Power	68								
Vi	15	125%	Save TN	125%								
Ag	11	105%	Dodge TN	21%								
Lu	11	105%	Negotiation TN	42%								
HP		390	MP	204	PHYSICAL RESIST	32	MAGIC RESIST	34	FATE POINTS			7
BEHAVIOR		Gentleman/Man/Adult				MACCA		368				
DROP ITEMS		Aquamarine				EXP		368				

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	125%	0	65	65	Phys	—
1. Diarahan	—	—	Spell	1	15 MP	140%	—	—	—	Healing	Auto-Success
2. Violent Flash	—	—	Magical Attack	1	10 MP	140%	50	68	118	Light	—
3. Tetrakarn	51	—	Spell	All	45 MP	140%	—	—	—	Support	Auto-Success
4. Persuade	52	Speech	Talk	1	—	62%	—	—	—	Talk	—
5. Makakaja	53	—	Spell	All	12 MP	140%	—	—	—	Support	Auto-Success
6. Makajam	54	—	Spell	1	4 MP	140%	—	—	—	Ruin	Mute 40%
7. Mahamaon	55	—	Spell	All	25 MP	140%	—	—	—	Light	Instant Kill 30%
8. —	—	—	—	—	—	—	—	—	—	—	—

VIRTUE

LV

41

CLAN

DIVINE



EVOLVE?	-				AFFINITIES	Repel Light, Weak Force/Dark																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>12</td> <td>101%</td> <td>Physical Power</td> <td>53</td> </tr> <tr> <td>Ma (*)</td> <td>17</td> <td>126%</td> <td>Magical Power</td> <td>58</td> </tr> <tr> <td>Vi</td> <td>17</td> <td>126%</td> <td>Save TN</td> <td>126%</td> </tr> <tr> <td>Ag</td> <td>8</td> <td>81%</td> <td>Dodge TN</td> <td>18%</td> </tr> <tr> <td>Lu</td> <td>7</td> <td>76%</td> <td>Negotiation TN</td> <td>34%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	12	101%	Physical Power	53	Ma (*)	17	126%	Magical Power	58	Vi	17	126%	Save TN	126%	Ag	8	81%	Dodge TN	18%	Lu	7	76%	Negotiation TN	34%	INHERIT TRAITS	None					
Stats	TN	Substats																																						
St	12	101%	Physical Power	53																																				
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<p>In the hierarchy of angels, Virtues are those angels that belong to the fifth choir of the middle orders. Their name reflects virtue itself, and also the nobility that comes with it. Virtues are said to preside over making miracles real, and in using those to grant courage to humans. They are also allies to heroes. After the fall of the Assembly of Nihilo, they join with the Reason of Yosuga, and appear at Asakusa, as well as Sanno.</p>																																								
BEHAVIOR								Gentleman/--/Adult		MACCA	268																													
DROP ITEMS								Opal		EXP	256																													
HP	348		MP	174		PHYSICAL RESIST	29		MAGIC RESIST	29		FATE POINTS	6																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	101%	0	53	53	Phys	—
1. Mahama	—	—	Spell	All	15 MP	126%	—	—	—	Light	—
2. Detain	—	Speech	Talk	1	—	54%	—	—	—	Talk	—
3. Mediarama	—	—	Spell	All	20 MP	126%	25	58	83	Healing	—
4. Arid Needle	42	Spike	Physical Attack	1	13 HP	101%	10	53	63	Phys	—
5. Makarakarn	43	—	Spell	All	45 MP	126%	—	—	—	Support	—
6. Mazinga	44	—	Spell	All	15 MP	126%	20	58	78	Elec	—
7. Thunderclap	45	—	Magical Attack	All	12 MP	126%	—	—	—	Light	—
8. —	—	—	—	—	—	—	—	—	—	—	—

POWER

LV

33

CLAN

DIVINE



EVOLVE?	-				AFFINITIES	Repel Light, Weak Dark/Nerve																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St (*)</td> <td>16</td> <td>113%</td> <td>Physical Power</td> <td>49</td> </tr> <tr> <td>Ma</td> <td>8</td> <td>73%</td> <td>Magical Power</td> <td>41</td> </tr> <tr> <td>Vi</td> <td>16</td> <td>113%</td> <td>Save TN</td> <td>113%</td> </tr> <tr> <td>Ag</td> <td>7</td> <td>68%</td> <td>Dodge TN</td> <td>17%</td> </tr> <tr> <td>Lu</td> <td>6</td> <td>63%</td> <td>Negotiation TN</td> <td>32%</td> </tr> </tbody> </table>					Stats	TN	Substats		St (*)	16	113%	Physical Power	49	Ma	8	73%	Magical Power	41	Vi	16	113%	Save TN	113%	Ag	7	68%	Dodge TN	17%	Lu	6	63%	Negotiation TN	32%	INHERIT TRAITS	Eye Lunge Weapon					
Stats	TN	Substats																																						
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<p>In the hierarchy of angels, Powers are those angels that belong to the sixth choir of the middle orders. Their name symbolizes the might of God. They were well-suited for their roles as pure soldiers, which led to some people believing them to be neither good nor evil. To prevent demons from infiltrating Heaven, they're said to always be on the front lines, and continually patrol the paths to Heaven. After the fall of the Assembly of Nihilo, they join with the Reason of Yosuga, and can be seen in Marunouchi and Nagatscho. One was a leader on the assault against Asakusa.</p>																																								
BEHAVIOR								Gentleman/Man/Adult		MACCA	192																													
DROP ITEMS								Onyx		EXP	173																													
HP	294		MP	123		PHYSICAL RESIST	24		MAGIC RESIST	20		FATE POINTS	6																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	113%	0	49	49	Phys	—
1. Might	—	—	Passive	—	—	—	—	—	—	—	Double physical crit rate.
2. Brainwash	—	Speech	Talk	1	—	52%	—	—	—	Talk	—
3. Tarukaja	—	—	Spell	All	12 MP	73%	—	—	—	Support	Auto-Success
4. Guillotine	34	Weapon	Physical Attack	1	17 HP	113%	40	49	89	Phys	Stun 40%
5. Mahama	35	—	Spell	All	15 MP	73%	—	—	—	Light	Instant Kill 20%
6. Hamaon	36	—	Spell	1	10 MP	73%	—	—	—	Light	Instant Kill 60%
7. Nerve Null	37	—	Passive	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

PRINCIPALITY

LV 28

CLAN

DIVINE



EVOLVE?	-				AFFINITIES	Null Light, Weak Dark/Mind								
Stats					TN	Substats								
St	11	83%	Physical Power	39	INHERIT TRAITS							Eye Weapon		
Ma (*)	12	88%	Magical Power	40	<p>In the hierarchy of angels, Principalities are those angels that belong to the seventh choir of the lowest orders. They have somewhat stubborn views of right and wrong, and are seen as guardians and advocates for nations and civilization. Among them, Anael (also called Haniel) stands as their leader. After the fall of the Assembly of Nihilo, they join with the Reason of Yosuga, and appear at the Mantra Army HQ. They also help in the assault of Asakusa.</p>									
Vi	9	73%	Save TN	73%										
Ag	7	63%	Dodge TN	17%										
Lu	9	73%	Negotiation TN	38%										
BEHAVIOR	Gentleman/Man/Adult											MACCA	152	
DROP ITEMS	Garnet				EXP	129								
HP	222		MP	120		PHYSICAL RESIST	18		MAGIC RESIST	20		FATE POINTS	6	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	83%	0	39	39	Phys	-
1. Might	-	-	Passive	-	-	-	-	-	-	-	Double physical crit rate.
2. Zanma	-	-	Spell	1	6 MP	88%	30	40	70	Force	If target is Stoned, Instant Kill 50%
3. Connection	-	Speech	Talk	1	-	58%	-	-	-	Talk	-
4. Diarama	29	-	Spell	1	7 MP	88%	30	40	70	Healing	Auto-Success
5. Mana Bonus	30	-	Passive	-	-	-	-	-	-	-	-
6. Hamaon	31	-	Spell	1	10 MP	88%	-	-	-	Light	Instant Kill 60%
7. Heat Wave	32	Weapon	Physical Attack	All	13 HP	83%	22	39	61	Phys	-
8. -	-	-	-	-	-	-	-	-	-	-	-

ARCHANGEL

LV 18

CLAN

DIVINE



EVOLVE?	-				AFFINITIES	Null Light, Weak Ice/Dark								
Stats					TN	Substats								
St (*)	11	73%	Physical Power	29	INHERIT TRAITS							Eye Lunge Weapon		
Ma	6	48%	Magical Power	24	<p>In the hierarchy of angels, Archangels are those angels that belong to the eighth choir of the lowest orders. Though called Archangels, this is not the same as the term archangel used to refer to greater angels, such as Michael. Archangels have the most direct contact in human affairs, and are believed to be messengers that intermediate between God and humans. As junior officers in the Assembly of Nihilo, they lead the fight against the Mantra Army in the Ikebukuro area and Asakusa.</p>									
Vi	8	58%	Save TN	58%										
Ag	7	53%	Dodge TN	17%										
Lu	6	48%	Negotiation TN	32%										
BEHAVIOR	Gentleman/Man/Adult											MACCA	86	
DROP ITEMS	Medicine				EXP	60								
HP	156		MP	72		PHYSICAL RESIST	13		MAGIC RESIST	12		FATE POINTS	6	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	73%	0	29	29	Phys	-
1. Tarukaja	-	-	Spell	All	12 MP	48%	-	-	-	Support	Auto-Success
2. Mighty Gust	-	Weapon	Physical Attack	1	13 HP	73%	33	29	62	Phys	-
3. Hama	19	-	Spell	1	6 MP	48%	-	-	-	Light	Instant Kill 40%
4. Estoma	20	-	Spell	-	40 MP	48%	-	-	-	Unique	Auto-Success
5. Wing Buffet	21	Wings	Physical Attack	All	9 HP	73%	5	29	34	Force	If target is Stoned, Instant Kill 30%
6. Persuade	22	Speech	Talk	1	-	52%	-	-	-	Talk	-
7. Diarama	23	-	Spell	1	7 MP	48%	30	24	54	Healing	Auto-Success
8. -	-	-	-	-	-	-	-	-	-	-	-

ANGEL

LV

11

CLAN

DIVINE



EVOLVE?	-				AFFINITIES	Null Light, Weak Force/Dark								
Stats	TN	Substats				INHERIT TRAITS	None							
St	4	31%	Physical Power	15			Angels appear throughout Christian, Jewish, and Islamic teachings as agents of God's will. They are usually depicted as having wings on their back, and possessing androgynous beauty. Theology suggests there are nine choirs of angels, and the Angels are of the lowest, ninth choir. Their name carries a meaning of messenger or herald, and they serve as intermediaries between individual humans and God. As members of the Assembly of Nihilo, they can be found in Ginza and the deserts surrounding it as well.							
Ma (*)	7	46%	Magical Power	18										
Vi	7	46%	Save TN	46%										
Ag	7	46%	Dodge TN	17%										
Lu	6	41%	Negotiation TN	32%										
BEHAVIOR	Lady/Woman/Youth					MACCA	52							
DROP ITEMS	Medicine					EXP	28							
HP	108		MP	54		PHYSICAL RESIST	9		MAGIC RESIST	9		FATE POINTS	6	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	31%	0	15	15	Phys	—
1. Dia	—	—	Spell	1	3 MP	46%	10	18	28	Healing	Auto-Success
2. Hama	—	—	Spell	1	6 MP	46%	—	—	—	Light	Instant Kill 40%
3. Detain	12	Speech	Talk	1	—	52%	—	—	—	Talk	—
4. Patra	13	—	Spell	1	5 MP	46%	—	—	—	Healing	Auto-Success
5. Petradi	14	—	Spell	1	5 MP	46%	—	—	—	Healing	Auto-Success
6. Stun Needle	15	Spike	Physical Attack	1	7 HP	31%	10	15	25	Phys	Stun 40%
7. Life Aid	16	—	Passive	1	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

FLAUROS

LV

68

CLAN

FALLEN



EVOLVE?	-				AFFINITIES	Repel Dark, Weak Nerve								
Stats	TN	Substats				INHERIT TRAITS	Mouth Eye Lunge Claw Weapon							
St (*)	27	203%	Physical Power	95			One of King Solomon's seventy-two demons. He manifests as a warrior with the face of a leopard, or sometimes as a leopard itself. He has the power to see into the past and the future and can answer any question, but unless summoned into a magic triangle, he will lie. He also has the power to command flames at will and can incinerate anything he desires to. After the fall of the Assembly of Nihilo, he joins with the Reason of Yosuga, and appears in the Tower of Kagutsuchi. When Chiaki merges with Baal Avatar, he is summoned again in the form of Flauros Hallel.							
Ma	14	138%	Magical Power	82										
Vi	22	178%	Save TN	178%										
Ag	13	133%	Dodge TN	23%										
Lu	12	128%	Negotiation TN	44%										
BEHAVIOR	Delinquent/—/Adult					MACCA	616							
DROP ITEMS	Muscle Drink					EXP	644							
HP	540		MP	246		PHYSICAL RESIST	45		MAGIC RESIST	41		FATE POINTS	7	

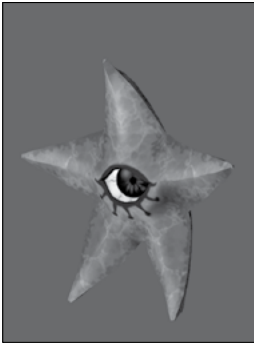
SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	203%	0	95	95	Phys	—
1. Iron Claw	—	Claw	Physical Attack	1	15 HP	203%	36	95	131	Phys	—
2. Threaten	—	Speech	Talk	1	—	64%	—	—	—	Talk	—
3. War Cry	—	Mouth	Magical Attack	All	40 MP	138%	—	—	—	Support	Auto-Success
4. Deathbound	69	Weapon	Physical Attack	All	25 HP	203%	45	95	140	Phys	—
5. Endure	70	—	Passive	—	—	—	—	—	—	—	—
6. Hades Blast	71	Lunge	Physical Attack	All	33 HP	203%	50	95	145	Phys	—
7. Life Surge	72	—	Passive	—	—	—	—	—	—	—	—
8. Hassohappa	73	Weapon	Physical Attack	All	33 HP	203%	57	95	152	Phys	—

DECARABIA

LV 58

CLAN

FALLEN



EVOLVE?		-		AFFINITIES		Null Dark, Strong Magic				
Stats		TN	Substats		INHERIT TRAITS		Eye Lunge			
St	15	133%	Physical Power	73	One of King Solomon's seventy-two demons. He is a strange demon with the form of a pentagram, though he may also appear as a naked old man. He possesses great knowledge of gemstones and plants, and can appraise gems. He also commands familiars who take the form of birds and may bestow them upon his summoner. In the original game, he becomes the leader of the free city of Shibuya, and wishes to rule through force with his friend, Forneus, though he gives up on this after Forneus dies. Once the Yahiro no Himorogi manifests, he joins with the Reason of Shijima, and appears in the Diet Building.					
Ma (*)	22	168%	Magical Power	80						
Vi	17	143%	Save TN	143%						
Ag	12	118%	Dodge TN	22%						
Lu	12	118%	Negotiation TN	44%						
HP		450	MP	240	PHYSICAL RESIST	37	MAGIC RESIST	40	FATE POINTS	7
BEHAVIOR		Elite/--		MACCA	470					
DROP ITEMS		Jade		EXP	484					

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	133%	0	73	73	Phys	-
1. Analyze	-	-	Magical Attack	1	-	168%	-	-	-	Almighty	Auto-Success
2. Haggle	-	Speech	Talk	1	-	64%	-	-	-	Talk	-
3. Tetrakarn	-	-	Spell	All	45 MP	168%	-	-	-	Support	Auto-Success
4. Sukukaja	59	-	Spell	All	12 MP	168%	-	-	-	Support	Auto-Success
5. Hell Gaze	60	Eye	Magical Attack	1	10 MP	168%	-	-	-	Dark	Instant Kill 70%
6. Eternal Rest	61	-	Magical Attack	All	16 MP	168%	-	-	-	Mind	If target is Sleeping, Instant Kill.
7. Trafuri	62	-	Spell	All	25 MP	168%	-	-	-	Unique	-
8. Megido	63	-	Spell	All	30 MP	168%	30	80	110	Almighty	-

OSE

LV 45

CLAN

FALLEN



EVOLVE?		-		AFFINITIES		Null Dark, Weak Nerve				
Stats		TN	Substats		INHERIT TRAITS		Mouth Eye Lunge Weapon			
St (*)	17	130%	Physical Power	62	One of King Solomon's seventy-two demons. He appears to be half-man, half-beast. When summoned, he will transform his summoner into any shape they wish for, though this transformation will not last long. He possesses the power to drive humans mad. He is also a demon of wisdom, and will answer all questions his summoner puts to him. He is a member of the Assembly of Nihilo and a trusted aide of Hikawa's. After the fall of the Assembly of Nihilo, he appears as an enemy in the Amala Temple.					
Ma	11	100%	Magical Power	56						
Vi	14	115%	Save TN	115%						
Ag	12	105%	Dodge TN	22%						
Lu	11	100%	Negotiation TN	42%						
HP		354	MP	168	PHYSICAL RESIST	29	MAGIC RESIST	28	FATE POINTS	7
BEHAVIOR		Delinquent/--/Adult		MACCA	310					
DROP ITEMS		Jade		EXP	303					

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	130%	0	62	62	Phys	-
1. Rakukaja	-	-	Spell	All	12 MP	100%	-	-	-	Support	Auto-Success
2. War Cry	-	Mouth	Magical Attack	All	40 MP	100%	-	-	-	Support	Auto-Success
3. Blight	-	Weapon	Physical Attack	All	33 HP	130%	43	62	105	Phys	Poison 20%
4. Dekaja	46	-	Spell	All	10 MP	100%	-	-	-	Support	Auto-Success
5. Dekunda	47	-	Spell	All	10 MP	100%	-	-	-	Support	Auto-Success
6. Threaten	48	Speech	Talk	1	-	62%	-	-	-	Talk	-
7. Focus	49	-	Magical Attack	-	5 MP	100%	-	-	-	Unique	Auto-Success
8. Makarakarn	50	-	Spell	All	45 MP	100%	-	-	-	Support	Auto-Success

BERITH

LV

37

CLAN

FALLEN



EVOLVE?

-

AFFINITIES

Drain Fire, Null Dark, Strong Phys, Weak Ice

Stats

TN

Substats

St (*)	16	117%	Physical Power	53
Ma	10	87%	Magical Power	47
Vi	17	122%	Save TN	122%
Ag	8	77%	Dodge TN	18%
Lu	6	67%	Negotiation TN	32%

INHERIT TRAITS

Mouth Eye Lunge Weapon

One of King Solomon's seventy-two demons. He is a dreadful king who rides a great horse. Though he has knowledge of the past, present, and future, his words cannot normally be trusted. Supposedly, he will bestow knowledge in exchange for living sacrifices. He is wise in the ways of alchemy, and can transform lead and other base metals into gold. He is a member of the Assembly of Nihilo, and guards a Kila. Later, he is found patrolling the Obelisk.

BEHAVIOR

Elite/Man/Adult

MACCA

228

DROP ITEMS

Garnet

EXP

212

HP

324

MP

141

PHYSICAL RESIST

27

MAGIC RESIST

23

FATE POINTS

6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	117%	0	53	53	Phys	—
1. Mudo	—	—	Spell	1	6 MP	87%	—	—	—	Dark	Instant Kill 40%
2. Kidnap	—	Speech	Talk	1	—	52%	—	—	—	Talk	—
3. Heat Wave	—	Weapon	Physical Attack	All	13 HP	117%	22	53	75	Phys	—
4. Dekaja	38	—	Spell	All	10 MP	87%	—	—	—	Support	Auto-Success
5. Maragion	39	—	Spell	All	15 MP	87%	30	47	115 (77)	Fire	—
6. Dismal Tune	40	—	Magical Attack	All	30 MP	87%	50	47	97	Ruin	Mute 10%
7. Fire Boost	41	—	Passive	—	—	—	—	—	—	—	Multiply Fire attack power by 1.5x
8. Hellfire	42	—	Magical Attack	All	18 MP	87%	30	47	115 (77)	Fire	—

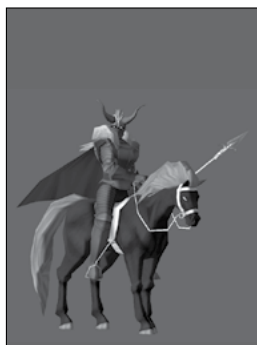
ELIGOR

LV

29

CLAN

FALLEN



EVOLVE?

-

AFFINITIES

Null Dark, Strong Phys, Weak Elec

Stats

TN

Substats

St (*)	14	99%	Physical Power	43
Ma	9	74%	Magical Power	38
Vi	14	99%	Save TN	99%
Ag	6	59%	Dodge TN	16%
Lu	6	59%	Negotiation TN	32%

INHERIT TRAITS

Mouth Eye Lunge Weapon

One of King Solomon's seventy-two demons. He takes the form of a knight, and can foretell the outcome of battles. Those who fight by his side shall never be routed. He can also manipulate the hearts of humans and cause them to fall in love, or uncover their most secret treasures. He is a member of the Assembly of Nihilo, where as well as patrolling the Assembly's domain in Ginza, he guards the Obelisk at its center.

BEHAVIOR

Elite/Man/Adult

MACCA

160

DROP ITEMS

Amethyst

EXP

137

HP

258

MP

114

PHYSICAL RESIST

21

MAGIC RESIST

19

FATE POINTS

6

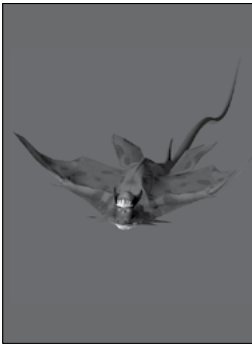
SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	99%	0	43	43	Phys	—
1. Hell Thrust	—	Lunge	Physical Attack	1	20 HP	99%	25	43	68	Phys	—
2. Rakukaja	—	—	Spell	All	12 MP	74%	—	—	—	Support	Auto-Success
3. Might	—	—	Passive	—	—	—	—	—	—	—	Double physical crit rate.
4. Mudo	30	—	Spell	1	6 MP	74%	—	—	—	Dark	Instant Kill 40%
5. Berserk	31	Lunge	Physical Attack	All	15 HP	99%	10	43	53	Phys	—
6. Riberama	32	—	Spell	All	8 MP	74%	—	—	—	Unique	Auto-Success
7. Intimidate	33	Speech	Talk	1	—	52%	—	—	—	Talk	—
8. Stone Gaze	34	Eye	Magical Attack	1	6 MP	74%	—	—	—	Dark	Stone 50%

FORNEUS

LV 20

CLAN

FALLEN



EVOLVE?	-				AFFINITIES	Drain Ice, Null Dark, Weak Elec							
Stats					INHERIT TRAITS								
St	10	70%	Physical Power		30		Mouth Eye Lunge Teeth						
Ma	7	55%	Magical Power		27		One of King Solomon's seventy-two demons. His form is that of a giant, winged fish made of silver. Before his fall, he was one of the Thrones. He possesses great knowledge of all things related to language, and can bestow instruction in rhetoric, linguistics, and onomastics. He can also dull the hostility of his foes and make them become friendly with his summoner. He guards the exit of the Shinjuku Medical Center. He is a friend of Decarabia's and a member of the Assembly of Nihilo.						
Vi (*)	10	70%	Save TN	70%									
Ag	5	45%	Dodge TN	15%									
Lu	8	60%	Negotiation TN	36%									
HP		180	MP		81	PHYSICAL RESIST		15	MAGIC RESIST		13	FATE POINTS	6
BEHAVIOR		Delinquent/—/—				MACCA		98					
DROP ITEMS		Aquamarine				EXP		73					

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	70%	0	30	30	Phys	—
1. Stun Bite	—	Teeth	Physical Attack	1	17 HP	70%	24	30	54	Phys	Stun 40%
2. Riberama	—	—	Spell	All	8 MP	55%	—	—	—	Unique	Auto-Success
3. Bufula	21	—	Spell	1	6 MP	55%	30	27	57	Ice	Freeze 20%
4. Loan	22	Speech	Talk	1	—	56%	—	—	—	Talk	—
5. Fog Breath	23	Mouth	Physical Attack	All	30 HP	70%	—	—	—	Support	Auto-Success
6. Anti-Elec	24	—	Passive	—	—	—	—	—	—	—	—
7. Mabufula	25	—	Spell	All	15 MP	55%	20	27	47	Ice	Freeze 10%
8. —	—	—	—	—	—	—	—	—	—	—	—

YURLUNGUR

LV 66

CLAN

SNAKE



EVOLVE?	-				AFFINITIES	Null Magic, Weak Ailment							
Stats					INHERIT TRAITS								
St	18	156%	Physical Power		84		Eye Lunge						
Ma	16	146%	Magical Power		82		A python from Oceanian mythology whose body is made of copper. As a harvest god that can control the weather, he is a mighty being that transcends good and evil. Because he dwells within a sacred pool of rainbow-colored water, he is also known as the "Rainbow Serpent," and rainbows are said to be Yurlungur in repose. At times, he is known to swallow whole those who break taboos, but at other times he spits them forth again, returning them to life. He appears near the top floor of the Tower of Kagutsuchi.						
Vi (*)	30	216%	Save TN	216%									
Ag	9	111%	Dodge TN	19%									
Lu	13	131%	Negotiation TN	46%									
HP		576	MP		246	PHYSICAL RESIST		48	MAGIC RESIST		41	FATE POINTS	7
BEHAVIOR		Animal/—/—				MACCA		585					
DROP ITEMS		Muscle Drink				EXP		612					

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	156%	0	84	84	Phys	—
1. Ziodyne	—	—	Spell	1	10 MP	146%	60	82	213 (142)	Elec	Shock 20%
2. Rakukaja	—	—	Spell	All	12 MP	146%	—	—	—	Support	Auto-Success
3. Bolt Storm	—	—	Magical Attack	All	25 MP	146%	65	82	220 (147)	Elec	Shock 10%
4. Elec Boost	67	—	Passive	—	—	—	—	—	—	—	Multiply Elec attack power by 1.5x
5. Mediarahan	68	—	Spell	All	35 MP	146%	—	—	—	Healing	Auto-Success
6. Samarecarm	69	—	Spell	1	35 MP	146%	—	—	—	Healing	Auto-Success
7. Wind Cutter	70	—	Magical Attack	1	13 MP	146%	60	82	142	Force	If target is Stoned, Instant Kill 30%
8. —	—	—	—	—	—	—	—	—	—	—	—

QUETZALCOATL

LV

55

CLAN

SNAKE



EVOLVE? -

AFFINITIES Null Ice, Strong Phys, Weak Elec

Stats	TN	Substats	
St 16	135%	Physical Power	71
Ma 12	115%	Magical Power	67
Vi (*) 27	190%	Save TN	190%
Ag 9	100%	Dodge TN	19%
Lu 11	110%	Negotiation TN	42%

INHERIT TRAITS Mouth Eye Lunge Teeth

A deity from the Aztec pantheon. His name means "the feathered serpent," and he is thus depicted as a great snake with wings. He gathered bones from Mictlan, the land of the dead, and mixed them with his blood to create humankind, then bestowed upon them the gifts of maize and of books. The planet Venus is said to be Quetzalcoatl's heart. He appears in the Amala Temple and in the Yurakucho Tunnel.

BEHAVIOR Animal/—/—

MACCA 430

DROP ITEMS Turquoise

EXP 439

HP 492 MP 201 PHYSICAL RESIST 41 MAGIC RESIST 33 FATE POINTS 7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	135%	0	71	71	Phys	—
1. Stone Bite	—	Teeth	Physical Attack	1	20 HP	135%	24	71	95	Phys	Stone 50%
2. Connection	—	Speech	Talk	1	—	62%	—	—	—	Talk	—
3. Glacial Blast	—	—	Magical Attack	All	25 MP	115%	65	67	198 (132)	Ice	Freeze 10%
4. Berserk	56	Lunge	Physical Attack	All	15 HP	135%	10	71	81	Phys	—
5. Ice Boost	57	—	Passive	—	—	—	—	—	—	—	Multiply Ice attack power by 1.5x
6. Ice Drain	58	—	Passive	—	—	—	—	—	—	—	—
7. Toxic Cloud	59	Mouth	Physical Attack	All	8 HP	135%	5	71	76	Ruin	Poison 20%
8. Recarmdra	60	—	Spell	All	MP	115%	—	—	—	Healing	Auto-Success

NAGA RAJA

LV

37

CLAN

SNAKE



EVOLVE? Naga (32) > Naga Raja

AFFINITIES Drain Elec, Strong Phys, Weak Fire

Stats	TN	Substats	
St 15	112%	Physical Power	52
Ma 9	82%	Magical Power	46
Vi (*) 21	142%	Save TN	142%
Ag 8	77%	Dodge TN	18%
Lu 9	82%	Negotiation TN	38%

INHERIT TRAITS Mouth Eye Lunge

Half-man, half-snake deities from Indian myth. Nagas with great power are known as Naga Rajas and are the lords of their kind. The "Eight Great Dragon Kings" such as Nanda and Takshaka, as well as the world-serpent Ananda upon which Vishnu lies in repose, are also known by this name. They appear in Asakusa and the Asakusa Tunnel. Naga Raja evolves from Naga.

BEHAVIOR Gentleman/—/Adult

MACCA 228

DROP ITEMS Sacred Water

EXP 212

HP 348 MP 138 PHYSICAL RESIST 29 MAGIC RESIST 23 FATE POINTS 6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	112%	0	52	52	Phys	—
1. Drain Attack	—	—	Passive	—	—	—	—	—	—	—	Basic strikes heal for 25% of damage dealt
2. Tarukaja	—	—	Spell	All	12 MP	82%	—	—	—	Support	Auto-Success
3. Counter	38	—	Passive	—	—	—	—	—	—	—	—
4. Shock	39	—	Magical Attack	All	9 MP	82%	5	46	51	Elec	Shock 10%
5. Wooing	40	Speech	Talk	1	—	58%	—	—	—	Talk	—
6. Tempest	41	Lunge	Physical Attack	All	25 HP	112%	30	52	82	Phys	—
7. Fire Null	42	—	Passive	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

MIZUCHI

LV 34

CLAN

SNAKE



EVOLVE?	Mizuchi (38) > Qing Long				AFFINITIES	Drain Elec, Null Ice/Dark, Weak Fire							
					INHERIT TRAITS	Eye Lunge							
					<p>Water spirits from Japanese mythology. They rule over all creatures who live in fresh water such as lakes and rivers. It is said Mizuchi can create illusions to deceive their opponents, and also poison them. In the Nihon Shoki, it is written that Mizuchi dwell in the rivers of Kibi-no-kuni (a kingdom located in the modern prefectures of Okayama and Hiroshima.) An unusually large Mizuchi is the chief of the Kabukicho Prison. With enough experience, Mizuchi can evolve into Qing Long.</p>								
					BEHAVIOR	Animal/—/—			MACCA	201			
					DROP ITEMS	Aquamarine			EXP	182			
HP	318		MP	141		PHYSICAL RESIST	26		MAGIC RESIST	23		FATE POINTS	6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	94%	0	46	46	Phys	—
1. Bufula	—	—	Spell	1	6 MP	99%	30	47	77	Ice	Freeze 20%
2. Mabufula	—	—	Spell	All	15 MP	99%	20	47	67	Ice	Freeze 10%
3. Makakaja	—	—	Spell	All	12 MP	99%	—	—	—	Support	Auto-Success
4. Makarakarn	35	—	Spell	All	45 MP	99%	—	—	—	Support	Auto-Success
5. Me Patra	36	—	Spell	All	12 MP	99%	—	—	—	Healing	Auto-Success
6. Berserk	37	Lunge	Physical Attack	All	15 HP	94%	10	46	56	Phys	—
7. Fog Breath	38	Mouth	Physical Attack	All	30 HP	94%	—	—	—	Support	Auto-Success
8. —	—	—	—	—	—	—	—	—	—	—	—

NAGA

LV 28

CLAN

SNAKE



EVOLVE?	Naga (32) > Naga Raja				AFFINITIES	Drain Elec, Weak Fire							
					INHERIT TRAITS	Mouth Eye Lunge Weapon							
					<p>Half-man, half-snake deities from Indian mythology, in which cobras are held to be sacred. They control resurrection and reincarnation. They dwell in tranquil paradises at the bottom of rivers, lakes, and the sea, and spend all their time in song and dance. Nagas can change their form to those of beautiful humans, and female ones, known as Nagi, are often made queens in the human world. They serve as guards in the Mantra Army's Kabukicho Prison, and after the Manikins there escape, they pursue them to Asakusa Tunnel. With enough experience, they can evolve into Naga Raja.</p>								
					BEHAVIOR	Delinquent/—/Youth			MACCA	152			
					DROP ITEMS	Turquoise			EXP	129			
HP	264		MP	108		PHYSICAL RESIST	22		MAGIC RESIST	18		FATE POINTS	6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	93%	0	41	41	Phys	—
1. Drain Attack	—	—	Passive	—	—	—	—	—	—	—	Basic strikes heal for 25% of damage dealt
2. Tarukaja	—	—	Spell	All	12 MP	68%	—	—	—	—	Auto-Success
3. Trade	—	Speech	Talk	1	—	56%	—	—	—	—	—
4. Life Gain	29	—	Passive	—	—	—	—	—	—	—	—
5. Fog Breath	30	Mouth	Physical Attack	All	30 HP	93%	—	—	—	—	Auto-Success
6. Hell Thrust	31	Lunge	Physical Attack	1	20 HP	93%	25	41	66	—	—
7. Zionga	32	—	Spell	1	6 MP	68%	30	36	66	—	Shock 20%
8. —	—	—	—	—	—	—	—	—	—	—	—

NOZUCHI

LV

14

CLAN

SNAKE



EVOLVE?	Nozuchi (18) > Xuanwu				AFFINITIES	Drain Force, Weak Elec								
Stats	TN	Substats				INHERIT TRAITS	Mouth Lunge							
St	11	69%	Physical Power	25		Earth spirits from Japanese mythology whose name means "gods of the land." Kaya-no-hime, an earth goddess, is also known by the name Nozuchi. She was originally a goddess of plants, but when people started to write her name as Nozuchi, people began to see her as a snake in the shape of a cudgel. They have a fierce temper, and should they spy humans from atop a hill, they will attack by rolling down it. They are members of the Mantra Army, and appear in Ikebukuro, Kabukicho and the Ginza Underground Labyrinth. With enough experience, Nozuchi can evolve into Xuanwu.								
Ma	6	44%	Magical Power	20										
Vi (*)	10	64%	Save TN	64%										
Ag	4	34%	Dodge TN	14%										
Lu	7	49%	Negotiation TN	34%										
BEHAVIOR	Animal/—/—					MACCA	65							
DROP ITEMS	Garnet					EXP	40							
HP	144		MP	60		PHYSICAL RESIST	12		MAGIC RESIST	10		FATE POINTS	6	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	69%	0	25	25	Phys	—
1. Lunge	—	Lunge	Physical Attack	1	10 HP	69%	10	25	35	Phys	—
2. Toxic Cloud	—	Mouth	Physical Attack	All	8 HP	69%	5	25	30	Ruin	Poison 20%
3. Counter	15	—	Passive	—	—	—	—	—	—	—	—
4. Flatter	16	Speech	Talk	1	—	54%	—	—	—	Talk	—
5. Rakukaja	17	—	Spell	All	12 MP	44%	—	—	—	Support	Auto-Success
6. Sacrifice	18	—	Physical Attack	All	All HP	69%	44	25	69	Phys	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

CERBERUS

LV

61

CLAN

BEAST



EVOLVE?	-				AFFINITIES	Repel Fire, Strong Phys, Weak Ice								
Stats	TN	Substats				INHERIT TRAITS	Mouth Eye Lunge Teeth Claw							
St (*)	23	176%	Physical Power	84		In Greek mythology, the guard dog of the dark pit of Tartarus, the land of the dead. He is a giant and fierce hound with three heads. His father was the Titan of wind, Typhon, and his mother the snake goddess Echidna. When Heracles wrestled him to the ground, it's said that the froth from his mouth became wolfsbane. After the Mantra Army is destroyed, he joins with the Reason of Shijima. He stands guard before the Yurakucho Tunnel and the Diet Building.								
Ma	14	131%	Magical Power	75										
Vi	15	136%	Save TN	136%										
Ag	17	146%	Dodge TN	27%										
Lu	12	121%	Negotiation TN	44%										
BEHAVIOR	Animal/—/—					MACCA	512							
DROP ITEMS	Garnet					EXP	532							
HP	456		MP	225		PHYSICAL RESIST	38		MAGIC RESIST	37		FATE POINTS	7	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1 (All)	—	176%	0	84	84	Phys	—
1. Iron Claw	—	Claw	Physical Attack	1	15 HP	176%	36	84	120	Phys	—
2. Binding Cry	—	Mouth	Magical Attack	All	14 MP	131%	5	75	80	Nerve	Restrain 20%
3. Fog Breath	—	Mouth	Physical Attack	All	30 HP	176%	—	—	—	Support	Auto-Success
4. Retaliate	62	—	Passive	—	—	—	—	—	—	—	Counter 50%, double damage
5. Detain	63	Speech	Talk	1	—	64%	—	—	—	Talk	—
6. Hellfire	64	—	Magical Attack	All	18 MP	131%	30	75	105	Fire	—
7. Attack All	65	—	Passive	All	—	—	—	—	—	—	Change basic strike to target All
8. —	—	—	—	—	—	—	—	—	—	—	—

SUPARNA

LV

54

CLAN

BEAST



EVOLVE?		Suparna (58) > Garuda			
Stats	TN	Substats			
St	13	119%	Physical Power	67	
Ma	19	149%	Magical Power	73	
Vi	14	124%	Save TN	124%	
Ag (*)	22	164%	Dodge TN	32%	
Lu	11	109%	Negotiation TN	42%	

AFFINITIES		Repel Force, Null Ailment			
INHERIT TRAITS		Mouth Eye Lunge Claw			
<p>A legendary bird that appears in Indian myth. His name means "the one with beautiful wings" It is said Suparna can conjure the winds, as well as alter the size of his own body, as it desires. Suparna is often identified with Garuda, but he is believed to originate from a different legend, and in Brahmanism, Suparna is an eagle that serves the thunder god Indra. He appears from the Sanno to Nagatacho areas, and outside the Amala Temple. With enough experience, Suparna can evolve into Garuda.</p>					
BEHAVIOR		Gentleman/--/--		MACCA	417
DROP ITEMS		Wagtail Plume		EXP	424

HP	408	MP	219	PHYSICAL RESIST	34	MAGIC RESIST	36	FATE POINTS	7
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SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	119%	0	67	67	Phys	—
1. Zandyne	—	—	Spell	1	10 MP	149%	60	73	133	Force	If target is Stoned, Instant Kill 50%
2. Fog Breath	—	Mouth	Physical Attack	All	30 HP	119%	—	—	—	Support	Auto-Success
3. Sukukaja	—	—	Spell	All	12 MP	149%	—	—	—	Support	Auto-Success
4. Mazandyne	55	—	Spell	All	25 MP	149%	—	—	—	Force	If target is Stoned, Instant Kill 30%
5. Venom Claw	56	Claw	Physical Attack	1	17 HP	119%	70	73	143	Phys	Poison 40%
6. Stone Hunt	57	Speech	Talk	1	—	62%	21	67	88	Talk	—
7. Diarahan	58	—	Spell	1	15 MP	149%	—	—	—	Healing	Auto-Success
8. —	—	—	—	—	—	—	—	—	—	—	—

ORTHRUS

LV

34

CLAN

BEAST



EVOLVE?		-			
Stats	TN	Substats			
St (*)	16	114%	Physical Power	50	
Ma	8	74%	Magical Power	42	
Vi	13	99%	Save TN	99%	
Ag	11	89%	Dodge TN	21%	
Lu	6	64%	Negotiation TN	32%	

AFFINITIES		Drain Fire, Weak Ice			
INHERIT TRAITS		Mouth Eye Lunge Teeth Claw			
<p>In Greek mythology, a two-headed hound that guards the farm of the monster Geryon, who dwells upon an island in the world's furthest reaches. He was the mightiest of guard dogs, but when Heracles was challenged to steal Geryon's cattle as the tenth of his twelve labors, he killed Orthrus with a single blow. His father was the Titan of wind, Typhon, and his mother the snake goddess Echidna. He is Cerberus's brother. Orthrus is the main judge of the Mantra Army's trials by combat. After the Mantra Army is destroyed, he appears in Asakusa and Ginza.</p>					
BEHAVIOR		Animal/--/--		MACCA	201
DROP ITEMS		Medicine		EXP	182

HP	282	MP	126	PHYSICAL RESIST	23	MAGIC RESIST	21	FATE POINTS	6
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SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	114%	0	50	50	Phys	—
1. Fire Breath	—	Mouth	Physical Attack	All	9 HP	114%	10	50	90 (60)	Fire	—
2. Stun Claw	—	Claw	Physical Attack	1	17 HP	114%	24	50	74	Phys	Stun 40%
3. Fire Boost	35	—	Passive	—	—	—	—	—	—	—	Multiply Fire attack power by 1.5x
4. Scout	36	Speech	Talk	1	—	52%	—	—	—	Talk	—
5. War Cry	37	Mouth	Magical Attack	All	40 MP	74%	—	—	—	Support	Auto-Success
6. Hell Fang	38	Teeth	Physical Attack	1	15 HP	114%	38	50	86	Phys	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

BADB CATHA

LV 23

CLAN

BEAST



EVOLVE?	-				AFFINITIES	Strong Phys, Weak Elec										
Stats					INHERIT TRAITS											
		TN	Substats		Mouth Eye Lunge Claw											
St	11	78%	Physical Power	34	A goddess of the Celtic pantheon who, despite the contradiction, oversees both love and war. Her name means "crow of the battlefield." Badb Catha was originally a name used for any of the three goddesses Morrigan, Neamhain, and Macha. As her name suggests, she is a crow that appears on the battlefield to pick the souls of the fallen from their corpses and carry them away. She is a member of the Mantra Army and appears from Ikebukuro to Kabukicho, as well as on the roof of the Mantra HQ.											
Ma	6	53%	Magical Power	29												
Vi	8	63%	Save TN	63%												
Ag (*)	12	83%	Dodge TN	22%												
Lu	6	53%	Negotiation TN	32%												
HP		186	MP		87	PHYSICAL RESIST		15	MAGIC RESIST		14	FATE POINTS		6		
BEHAVIOR		Witch/-/-				MACCA		116		DROP ITEMS		Agate		EXP		92

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	78%	0	34	34	Phys	-
1. Liftoma	-	-	Spell	All	12 MP	53%	-	-	-	Unique	Auto-Success
2. Needle Rush	-	Spike	Physical Attack	1	10 HP	78%	21	34	55	Phys	-
3. Detain	24	Talk	Talk	1	-	52%	-	-	-	Talk	-
4. Wing Buffet	25	Wings	Physical Attack	All	9 HP	78%	5	34	39	Force	If target is Stoned, Instant Kill 30%
5. Anti-Force	26	-	Passive	-	-	-	-	-	-	-	-
6. Mana Aid	27	-	Passive	-	-	-	-	-	-	-	-
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

NEKOMATA

LV 18

CLAN

BEAST



EVOLVE?	Nekomata (22) > Senri				AFFINITIES	Drain Force, Weak Elec										
Stats					INHERIT TRAITS											
		TN	Substats		Eye Claw											
St	7	53%	Physical Power	25	A mystical creature who was once a cat that lived long enough to amass great power. Her tail has split into two, and that is why she's called a "Nekomata", which means "two-tailed cat." She is highly astute, can speak human tongues, and may appear in the form of either a young or an old woman. Some Nekomata are said to be able to command the dead to serve them. In Japan, the tails of cats were sometimes chopped off so that they wouldn't become Nekomata. At first, she gruesomely hunted human prey in the Shibuya disco, but she then joined the Mantra Army. With enough experience, Nekomata can evolve into Senri.											
Ma (*)	12	78%	Magical Power	30												
Vi	8	58%	Save TN	58%												
Ag	7	53%	Dodge TN	17%												
Lu	7	53%	Negotiation TN	34%												
HP		156	MP		90	PHYSICAL RESIST		13	MAGIC RESIST		15	FATE POINTS		6		
BEHAVIOR		Witch/Woman/Youth				MACCA		86		DROP ITEMS		Dis-Charm		EXP		60

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	53%	0	25	25	Phys	-
1. Stun Needle	-	Spike	Physical Attack	1	7 HP	53%	10	25	35	Phys	Stun 40%
2. Marin Karin	-	-	Spell	1	8 MP	78%	-	-	-	Mind	Charm 40%
3. Paraladi	-	-	Spell	1	5 MP	78%	-	-	-	Healing	Auto-Success
4. Mana Bonus	19	-	Passive	-	-	-	-	-	-	-	-
5. Feral Claw	20	Claw	Physical Attack	1	6 HP	53%	10	25	35	Phys	-
6. Pester	21	Speech	Talk	1	-	54%	-	-	-	Talk	-
7. Mute Gaze	22	Eye	Magical Attack	1	5 MP	78%	-	-	-	Dark	Mute 40%
8. -	-	-	-	-	-	-	-	-	-	-	-

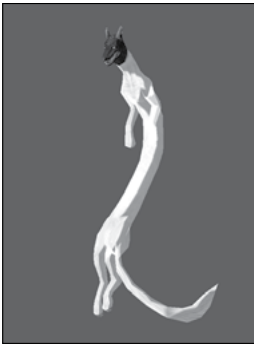
INUGAMI

LV

13

CLAN

BEAST



EVOLVE?	Inugami (17) > Makami				AFFINITIES	Null Fire/Dark, Weak Force								
Stats		TN	Substats		INHERIT TRAITS	Mouth Eye Lunge Teeth								
St (*)	10	63%	Physical Power	23	A ghostly hound that has been believed, since times of old in Japan, to possess humans. Those who become possessed by an Inugami lose their sanity. Supposedly, one could compel an Inugami to serve them by burying a dog from the neck down, starving it until the verge of death, cutting off its head, and enshrining that head. They appear in Ikebukuro and Ginza, and are not aligned with any faction.									
Ma	7	48%	Magical Power	20										
Vi	9	58%	Save TN	58%										
Ag	6	43%	Dodge TN	16%										
Lu	5	38%	Negotiation TN	30%										
HP		132	MP		60	PHYSICAL RESIST		11	MAGIC RESIST		10	FATE POINTS		6
BEHAVIOR		Animal/-/-				MACCA		60						
DROP ITEMS		Chakra Drop				EXP		36						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	63%	0	23	23	Phys	-
1. Fire Breath	-	Mouth	Physical Attack	All	9 HP	63%	10	23	33	Fire	-
2. Feral Bite	-	Teeth	Physical Attack	1	13 HP	63%	24	23	47	Phys	-
3. Media	14	-	Spell	All	12 MP	48%	5	20	25	Healing	Auto-Success
4. Rakunda	15	-	Spell	All	12 MP	48%	-	-	-	Support	Auto-Success
5. Fog Breath	16	Mouth	Physical Attack	All	30 HP	63%	-	-	-	Support	Auto-Success
6. Panic Voice	17	-	Magical Attack	All	8 MP	48%	-	-	-	Mind	Panic 30%
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

GOGMAGOG

LV

55

CLAN

JIRAE



EVOLVE?	Gogmagog (60) > Albion				AFFINITIES	Null Phys/Ice/Dark, Weak Fire								
Stats		TN	Substats		INHERIT TRAITS	Eye Lunge								
St	22	165%	Physical Power	77	A giant who lived on the isle of Britain in bygone days. His name means "the enemy." His size is such that one swing of his arm is enough to destroy a sailing ship. He drove off all those who sought to intrude upon Britain until he was finally defeated by Brutus, a Trojan who had fled from the Trojan War. Some also say that Gogmagog was in fact two brothers named "Gog" and "Magog." He appears in Asakusa and the Amala Temple.									
Ma	14	125%	Magical Power	69										
Vi (*)	21	160%	Save TN	160%										
Ag	7	90%	Dodge TN	17%										
Lu	14	125%	Negotiation TN	48%										
HP		456	MP		207	PHYSICAL RESIST		38	MAGIC RESIST		34	FATE POINTS		7
BEHAVIOR		Animal/-/-				MACCA		430						
DROP ITEMS		Medicine				EXP		439						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	165%	0	77	77	Phys	-
1. Tornado	-	-	Magical Attack	All	25 MP	125%	65	69	134	Force	If target is Stoned, Instant Kill 30%
2. Berserk	-	Lunge	Physical Attack	All	15 HP	165%	10	77	87	Phys	-
3. Diarama	-	-	Spell	1	7 MP	125%	30	69	99	Healing	Auto-Success
4. Life Surge	56	-	Passive	-	-	-	-	-	-	-	-
5. Tarunda	57	-	Spell	All	20 MP	125%	-	-	-	Support	Auto-Success
6. Evil Gaze	58	Eye	Magical Attack	1	8 MP	125%	-	-	-	Dark	HP 1
7. Rakunda	59	-	Spell	All	12 MP	125%	-	-	-	Support	Auto-Success
8. Sukunda	60	-	Spell	All	12 MP	125%	-	-	-	Support	Auto-Success

TITAN

LV

49

CLAN

JIRAE



EVOLVE?

-

AFFINITIES

Null Force, Weak Elec

Stats

TN

Substats

St (*)	21	154%	Physical Power	70
Ma	10	99%	Magical Power	59
Vi	17	134%	Save TN	134%
Ag	8	89%	Dodge TN	18%
Lu	13	114%	Negotiation TN	46%

INHERIT TRAITS

Mouth Eye Lunge Weapon

One of the three tribes of giants born to Gaia and Ouranos in Greek mythology. Hyperion is one such giant. They wear bronze helmets and are heavily armored. A Titan is a male giant, while the women among them are known as Titanesses. They appear in Asakusa and the Amala Temple.

BEHAVIOR

Delinquent/Man/Adult

MACCA

356

DROP ITEMS

Medicine

EXP

354

HP

396

MP

177

PHYSICAL RESIST

33

MAGIC RESIST

29

FATE POINTS

7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	154%	0	70	70	Phys	—
1. Beseech	—	Speech	Talk	1	—	66%	—	—	—	Talk	—
2. Guillotine	—	Weapon	Physical Attack	1	17 HP	154%	40	70	110	Phys	Stun 40%
3. Provoke	—	—	Magical Attack	All	20 MP	99%	—	—	—	Support	Auto-Success
4. Stun Gaze	50	Eye	Magical Attack	1	5 MP	99%	—	—	—	Nerve	Stun 40%
5. Life Surge	51	—	Passive	—	—	—	—	—	—	—	—
6. Retaliate	52	—	Passive	—	—	—	—	—	—	—	Counter 50%, double damage
7. Fire Breath	53	Mouth	Physical Attack	All	9 HP	154%	10	70	80	Fire	—
8. —	—	—	—	—	—	—	—	—	—	—	—

SARUTAHIKO

LV

35

CLAN

JIRAE



EVOLVE?

-

AFFINITIES

Null Light/Dark, Weak Nerve

Stats

TN

Substats

St (*)	18	125%	Physical Power	53
Ma	7	70%	Magical Power	42
Vi	17	120%	Save TN	120%
Ag	7	70%	Dodge TN	17%
Lu	6	65%	Negotiation TN	32%

INHERIT TRAITS

Mouth Eye Lunge Weapon

A god from Japanese mythology. He is the most powerful of the earth gods, and when Ninigi descended from the heavens to the earth, Sarutahiko was the first to confront him and the other heavenly gods. He later took Ame-no-Uzume, who was serving as Ninigi's guide, as his wife. Sarutahiko is a gigantic and odd-looking figure with a long nose, and there is a theory that tengu originate from his legend. His territory includes Ikebukuro Tunnel and Asakusa.

BEHAVIOR

Delinquent/Man/Adult

MACCA

210

DROP ITEMS

Turquoise

EXP

192

HP

312

MP

126

PHYSICAL RESIST

26

MAGIC RESIST

21

FATE POINTS

6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	125%	0	53	53	Phys	—
1. Berserk	—	Lunge	Physical Attack	All	15 HP	125%	10	53	63	Phys	—
2. Lightoma	—	—	Spell	All	10 MP	70%	—	—	—	Unique	Auto-Success
3. Haggle	36	Speech	Talk	1	—	52%	—	—	—	Talk	—
4. Petradi	37	—	Spell	1	5 MP	70%	—	—	—	Healing	Auto-Success
5. Counter	38	—	Passive	—	—	—	—	—	—	—	—
6. Focus	39	—	Magical Attack	—	5 MP	70%	—	—	—	Unique	Auto-Success
7. Hell Thrust	40	Lunge	Physical Attack	1	20 HP	125%	25	53	78	Phys	—
8. —	—	—	—	—	—	—	—	—	—	—	—

SUDAMA

LV

13

CLAN

JIRAE



EVOLVE?	Kodama (10) > Sudama				AFFINITIES	Strong Force, Weak Fire								
Stats		TN	Substats		INHERIT TRAITS	Lunge								
St	7	48%	Physical Power	20	<p>A kind of nature spirit in Japanese legends. The name "Sudama" itself refers to many different such spirits. They are said to dwell within large trees and rocks that have stood for a long time. There is a theory that in their role as mountain gods, they will take the form of humans or four-legged beasts and warn passers-by of danger, but they bear no ill intent. They are friendly towards Manikins, and appear in the Great Underpass of Ginza and in Asakusa.</p>									
Ma (*)	7	48%	Magical Power	20										
Vi	3	28%	Save TN	28%										
Ag	8	53%	Dodge TN	18%										
Lu	8	53%	Negotiation TN	36%										
BEHAVIOR		Boy/—/Child			MACCA	60								
DROP ITEMS		Turquoise			EXP	36								
HP	96		MP	60		PHYSICAL RESIST	8		MAGIC RESIST	10		FATE POINTS	6	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	48%	0	20	20	Phys	—
1. Zan	—	—	Spell	1	3 MP	48%	10	20	30	Force	If target is Stoned, Instant Kill 50%
2. Begging	—	Speech	Talk	1	—	56%	—	—	—	Talk	—
3. Mazan	14	—	Spell	All	8 MP	48%	5	20	25	Force	If target is Stoned, Instant Kill 30%
4. Kamikaze	15	—	Physical Attack	1	All HP	48%	78	20	98	Phys	—
5. Makatora	16	—	Spell	1	10 MP	48%	—	—	—	Support	Auto-Success
6. Makakaja	17	—	Spell	All	12 MP	48%	—	—	—	Support	Auto-Success
7. Sukukaja	18	—	Spell	All	12 MP	48%	—	—	—	Support	Auto-Success
8. —	—	—	—	—	—	—	—	—	—	—	—

HUA PO

LV

5

CLAN

JIRAE



EVOLVE?	-				AFFINITIES	Strong Fire, Weak Ice								
Stats		TN	Substats		INHERIT TRAITS	Eye								
St	4	25%	Physical Power	9	<p>Tree spirits who, in Chinese myth, dwell in trees upon which many people have hanged themselves. They appear to be beautiful young women dressed in white, but they are only about as large as a human hand. They cannot speak, but they have beautiful singing voices, like those of birds. If neglected, they will shrivel up, but can be returned to normal if sprinkled with water. They appear in Ginza and Shibuya, and are not aligned with any faction in particular.</p>									
Ma (*)	5	30%	Magical Power	10										
Vi	5	30%	Save TN	30%										
Ag	6	35%	Dodge TN	16%										
Lu	5	30%	Negotiation TN	30%										
BEHAVIOR		Girl/Woman/Child			MACCA	30								
DROP ITEMS		Medicine			EXP	11								
HP	60		MP	30		PHYSICAL RESIST	5		MAGIC RESIST	5		FATE POINTS	6	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	25%	0	9	9	Phys	—
1. Agi	—	—	Spell	1	3 MP	30%	15	10	25	Fire	—
2. Pester	—	Speech	Talk	1	—	50%	—	—	—	Talk	—
3. Patra	6	—	Spell	1	5 MP	30%	—	—	—	Healing	Auto-Success
4. Nag	7	Speech	Talk	1	—	50%	—	—	—	Talk	—
5. Sexy Gaze	8	Eye	Magical Attack	1	5 MP	30%	—	—	—	Mind	Charm 50%
6. Rakukaja	9	—	Spell	All	12 MP	30%	—	—	—	Support	Auto-Success
7. Maragi	10	—	Spell	All	8 MP	30%	10	10	20	Fire	—
8. —	—	—	—	—	—	—	—	—	—	—	—

KODAMA

LV

3

CLAN

JIRAE



EVOLVE?	Kodama (10) > Sudama				AFFINITIES	Strong Force, Weak Fire								
Stats	TN	Substats				INHERIT TRAITS	Lunge							
St	4	23%	Physical Power	7		<p>The spirits of plants in Japanese mythology. They dwell in plants which have lived for untold ages. On Hachijo Island, when a grove of trees was clear-cut, a single tree was left standing and worshipped as a Kodama. You might recall them appearing in the film "Princess Mononoke" directed by Hayao Miyazaki, where they are pale, childlike figures. They live in the Shinjuku Medical Center and in Shibuya. In the original game, they cannot evolve, but in this TRPG they can evolve into Sudama.</p>								
Ma (*)	4	23%	Magical Power	7										
Vi	4	23%	Save TN	23%										
Ag	6	33%	Dodge TN	16%										
Lu	5	28%	Negotiation TN	30%										
BEHAVIOR	Boy/—/Child				MACCA	24								
DROP ITEMS	Medicine				EXP	7								
HP	42		MP	21		PHYSICAL RESIST	3		MAGIC RESIST	3		FATE POINTS	6	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	23%	0	7	7	Phys	—
1. Zan	—	—	Spell	1	3 MP	23%	10	7	17	Force	If target is Stoned, Instant Kill 50%
2. Connection	—	Speech	Talk	1	—	50%	—	—	—	Talk	—
3. Dia	4	—	Spell	1	3 MP	23%	10	7	17	Healing	Auto-Success
4. Lunge	5	Lunge	Physical Attack	1	10 HP	23%	10	7	17	Phys	—
5. Scout	6	Speech	Talk	1	—	50%	—	—	—	Talk	—
6. Anti-Force	7	—	Passive	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

ONGYO-KI

LV

81

CLAN

BRUTE



EVOLVE?	-				AFFINITIES	Null Phys/Dark/Ruin/Mind, Weak Light								
Stats	TN	Substats				INHERIT TRAITS	Mouth Eye Lunge Weapon							
St	23	196%	Physical Power	104		<p>His name means "invisible oni." One of the four oni who was said to serve the legendary nobleman Fujiwara no Chikata, who held power on the border of Iga and Koga during the Heian period. He has the power to turn invisible or create illusionary clones of himself, and there is a theory that he gave rise to the legends of ninja. After being driven out of the Mantra Army, he lurks in the Ikebukuro Tunnel along with Kin-Ki, Sui-Ki, and Fuu-Ki.</p>								
Ma (*)	27	216%	Magical Power	108										
Vi	23	196%	Save TN	196%										
Ag	20	181%	Dodge TN	30%										
Lu	11	136%	Negotiation TN	42%										
BEHAVIOR	Warrior/Man/Adult				MACCA	836								
DROP ITEMS	None				EXP	852								
HP	624		MP	324		PHYSICAL RESIST	52		MAGIC RESIST	54		FATE POINTS	7	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	196%	0	104	104	Phys	—
1. Dark Sword	—	Weapon	Physical Attack	1	20 HP	196%	46	104	150	Phys	Mute 40%
2. Tentarafoo	—	—	Spell	All	15 MP	216%	50	108	158	Mind	Panic 20%
3. Megido	82	—	Spell	All	30 MP	216%	30	108	138	Almighty	—
4. Threaten	83	Speech	Talk	1	—	62%	—	—	—	Talk	—
5. Mudoon	84	—	Spell	1	10 MP	216%	—	—	—	Dark	Instant Kill 60%
6. Blight	85	Weapon	Physical Attack	All	33 HP	196%	43	104	147	Phys	Poison 20%
7. Victory Cry	86	—	Passive	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

FUU-KI

LV 66

CLAN

BRUTE



EVOLVE?	-				AFFINITIES	Null Force/Dark								
Stats					INHERIT TRAITS									
St (*)	18	156%	Physical Power	84	Mouth Lunge Weapon									
Ma	21	171%	Magical Power	87	His name means "wind oni." One of the four oni who was said to serve the legendary nobleman Fujiwara no Chikata, who held power on the border of Iga and Koga during the Heian period. He can conjure gusts of wind at will, and can create a typhoon capable even of smashing a castle to rubble. After being driven out of the Mantra Army, he lurks in the Ikebukuro Tunnel along with Ongyo-Ki and the others.									
Vi	20	166%	Save TN	166%										
Ag	19	161%	Dodge TN	29%										
Lu	11	121%	Negotiation TN	42%										
HP		516	MP		261	PHYSICAL RESIST		43	MAGIC RESIST		43	FATE POINTS		7
BEHAVIOR					Delinquent/Man/Youth					MACCA		585		
DROP ITEMS					None					EXP		612		

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	156%	0	84	84	Phys	-
1. Mazandyne	-	-	Spell	All	25 MP	171%	70	87	157	Force	If target is Stoned, Instant Kill 30%
2. Zandyne	-	-	Spell	1	10 MP	171%	60	87	147	Force	If target is Stoned, Instant Kill 50%
3. Lucky Find	-	-	Passive	-	-	-	-	-	-	-	-
4. Binding Cry	67	Mouth	Magical Attack	All	14 MP	171%	5	87	92	Nerve	Restrain 20%
5. Chaos Blade	68	Weapon	Physical Attack	All	33 HP	156%	43	84	127	Phys	Panic 30%
6. Fog Breath	69	Mouth	Physical Attack	All	30 HP	156%	-	-	-	Support	Auto-Success
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

SUI-KI

LV 62

CLAN

BRUTE



EVOLVE?	-				AFFINITIES	Null Ice/Dark, Weak Fire								
Stats					INHERIT TRAITS									
St (*)	18	152%	Physical Power	80	Mouth Eye Lunge Weapon									
Ma	24	182%	Magical Power	86	His name means "water oni." One of the four oni who was said to serve the legendary nobleman Fujiwara no Chikata, who held power on the border of Iga and Koga during the Heian period. With but a swing of his arm, he can cause floods anywhere, and drown even an army of soldiers. After being driven out of the Mantra Army, he lurks in the Ikebukuro Tunnel along with Ongyo-Ki and the others.									
Vi	20	162%	Save TN	162%										
Ag	14	132%	Dodge TN	24%										
Lu	9	107%	Negotiation TN	38%										
HP		492	MP		258	PHYSICAL RESIST		41	MAGIC RESIST		43	FATE POINTS		6
BEHAVIOR					Delinquent/Man/Youth					MACCA		526		
DROP ITEMS					None					EXP		548		

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	152%	0	80	80	Phys	-
1. Dekaja	-	-	Spell	All	10 MP	182%	-	-	-	Support	Auto-Success
2. Glacial Blast	-	-	Magical Attack	All	25 MP	182%	65	86	226 (151)	Ice	Freeze 10%
3. Ice Boost	-	-	Passive	-	-	-	-	-	-	-	Multiply Ice attack power by 1.5x
4. Evil Gaze	63	Eye	Magical Attack	1	8 MP	182%	-	-	-	Dark	HP 1
5. Bufudyne	64	-	Spell	1	10 MP	182%	60	86	219 (146)	Ice	Freeze 20%
6. Scout	65	Speech	Talk	1	-	58%	-	-	-	Talk	-
7. Life Aid	66	-	Passive	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

KIN-KI

LV

59

CLAN

BRUTE



EVOLVE?

-

AFFINITIES

Strong Phys, Weak Ruin

Stats

TN

Substats

St (*)	23	174%	Physical Power	82
Ma	13	124%	Magical Power	72
Vi	24	179%	Save TN	179%
Ag	7	94%	Dodge TN	17%
Lu	15	134%	Negotiation TN	50%

INHERIT TRAITS

Mouth Eye Lunge Weapon

His name means "gold oni." One of the four oni who was said to serve the legendary nobleman Fujiwara no Chikata, who held power on the border of Iga and Koga during the Heian period. He is named the gold oni because his body is made of gold, and is so sturdy that blades and arrows bounce off. There is a theory that his name originates from a mountain tribe who refused to swear fealty to the Emperor of Japan. After being driven out of the Mantra Army, he lurks in the Ikebukuro Tunnel along with Ongyo-Ki and the others.

BEHAVIOR

Delinquent/Man/Youth

MACCA

484

DROP ITEMS

None

EXP

500

HP

498

MP

216

PHYSICAL RESIST

41

MAGIC RESIST

36

FATE POINTS

8

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	174%	0	82	82	Phys	—
1. Berserk	—	Lunge	Physical Attack	All	15 HP	174%	10	82	92	Phys	—
2. Focus	—	—	Magical Attack	—	5 MP	124%	—	—	—	Unique	Auto-Success
3. Rakukaja	—	—	Spell	All	12 MP	124%	—	—	—	Support	Auto-Success
4. Provoke	60	—	Magical Attack	All	20 MP	124%	—	—	—	Support	Auto-Success
5. Sacrifice	61	—	Physical Attack	All	All HP	174%	44	82	126	Phys	—
6. Loan	62	Speech	Talk	1	—	70%	—	—	—	Talk	—
7. Tempest	63	Lunge	Physical Attack	All	25 HP	174%	30	82	112	Phys	—
8. —	—	—	—	—	—	—	—	—	—	—	—

SHIKI-OUJI

LV

54

CLAN

BRUTE



EVOLVE?

-

AFFINITIES

Repel Light/Dark, Null Phys, Weak Fire

Stats

TN

Substats

St	14	124%	Physical Power	68
Ma (*)	24	174%	Magical Power	78
Vi	16	134%	Save TN	134%
Ag	10	104%	Dodge TN	20%
Lu	10	104%	Negotiation TN	40%

INHERIT TRAITS

Mouth Eye

A mighty shikigami commanded by the Izanagi school of onmyoudo. It is called upon primarily in order to exorcise evil spirits that cause people to fall ill. Once upon a time, it was a divine oni, with such ferocity that it could be used as a curse. Those cursed by it suffered so much misfortune that they, and all their descendants, would inevitably be eradicated. It is a high-level Brute who appears in Asakusa and Mifunashiro.

BEHAVIOR

Elite/—/—

MACCA

417

DROP ITEMS

Agate

EXP

424

HP

420

MP

234

PHYSICAL RESIST

35

MAGIC RESIST

39

FATE POINTS

7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	124%	0	68	68	Phys	—
1. Stun Needle	—	Spike	Physical Attack	1	7 HP	124%	10	68	78	Phys	Stun 40%
2. Mamudoon	—	—	Spell	All	25 MP	174%	—	—	—	Dark	Instant Kill 30%
3. Dekaja	—	—	Spell	All	10 MP	174%	—	—	—	Support	Auto-Success
4. Brainwash	55	Speech	Talk	1	—	60%	—	—	—	Talk	—
5. Mute Eye	56	Eye	Magical Attack	1	5 MP	174%	—	—	—	Dark	Mute 40%
6. Mahamaon	57	—	Spell	All	25 MP	174%	—	—	—	Light	Instant Kill 30%
7. Megido	58	—	Spell	All	30 MP	174%	30	78	108	Almighty	—
8. —	—	—	—	—	—	—	—	—	—	—	—

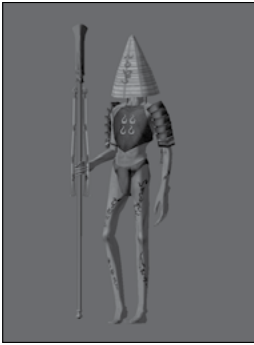
YOMOTSU-IKUSA

LV

44

CLAN

BRUTE



EVOLVE?		-		AFFINITIES		Null Nerve, Weak Force			
Stats		TN	Substats		INHERIT TRAITS		Lunge Weapon		
St	17	129%	Physical Power	61	<p>Oni who, according to Japanese legend, dwell in the netherworld. At Yomotsu-Hirasaka, the slope that leads to and from the underworld, Izanami loosed them in order to pursue Izanagi. There is an entire army of them, commanded by Yomotsu-Shikome. 1,500 of them chased after Izanagi, but when he threw peaches at them, they were driven back. This is because in China, peaches are thought to possess supernatural power. They guard the Mantra Army's underground areas. After the fall of the Mantra, they run away, and appear in the Asakura Tunnel.</p>				
Ma (*)	15	119%	Magical Power	59					
Vi	13	109%	Save TN	109%					
Ag	9	89%	Dodge TN	19%					
Lu	10	94%	Negotiation TN	40%					
BEHAVIOR		Gramps/--/Adult		MACCA	299				
DROP ITEMS		Agate		EXP	291				
HP	342	MP	177	PHYSICAL RESIST	28	MAGIC RESIST	29	FATE POINTS	7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	129%	0	61	61	Phys	-
1. Arid Needle	-	Spike	Physical Attack	1	13 HP	129%	10	61	71	Phys	Stone 50%
2. Petradi	-	-	Spell	1	5 MP	119%	-	-	-	Healing	Auto-Success
3. Analyze	-	-	Magical Attack	1	-	119%	-	-	-	Almighty	Auto-Success
4. Begging	45	Speech	Talk	1	-	60%	-	-	-	Talk	-
5. Mighty Gust	46	Weapon	Physical Attack	1	13 HP	129%	-	-	-	Phys	-
6. Mudoon	47	-	Spell	1	10 MP	119%	33	61	94	Dark	Instant Kill 60%
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

ONI

LV

25

CLAN

BRUTE



EVOLVE?		-		AFFINITIES		Strong Phys, Weak Nerve			
Stats		TN	Substats		INHERIT TRAITS		Mouth Eye Lunge Weapon		
St	13	90%	Physical Power	38	<p>A kind of evil monster who appear in many Japanese myths. Their name originates from a word meaning "hidden." They are ugly, but incredibly strong. When they attack human villages, wreaking havoc with the iron clubs in their hands. They have horns on their heads, red skin, and sharp fangs. They are variously said to be based on rebel groups, bandits, or mountain tribes with prowess in blacksmithing. They serve the Mantra Army and take part in the battle against the Assembly of Nihilo.</p>				
Ma	7	60%	Magical Power	32					
Vi (*)	12	85%	Save TN	85%					
Ag	6	55%	Dodge TN	16%					
Lu	7	60%	Negotiation TN	34%					
BEHAVIOR		Delinquent/Man/Youth		MACCA	130				
DROP ITEMS		Garnet		EXP	108				
HP	222	MP	96	PHYSICAL RESIST	18	MAGIC RESIST	16	FATE POINTS	6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	90%	0	38	38	Phys	-
1. Rakunda	-	-	Spell	All	12 MP	60%	-	-	-	Support	Auto-Success
2. Haggle	-	Speech	Talk	1	-	54%	-	-	-	Talk	-
3. Berserk	-	Lunge	Physical Attack	All	15 HP	90%	10	38	48	Phys	-
4. War Cry	26	Mouth	Magical Attack	All	40 MP	60%	-	-	-	Support	Auto-Success
5. Estoma	27	-	Spell	-	40 MP	60%	-	-	-	Unique	Auto-Success
6. Begging	28	Speech	Talk	1	-	54%	-	-	-	Talk	-
7. Life Gain	29	-	Passive	-	-	-	-	-	-	-	-
8. Dark Blade	30	Weapon	Physical Attack	1	20 HP	90%	46	38	84	Phys	Mute 40%

MOMUNOFU

LV 20

CLAN

BRUTE



EVOLVE? Momunofu (24) > Arahabaki

AFFINITIES Strong Phys, Weak Ailment

Stats	TN	Substats	
St (*)	13	85%	Physical Power 33
Ma	6	50%	Magical Power 26
Vi	10	70%	Save TN 70%
Ag	7	55%	Dodge TN 17%
Lu	8	60%	Negotiation TN 36%

INHERIT TRAITS Eye Lunge Weapon

Shikigami from a northern Japanese legend. The same legend tells of Arahabaki, the god of the area, and says Momunofu is his subordinate. There is also a place in Miyagi Prefecture with the ancient name of Momunofu, surrounding the Kitakami River, and it is said to be where the hero Momotaro was born. The word shares a common origin with "mononofu", meaning "warrior." They appear mostly in Ikebukuro and Ginza. With enough experience, Momunofu can evolve into Arahabaki.

BEHAVIOR Delinquent/Man/Adult

MACCA 98

DROP ITEMS Agate

EXP 73

HP 180 MP 78 PHYSICAL RESIST 15 MAGIC RESIST 13 FATE POINTS 6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	85%	0	33	33	Phys	—
1. Lunge	—	Lunge	Physical Attack	1	10 HP	85%	10	33	43	Phys	—
2. Focus	—	—	Magical Attack	—	5 MP	50%	—	—	—	Unique	Auto-Success
3. Life Bonus	21	—	Passive	—	—	—	—	—	—	—	—
4. Brutal Slash	22	Weapon	Physical Attack	1	13 HP	85%	38	33	71	Phys	—
5. Persuade	23	Speech	Talk	1	—	56%	—	—	—	Talk	—
6. Kamikaze	24	—	Physical Attack	1	All HP	85%	78	33	111	Phys	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

SHIKIGAMI

LV 4

CLAN

BRUTE



EVOLVE? —

AFFINITIES Repel Elec, Weak Fire

Stats	TN	Substats	
St	5	29%	Physical Power 9
Ma (*)	5	29%	Magical Power 9
Vi	4	24%	Save TN 24%
Ag	5	29%	Dodge TN 15%
Lu	5	29%	Negotiation TN 30%

INHERIT TRAITS Mouth Eye Lunge

A type of oni that onmyouji use as servants. Depending on the skills of the one using them, they can do anything from trivial chores to placing deadly curses upon people. To create shikigami, a magician cuts paper into the shape of a human, or beast, then breathes life into it. The legendary onmyouji Abe no Seimei controlled the Twelve Heavenly Generals as his shikigami. They were at first used to guard the exit of the Shinjuku Medical Center, but after later gaining freedom, they moved into Shibuya.

BEHAVIOR Animal/—/—

MACCA 27

DROP ITEMS Chakra Drop

EXP 9

HP 48 MP 27 PHYSICAL RESIST 4 MAGIC RESIST 4 FATE POINTS 6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	29%	0	9	9	Phys	—
1. Zio	—	—	Spell	1	3 MP	29%	10	9	19	Elec	Shock 20%
2. Beseech	—	Speech	Talk	1	—	50%	—	—	—	Talk	—
3. Tarunda	5	—	Spell	All	20 MP	29%	—	—	—	Support	Auto-Success
4. Sukunda	6	—	Spell	All	12 MP	29%	—	—	—	Support	Auto-Success
5. Anti-Ruin	7	—	Passive	—	—	—	—	—	—	—	—
6. Tarukaja	8	—	Spell	All	12 MP	29%	—	—	—	Support	Auto-Success
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

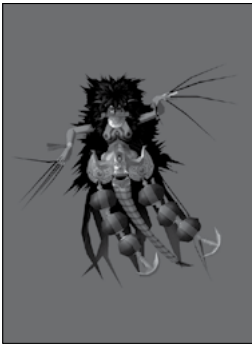
RANGDA

LV

72

CLAN

FEMME



EVOLVE?	-				AFFINITIES	Repel Phys, Weak Elec								
Stats		TN	Substats		INHERIT TRAITS	Eye Lunge Claw								
St	19	167%	Physical Power	91	Legends of this witch have been passed down on Indonesia's Bali Island. In Hinduism, she symbolizes evil, while the symbol of good is Barong. Even if slain, she will inevitably rise again, and the battle against her is eternal. Though her spells are typically cast only with ill intent, if someone manages to touch her heart, she does have a conscience and can cast healing magic as well. As is befitting of the highest level Femme, she appears near the top floor of the Tower of Kagutsuchi.									
Ma (*)	24	192%	Magical Power	96										
Vi	20	172%	Save TN	172%										
Ag	14	142%	Dodge TN	24%										
Lu	15	147%	Negotiation TN	50%										
BEHAVIOR	Granny/--/Adult				MACCA	680								
DROP ITEMS	Onyx				EXP	708								
HP	552		MP	288		PHYSICAL RESIST	46		MAGIC RESIST	48		FATE POINTS	8	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	167%	0	91	91	Phys	-
1. Debilitate	-	-	Magical Attack	All	48 MP	192%	-	-	-	Support	Auto-Success
2. Stun Claw	-	Claw	Physical Attack	1	17 HP	167%	24	91	115	Phys	Stun 40%
3. Dekaja	-	-	Spell	All	10 MP	192%	-	-	-	Support	Auto-Success
4. Makajamaon	73	-	Spell	All	11 MP	192%	-	-	-	Ruin	Mute 20%
5. Hellfire	74	-	Magical Attack	All	18 MP	192%	30	96	126	Fire	-
6. Avenge	75	-	Passive	-	-	-	-	-	-	-	Counter 50%, triple damage
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

ATROPOS

LV

67

CLAN

FEMME



EVOLVE?	-				AFFINITIES	Null Light/Dark/Mind								
Stats		TN	Substats		INHERIT TRAITS	Eye								
St	16	147%	Physical Power	83	The youngest sister of the Moirai, the three goddesses who govern fate, in the Greek pantheon. After Lachesis measures the length of a thread of fate, she cuts it, in other words sending humans to their deaths. For this purpose, she wields a pair of scissors in her right hand. She guards the higher floors of the Obelisk.									
Ma (*)	28	207%	Magical Power	95										
Vi	17	152%	Save TN	152%										
Ag	15	142%	Dodge TN	25%										
Lu	14	137%	Negotiation TN	48%										
BEHAVIOR	Girl/Woman/Youth				MACCA	600								
DROP ITEMS	None				EXP	628								
HP	504		MP	285		PHYSICAL RESIST	42		MAGIC RESIST	47		FATE POINTS	7	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	147%	0	83	83	Phys	-
1. Ziodyne	-	-	Spell	1	10 MP	207%	60	95	232 (155)	Elec	Shock 20%
2. Zandyne	-	-	Spell	1	10 MP	207%	60	95	232 (155)	Force	If target is Stoned, Instant Kill 50%
3. Bufudyne	-	-	Spell	1	10 MP	207%	60	95	232 (155)	Ice	Freeze 20%
4. Elec Boost	68	-	Passive	-	-	-	-	-	-	-	Multiply Elec attack power by 1.5x
5. Force Boost	69	-	Passive	-	-	-	-	-	-	-	Multiply Force attack power by 1.5x
6. Ice Boost	70	-	Passive	-	-	-	-	-	-	-	Multiply Ice attack power by 1.5x
7. Mana Surge	71	-	Passive	-	-	-	-	-	-	-	-
8. Megidola	72	-	Spell	All	40 MP	207%	60	95	155	Almighty	-

LACHESIS

LV 63

CLAN

FEMME



EVOLVE?	-				AFFINITIES	Null Ailment																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>16</td> <td>143%</td> <td>Physical Power</td> <td>79</td> </tr> <tr> <td>Ma (*)</td> <td>26</td> <td>193%</td> <td>Magical Power</td> <td>89</td> </tr> <tr> <td>Vi</td> <td>19</td> <td>158%</td> <td>Save TN</td> <td>158%</td> </tr> <tr> <td>Ag</td> <td>10</td> <td>113%</td> <td>Dodge TN</td> <td>20%</td> </tr> <tr> <td>Lu</td> <td>15</td> <td>138%</td> <td>Negotiation TN</td> <td>50%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	16	143%	Physical Power	79	Ma (*)	26	193%	Magical Power	89	Vi	19	158%	Save TN	158%	Ag	10	113%	Dodge TN	20%	Lu	15	138%	Negotiation TN	50%	INHERIT TRAITS	Eye					
Stats	TN	Substats																																						
St	16	143%	Physical Power	79																																				
Ma (*)	26	193%	Magical Power	89																																				
Vi	19	158%	Save TN	158%																																				
Ag	10	113%	Dodge TN	20%																																				
Lu	15	138%	Negotiation TN	50%																																				
<p>The middle sister of the Moirai, the three goddesses who govern fate, in the Greek pantheon. After Clotho spins a thread of fate, Lachesis measures it. The length that she metes out determines how long that human will live. Incidentally, some believe that the Moirai fulfill three roles once belonging to a single goddess known as Moira. She guards the higher floors of the Obelisk.</p>																																								
BEHAVIOR					Lady/Woman/Youth			MACCA	540																															
DROP ITEMS					None			EXP	564																															
HP	492		MP	267		PHYSICAL RESIST	41		MAGIC RESIST	44		FATE POINTS	8																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	143%	0	79	79	Phys	—
1. Makakaja	—	—	Spell	All	12 MP	193%	—	—	—	Support	Auto-Success
2. Rakukaja	—	—	Spell	All	12 MP	193%	—	—	—	Support	Auto-Success
3. Makarakarn	—	—	Spell	All	45 MP	193%	—	—	—	Support	Auto-Success
4. Sukukaja	64	—	Spell	All	12 MP	193%	—	—	—	Support	Auto-Success
5. Dormina	65	—	Spell	All	9 MP	193%	—	—	—	Support	Sleep 30%
6. Tetrakarn	66	—	Spell	All	45 MP	193%	—	—	—	Support	Auto-Success
7. Rakunda	67	—	Spell	All	12 MP	193%	—	—	—	Support	Auto-Success
8. Trafuri	68	—	Spell	All	25 MP	193%	—	—	—	Support	—

CLOTHO

LV 58

CLAN

FEMME



EVOLVE?	-				AFFINITIES	Null Light/Dark																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>16</td> <td>138%</td> <td>Physical Power</td> <td>74</td> </tr> <tr> <td>Ma (*)</td> <td>22</td> <td>168%</td> <td>Magical Power</td> <td>80</td> </tr> <tr> <td>Vi</td> <td>15</td> <td>133%</td> <td>Save TN</td> <td>133%</td> </tr> <tr> <td>Ag</td> <td>16</td> <td>138%</td> <td>Dodge TN</td> <td>26%</td> </tr> <tr> <td>Lu</td> <td>12</td> <td>118%</td> <td>Negotiation TN</td> <td>44%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	16	138%	Physical Power	74	Ma (*)	22	168%	Magical Power	80	Vi	15	133%	Save TN	133%	Ag	16	138%	Dodge TN	26%	Lu	12	118%	Negotiation TN	44%	INHERIT TRAITS	Eye					
Stats	TN	Substats																																						
St	16	138%	Physical Power	74																																				
Ma (*)	22	168%	Magical Power	80																																				
Vi	15	133%	Save TN	133%																																				
Ag	16	138%	Dodge TN	26%																																				
Lu	12	118%	Negotiation TN	44%																																				
<p>The oldest sister of the Moirai, the three goddesses who govern fate, in the Greek pantheon. Each person's fate is represented as a thread, and Clotho is the one who spins it. This thread is often red, like the color of blood. Clotho's name is the origin of the English word "cloth." She guards the higher floors of the Obelisk.</p>																																								
BEHAVIOR					Heroine/Woman/Youth			MACCA	470																															
DROP ITEMS					None			EXP	484																															
HP	438		MP	240		PHYSICAL RESIST	36		MAGIC RESIST	40		FATE POINTS	7																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	138%	0	74	74	Phys	—
1. Hell Gaze	—	Eye	Magical Attack	1	10 MP	168%	—	—	—	—	Instant Kill 70%
2. Mahama	—	—	Spell	All	15 MP	168%	—	—	—	—	Instant Kill 20%
3. Nag	—	Speech	Talk	1	—	64%	—	—	—	—	—
4. Mediarahan	59	—	Spell	All	35 MP	168%	—	—	—	—	Auto-Success
5. Eternal Rest	60	—	Magical Attack	All	16 MP	168%	—	—	—	—	If target is Sleeping, Instant Kill.
6. Allure	61	—	Magical Attack	All	13 MP	168%	—	—	—	—	Charm 40%
7. Samarecarm	62	—	Spell	1	35 MP	168%	—	—	—	—	Auto-Success
8. —	—	—	—	—	—	—	—	—	—	—	—

DAKINI

LV

52

CLAN

FEMME



EVOLVE?		-		AFFINITIES		Strong Fire, Weak Ice					
Stats		TN	Substats		INHERIT TRAITS		Mouth Eye Lunge Weapon				
St (*)	21	157%	Physical Power	73	Goddesses of love and matchmaking from Indian mythology. They serve Kali. Every night, they enter graveyards and crematoriums in search of human flesh to eat. Their name means "those who frolic in the sky." They are connected to Japanese legends about fox goddesses. They can bestow fortune, but in Buddhism, they are bringers of curses. They can be found wandering in the Yurakucho Tunnel and the Amala Temple.						
Ma	11	107%	Magical Power	63							
Vi	17	137%	Save TN	137%							
Ag	13	117%	Dodge TN	23%							
Lu	10	102%	Negotiation TN	40%							
BEHAVIOR		Witch/Woman/Adult		MACCA	392						
DROP ITEMS		Coral		EXP	396						
HP	414		MP	189		PHYSICAL RESIST	34	MAGIC RESIST	31	FATE POINTS	7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	157%	0	73	73	Phys	-
1. Dismal Tune	-	-	Magical Attack	All	30 MP	107%	50	63	113	Ruin	Mute 10%
2. Life Aid	-	-	Passive	-	-	-	-	-	-	-	-
3. Mamudo	53	-	Spell	All	15 MP	107%	-	-	-	Dark	Instant Kill 20%
4. Kidnap	54	Speech	Talk	1	-	60%	-	-	-	Talk	-
5. Agidyne	55	-	Spell	1	10 MP	107%	80	63	143	Fire	-
6. Blight	56	Weapon	Physical Attack	All	33 HP	157%	43	73	116	Phys	Poison 20%
7. Endure	57	-	Passive	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

YAKSINI

LV

43

CLAN

FEMME



EVOLVE?		-		AFFINITIES		Null Force, Weak Elec					
Stats		TN	Substats		INHERIT TRAITS		Mouth Eye Lunge Weapon				
St (*)	17	128%	Physical Power	60	Devil women from Indian mythology. They were originally harvest goddesses worshiped by the Dravidians. Yaksini is the feminine form of "yaksha", or in Japanese, "yasha". They appear to be bewitching women. It is said they will keep the possessions of good people safe, but they will lure evil people away and eat them alive. They are officers in the Mantra Army, where they serve as guards at Kabukicho Prison and inquisitors during the trials by combat.						
Ma	11	98%	Magical Power	54							
Vi	15	118%	Save TN	118%							
Ag	11	98%	Dodge TN	21%							
Lu	9	88%	Negotiation TN	38%							
BEHAVIOR		Witch/Woman/Youth		MACCA	288						
DROP ITEMS		Medicine		EXP	279						
HP	348		MP	162		PHYSICAL RESIST	29	MAGIC RESIST	27	FATE POINTS	6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	128%	0	60	60	Phys	-
1. Kidnap	-	Speech	Talk	1	-	58%	-	-	-	Talk	-
2. Guillotine	-	Weapon	Physical Attack	1	17 HP	128%	40	60	100	Phys	Stun 40%
3. Riberama	-	-	Spell	All	8 MP	98%	-	-	-	Unique	Auto-Success
4. Binding Cry	44	Mouth	Magical Attack	All	14 MP	98%	5	54	59	Nerve	Restrain 20%
5. Ice Null	45	-	Passive	-	-	-	-	-	-	-	-
6. Tentarafoo	46	-	Spell	All	15 MP	98%	50	54	104	Mind	Panic 20%
7. Retaliate	47	-	Passive	-	-	-	-	-	-	-	Counter 50%, double damage
8. -	-	-	-	-	-	-	-	-	-	-	-

YOMOTSU-SHIKOME

LV 32

CLAN

FEMME



EVOLVE?	-				AFFINITIES	Null Ruin/Nerve, Strong Mind, Weak Fire																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>8</td> <td>72%</td> <td>Physical Power</td> <td>40</td> </tr> <tr> <td>Ma (*)</td> <td>16</td> <td>112%</td> <td>Magical Power</td> <td>48</td> </tr> <tr> <td>Vi</td> <td>9</td> <td>77%</td> <td>Save TN</td> <td>77%</td> </tr> <tr> <td>Ag</td> <td>10</td> <td>82%</td> <td>Dodge TN</td> <td>20%</td> </tr> <tr> <td>Lu</td> <td>9</td> <td>77%</td> <td>Negotiation TN</td> <td>38%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	8	72%	Physical Power	40	Ma (*)	16	112%	Magical Power	48	Vi	9	77%	Save TN	77%	Ag	10	82%	Dodge TN	20%	Lu	9	77%	Negotiation TN	38%	INHERIT TRAITS	Mouth Eye Lunge					
Stats	TN	Substats																																						
St	8	72%	Physical Power	40																																				
Ma (*)	16	112%	Magical Power	48																																				
Vi	9	77%	Save TN	77%																																				
Ag	10	82%	Dodge TN	20%																																				
Lu	9	77%	Negotiation TN	38%																																				
<p>A devilish woman who inhabits the underworld in Japanese mythology. At Yomotsu-Hirasaka, the slope that leads to and from the underworld, Izanami loosed her in order to pursue Izanagi. Izanagi changed the vines with which he adorned his hair into grapes, and his comb into bamboo shoots, and threw them at Yomotsu-Shikome. He escaped while she was eating them. Yomotsu-Shikome appears in Asakusa and the Ikebukuro Tunnel.</p>																																								
BEHAVIOR								Granny/Woman/Adult		MACCA	184																													
DROP ITEMS								Agate		EXP	164																													
HP	246		MP	144		PHYSICAL RESIST	20		MAGIC RESIST	24		FATE POINTS	6																											

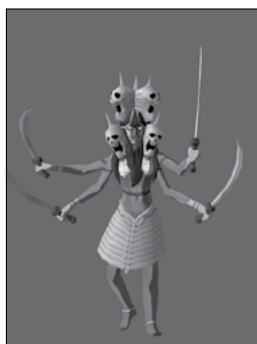
SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	72%	0	40	40	Phys	—
1. Loan	—	Speech	Talk	1	—	58%	—	—	—	Talk	—
2. Stone Gaze	—	Eye	Magical Attack	1	6 MP	112%	—	—	—	Dark	Stone 50%
3. Mazanma	—	—	Spell	All	15 MP	112%	20	48	68	Force	If target is Stoned, Instant Kill 30%
4. Anti-Dark	33	—	Passive	—	—	—	—	—	—	—	—
5. Sonic Wave	34	—	Magical Attack	All	9 MP	112%	—	—	—	Mind	Panic 20%
6. Stun Needle	35	Spike	Physical Attack	1	7 HP	72%	10	40	50	Phys	Stun 40%
7. Drain Attack	36	—	Passive	—	—	—	—	—	—	—	Basic strikes heal for 25% of damage dealt
8. —	—	—	—	—	—	—	—	—	—	—	—

TARAKA

LV 20

CLAN

FEMME



EVOLVE?	-				AFFINITIES	Null Nerve, Weak Ice																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St (*)</td> <td>10</td> <td>70%</td> <td>Physical Power</td> <td>30</td> </tr> <tr> <td>Ma</td> <td>6</td> <td>50%</td> <td>Magical Power</td> <td>26</td> </tr> <tr> <td>Vi</td> <td>11</td> <td>75%</td> <td>Save TN</td> <td>75%</td> </tr> <tr> <td>Ag</td> <td>6</td> <td>50%</td> <td>Dodge TN</td> <td>16%</td> </tr> <tr> <td>Lu</td> <td>7</td> <td>55%</td> <td>Negotiation TN</td> <td>34%</td> </tr> </tbody> </table>					Stats	TN	Substats		St (*)	10	70%	Physical Power	30	Ma	6	50%	Magical Power	26	Vi	11	75%	Save TN	75%	Ag	6	50%	Dodge TN	16%	Lu	7	55%	Negotiation TN	34%	INHERIT TRAITS	Mouth Eye Lunge Weapon					
Stats	TN	Substats																																						
St (*)	10	70%	Physical Power	30																																				
Ma	6	50%	Magical Power	26																																				
Vi	11	75%	Save TN	75%																																				
Ag	6	50%	Dodge TN	16%																																				
Lu	7	55%	Negotiation TN	34%																																				
<p>Devil women from Indian mythology. They live in the forest, and every night, they roam the darkness looking for men to claim. Should they find a man they fancy, they either drain his vital essence or devour him starting with the head. Their true nature varies depending on the legend; in some, they are asura, and in others female rakshasa. In both cases, they are destined to be slain by heroes. They are members of the Mantra Army and can be fought in the vicinity of Ikebukuro.</p>																																								
BEHAVIOR								Granny/Woman/—		MACCA	98																													
DROP ITEMS								Coral		EXP	73																													
HP	186		MP	78		PHYSICAL RESIST	15		MAGIC RESIST	13		FATE POINTS	6																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	70%	0	30	30	Phys	—
1. Shibaboo	—	—	Spell	1	5 MP	50%	—	—	—	Nerve	Restrain 65%
2. Provoke	—	—	Magical Attack	All	20 MP	50%	—	—	—	Support	Auto-Success
3. Analyze	—	—	Magical Attack	1	—	50%	—	—	—	Almighty	Auto-Success
4. Rakukaja	21	—	Spell	All	12 MP	50%	—	—	—	Support	Auto-Success
5. Beseech	22	Speech	Talk	1	—	54%	—	—	—	Talk	—
6. Kamikaze	23	—	Physical Attack	1	All HP	70%	78	30	108	Phys	—
7. Zionga	24	—	Spell	1	6 MP	50%	30	26	56	Elec	Shock 20%
8. Heat Wave	25	Weapon	Physical Attack	All	13 HP	70%	22	30	52	Phys	—

DATSUE-BA

LV

7

CLAN

FEMME



EVOLVE?	-				AFFINITIES	Null Nerve/Mind, Weak Elec																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>4</td> <td>27%</td> <td>Physical Power</td> <td>11</td> </tr> <tr> <td>Ma (*)</td> <td>8</td> <td>47%</td> <td>Magical Power</td> <td>15</td> </tr> <tr> <td>Vi</td> <td>5</td> <td>32%</td> <td>Save TN</td> <td>32%</td> </tr> <tr> <td>Ag</td> <td>4</td> <td>27%</td> <td>Dodge TN</td> <td>14%</td> </tr> <tr> <td>Lu</td> <td>6</td> <td>37%</td> <td>Negotiation TN</td> <td>32%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	4	27%	Physical Power	11	Ma (*)	8	47%	Magical Power	15	Vi	5	32%	Save TN	32%	Ag	4	27%	Dodge TN	14%	Lu	6	37%	Negotiation TN	32%	INHERIT TRAITS	Mouth Lunge					
Stats	TN	Substats																																						
St	4	27%	Physical Power	11																																				
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Ag	4	27%	Dodge TN	14%																																				
Lu	6	37%	Negotiation TN	32%																																				
<p>Monsters from Japanese legend. When the dead cannot afford passage across the underworld's Sanzu River, the Datsue-Ba tear off the clothes of those souls, and hang them upon the branches of a tree known as the Eryoji to measure the weight of their sins. Depending on how the branches bend, the souls must each ford the river in a different place. They appear to be wrinkled old women, but their eyes sparkle with cunning, and even those who have not sinned will tremble under their gaze. A Datsue-Ba serves as caretaker of the weak demons in Shinjuku General Hospital. They also appear in Shibuya and Ginza.</p>																																								
BEHAVIOR						Granny/Woman/Adult			MACCA	36																														
DROP ITEMS						Coral			EXP	15																														
HP	72		MP	45		PHYSICAL RESIST	6		MAGIC RESIST	7		FATE POINTS	6																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	27%	0	11	11	Phys	-
1. Needle Rush	-	Spike	Physical Attack	1	10 HP	27%	21	11	32	-	-
2. Shibaboo	-	-	Spell	1	5 MP	47%	-	-	-	-	Restain 65%
3. Haggle	8	Speech	Talk	1	-	52%	-	-	-	-	-
4. Bufu	9	-	Spell	1	3 MP	47%	10	15	25	-	Freeze 20%
5. Patra	10	-	Spell	1	5 MP	47%	-	-	-	-	Auto-Success
6. Dormina	11	-	Spell	All	9 MP	47%	-	-	-	-	Sleep 30%
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

MADA

LV

83

CLAN

VILE



EVOLVE?	-				AFFINITIES	Drain Phys, Null Dark, Weak Ruin																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St (*)</td> <td>30</td> <td>233%</td> <td>Physical Power</td> <td>113</td> </tr> <tr> <td>Ma</td> <td>21</td> <td>188%</td> <td>Magical Power</td> <td>104</td> </tr> <tr> <td>Vi</td> <td>30</td> <td>233%</td> <td>Save TN</td> <td>233%</td> </tr> <tr> <td>Ag</td> <td>14</td> <td>153%</td> <td>Dodge TN</td> <td>24%</td> </tr> <tr> <td>Lu</td> <td>16</td> <td>163%</td> <td>Negotiation TN</td> <td>52%</td> </tr> </tbody> </table>					Stats	TN	Substats		St (*)	30	233%	Physical Power	113	Ma	21	188%	Magical Power	104	Vi	30	233%	Save TN	233%	Ag	14	153%	Dodge TN	24%	Lu	16	163%	Negotiation TN	52%	INHERIT TRAITS	Mouth Eye Lunge					
Stats	TN	Substats																																						
St (*)	30	233%	Physical Power	113																																				
Ma	21	188%	Magical Power	104																																				
Vi	30	233%	Save TN	233%																																				
Ag	14	153%	Dodge TN	24%																																				
Lu	16	163%	Negotiation TN	52%																																				
<p>A rakshasa created by the gods that appears in Indian legend. Its name means "the intoxicator." It can change the size of its body at will, and can become large enough to swallow the entire cosmos and all the gods in it in a single gulp. Even the thunder god Indra was made to yield to it out of fear. It is allied with the Reason of Shijima, and creates an illusionary labyrinth in the Diet Building. Later, it appears near the top floor of the Tower of Kagutsuchi.</p>																																								
BEHAVIOR						Delinquent/--/Adult			MACCA	872																														
DROP ITEMS						Ruby			EXP	884																														
HP	678		MP	312		PHYSICAL RESIST	56		MAGIC RESIST	52		FATE POINTS	8																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	233%	0	113	113	Phys	-
1. Debilitate	-	-	Magical Attack	All	48 MP	188%	-	-	-	Support	Auto-Success
2. Hades Blast	-	Lunge	Physical Attack	All	33 HP	233%	50	113	163	Phys	-
3. Threaten	-	Speech	Talk	1	-	72%	-	-	-	Talk	-
4. Intoxicate	84	-	Magical Attack	All	15 MP	188%	-	-	-	Mind	Panic 50%
5. Diarahan	85	-	Spell	1	15 MP	188%	-	-	-	Healing	Auto-Success
6. Tarukaja	86	-	Spell	All	12 MP	188%	-	-	-	Support	Auto-Success
7. Life Surge	87	-	Passive	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

SAMAEL

LV 73

CLAN

VILE



EVOLVE? -

AFFINITIES Repel Light/Dark, Weak Elec

Stats	TN	Substats	
St 19	168%	Physical Power	92
Ma (*) 26	203%	Magical Power	99
Vi 23	188%	Save TN	188%
Ag 19	168%	Dodge TN	29%
Lu 16	153%	Negotiation TN	52%

INHERIT TRAITS Mouth Eye Lunge Teeth

A mysterious angel whose name means "the poisonous and radiant one," and symbolizes treachery. Depicted as a large serpent with wings, he was an archangel before his fall from grace. When this fall happened is not agreed upon. Some say he fell when he revealed the forbidden taste of liquor to Adam, others that his fall came when he failed to convey the soul of Moses to heaven; the truth is a mystery. He is summoned by Hikawa in the Diet Building.

BEHAVIOR Gentleman/--

MACCA 696

DROP ITEMS None

EXP 724

HP 576

MP 297

PHYSICAL RESIST 48

MAGIC RESIST 49

FATE POINTS 8

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	168%	0	92	92	Phys	-
1. Mahamaon	-	-	Spell	All	25 MP	203%	-	-	-	Light	Instant Kill 30%
2. Mamudoon	-	-	Spell	All	25 MP	203%	-	-	-	Dark	Instant Kill 30%
3. Prominence	-	-	Magical Attack	All	30 MP	203%	80	99	179	Fire	-
4. Samarecarm	74	-	Spell	1	35 MP	203%	-	-	-	Healing	Auto-Success
5. Tetrakarn	75	-	Spell	All	45 MP	203%	-	-	-	Support	Auto-Success
6. Avenge	76	-	Passive	-	-	-	-	-	-	-	Counter 50%, triple damage
7. Phys Repel	77	-	Passive	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

TAOTIE

LV 65

CLAN

VILE



EVOLVE? -

AFFINITIES Null Dark, Weak Ruin

Stats	TN	Substats	
St 18	155%	Physical Power	83
Ma 21	170%	Magical Power	86
Vi (*) 21	170%	Save TN	170%
Ag 15	140%	Dodge TN	25%
Lu 18	155%	Negotiation TN	56%

INHERIT TRAITS Mouth Eye Lunge Teeth

A monster from ancient China who is one of the four beasts of ill omen. He appears to be a sheep with a human face, and sharp fangs that he keeps hidden. His appetite can never be quenched, and he devours all he sees, leaving nothing in his wake. He will also rob those weaker than himself of their possessions, while to those who are stronger, he is a sycophant. He is said to have originally been the son of a powerful family descended from an emperor of old. He appears in the lower floors of the Tower of Kagutsuchi.

BEHAVIOR Animal/--

MACCA 570

DROP ITEMS Ruby

EXP 596

HP 516

MP 258

PHYSICAL RESIST 43

MAGIC RESIST 43

FATE POINTS 8

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	155%	0	83	83	Phys	-
1. Megido	-	-	Spell	All	30 MP	170%	30	86	116	Almighty	-
2. Tetraja	-	-	Spell	All	15 MP	170%	-	-	-	Support	Auto-Success
3. Loan	-	Speech	Talk	1	-	76%	-	-	-	Talk	-
4. Life Drain	66	-	Magical Attack	1	10 MP	170%	30	86	116	Almighty	-
5. Hell Gaze	67	Eye	Magical Attack	1	10 MP	170%	-	-	-	Dark	Instant Kill 70%
6. Mana Aid	68	-	Passive	-	-	-	-	-	-	-	-
7. Makajamaon	69	-	Spell	All	11 MP	170%	-	-	-	Ruin	Mute 20%
8. -	-	-	-	-	-	-	-	-	-	-	-

GIRIMEKHALA

LV

58

CLAN

VILE



EVOLVE?		-		AFFINITIES		Repel Phys, Null Dark								
Stats		TN	Substats		INHERIT TRAITS		Mouth Eye Lunge Weapon							
St (*)	22	168%	Physical Power	80	A giant monster from Sri Lankan legend. He served as Mara's mount when he was sent to tempt the Buddha away from his quest for enlightenment. He is believed to be an alteration of the white elephant Airavata from Indian myth. After Sakahagi acquires the Yahiro-no-Himorogi, he summons Girimekhala to Yoyogi Park.									
Ma	17	143%	Magical Power	75										
Vi	21	163%	Save TN	163%										
Ag	13	123%	Dodge TN	23%										
Lu	13	123%	Negotiation TN	46%										
HP		474	MP		225	PHYSICAL RESIST		39	MAGIC RESIST		37	FATE POINTS		7
BEHAVIOR		Delinquent/—/Adult				MACCA		470						
DROP ITEMS		Ruby				EXP		484						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	168%	0	80	80	Phys	—
1. Binding Cry	—	Mouth	Magical Attack	All	14 MP	143%	5	75	80	Nerve	Restrain 20%
2. Chaos Blade	—	Weapon	Physical Attack	All	33 HP	168%	43	80	123	Phys	Panic 30%
3. Dismal Tune	59	—	Magical Attack	All	30 MP	143%	50	75	125	Ruin	Mute 10%
4. Shock	60	—	Magical Attack	All	9 MP	143%	5	75	80	Elec	Shock 10%
5. Debilitate	61	—	Magical Attack	All	48 MP	143%	—	—	—	Support	Auto-Success
6. Tempest	62	Lunge	Physical Attack	All	25 HP	168%	30	80	110	Phys	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

PAZUZU

LV

45

CLAN

VILE



EVOLVE?		-		AFFINITIES		Null Dark, Weak Ice								
Stats		TN	Substats		INHERIT TRAITS		Mouth Eye Lunge							
St	16	125%	Physical Power	61	A demon lord of the sand and winds from Babylonian mythology. He has the head and arms of a lion, feet with the talons of an eagle, avian wings, the venom of a scorpion, and even the manhood of a great serpent. The plagues spread by him can only be cured by magical means. Icons of him were thought to be effective as a charm against pestilence. He appears in the Amala Temple and the Obelisk.									
Ma (*)	19	140%	Magical Power	64										
Vi	20	145%	Save TN	145%										
Ag	10	95%	Dodge TN	20%										
Lu	8	85%	Negotiation TN	36%										
HP		390	MP		192	PHYSICAL RESIST		32	MAGIC RESIST		32	FATE POINTS		6
BEHAVIOR		Elite/Man/Adult				MACCA		310						
DROP ITEMS		Ruby				EXP		303						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	125%	0	61	61	Phys	—
1. Hell Gaze	—	Eye	Magical Attack	1	10 MP	140%	—	—	—	Dark	Instant Kill 70%
2. Mediarama	—	—	Spell	All	20 MP	140%	25	64	89	Healing	Auto-Success
3. Intimidate	—	Speech	Talk	1	—	58%	—	—	—	Talk	—
4. Force Null	46	—	Passive	—	—	—	—	—	—	—	—
5. Arid Needle	47	Spike	Physical Attack	1	13 HP	125%	10	61	71	Phys	Stone 50%
6. Tentarafoo	48	—	Spell	All	15 MP	140%	50	64	114	Mind	Panic 20%
7. Wet Wind	49	—	Magical Attack	All	30 MP	140%	120	64	184	Force	If target is Stoned, Instant Kill 30%
8. —	—	—	—	—	—	—	—	—	—	—	—

BAPHOMET

LV 33

CLAN

VILE



EVOLVE?	-				AFFINITIES	Repel Dark, Weak Light						
Stats					INHERIT TRAITS							
		TN	Substats		Mouth Eye Lunge							
St	8	73%	Physical Power	41	A devil with the head of a goat that oversees the Black Mass. Some also use the word Baphomet to refer to all demons. When they were accused of idolatry, the famed crusaders known as the Knights Templar were said to worship Baphomet. Later, it was depicted as a hermaphrodite with a goat's head, and became an object of reverence for witches. It serves the Reason of Shijima and appears in the Obelisk. Prior to the Conception, it was summoned by Hikawa as a bodyguard, and appeared in this capacity in the Shinjuku Medical Center.							
Ma (*)	17	118%	Magical Power	50								
Vi	17	118%	Save TN	118%								
Ag	9	78%	Dodge TN	19%								
Lu	10	83%	Negotiation TN	40%								
BEHAVIOR					Elite/--						MACCA	192
DROP ITEMS					Turquoise						EXP	173
HP	300	MP	150	PHYSICAL RESIST	25	MAGIC RESIST	25	FATE POINTS				7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	73%	0	41	41	Phys	-
1. Makakaja	-	-	Spell	All	12 MP	118%	-	-	-	Support	Auto-Success
2. Brainwash	-	Speech	Talk	1	-	60%	-	-	-	Talk	-
3. Evil Gaze	34	Eye	Magical Attack	1	8 MP	118%	-	-	-	Dark	HP 1
4. Maragion	35	-	Spell	All	15 MP	118%	30	50	80	Fire	-
5. Eternal Rest	36	-	Magical Attack	All	16 MP	118%	-	-	-	Mind	If target is Sleeping, Instant Kill.
6. Dismal Tune	37	-	Magical Attack	All	30 MP	118%	50	50	100	Ruin	Mute 10%
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

ARAHABAKI

LV 30

CLAN

VILE



EVOLVE?	Momunofu (24) > Arahabaki				AFFINITIES	Repel Ice, Null Phys/Light/Dark, Weak All						
Stats					INHERIT TRAITS							
		TN	Substats		Mouth Eye Lunge							
St	14	100%	Physical Power	44	A god from the mythology of northern Japan. There are no shrines dedicated to Arahabaki in the modern day, but he is believed to have been an ancient deity. His appearance is based on the clay figures made by the Jomon people. He was worshipped by Nagasunehiko, the one defeated by Emperor Jimmu's military expedition to pacify the north. Because of this, he is a symbol of rebellion against the imperial family, and belief in him has long been suppressed. He evolves from Momunofu. He appears as an enemy in the Obelisk.							
Ma	10	80%	Magical Power	40								
Vi (*)	19	125%	Save TN	125%								
Ag	6	60%	Dodge TN	16%								
Lu	9	75%	Negotiation TN	38%								
BEHAVIOR					Elite/--						MACCA	168
DROP ITEMS					Dis-Mute						EXP	146
HP	294	MP	120	PHYSICAL RESIST	24	MAGIC RESIST	20	FATE POINTS				6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	100%	0	44	44	Phys	-
1. Mabufula	31	-	Spell	All	15 MP	80%	20	40	60	Ice	Freeze 10%
2. Stone Gaze	32	Eye	Magical Attack	1	6 MP	80%	-	-	-	Dark	Stone 50%
3. Mudo	33	-	Spell	1	6 MP	80%	-	-	-	Dark	Instant Kill 40%
4. Panic Voice	34	-	Magical Attack	All	8 MP	80%	-	-	-	Mind	Panic 30%
5. Drain Attack	35	-	Passive	-	-	-	-	-	-	-	Basic strikes heal for 25% of damage dealt
6. -	-	-	-	-	-	-	-	-	-	-	-
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

MOT

LV

91

CLAN

TYRANT



EVOLVE?	-				AFFINITIES	Null Light/Dark/Ailment, Weak Elec					
Stats		TN	Substats		INHERIT TRAITS	Lunge					
St	25	216%	Physical Power	116	<p>The Mesopotamian god of death and famine who brought dread upon the land of Canaan. His name means "death", and he dwells in the underworld. He was angered by the insolent behavior of the harvest god Baal, and schemed to lure him to his death, but he was killed by Baal's sister, the war goddess Anat. She cut Mot's body apart, ground it beneath a millstone and scattered his powdered remains over the earth. Then, seven years later, he came back to life. Mot serves the Reason of Shijima and is waiting to spring a trap in the Diet Building. Later, he appears near the top floor of the Tower of Kagutsuchi.</p>						
Ma	32	251%	Magical Power	123							
Vi (*)	31	246%	Save TN	246%							
Ag	16	171%	Dodge TN	26%							
Lu	19	186%	Negotiation TN	58%							
HP	732	MP	369	PHYSICAL RESIST	61	MAGIC RESIST	61	FATE POINTS	8		
BEHAVIOR	Elite/--				MACCA	1028					
DROP ITEMS	Amethyst				EXP	1012					

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	216%	0	116	116	Phys	-
1. Maragidyne	-	-	Spell	All	25 MP	251%	75	123	198	Fire	-
2. Mazandyne	-	-	Spell	All	25 MP	251%	70	123	193	Force	If target is Stoned, Instant Kill 30%
3. Makakaja	-	-	Spell	All	12 MP	251%	-	-	-	Support	Auto-Success
4. Intimidate	92	Speech	Talk	1	-	78%	-	-	-	Talk	-
5. Force Drain	93	-	Passive	-	-	-	-	-	-	-	-
6. Megidolaon	94	-	Spell	All	50 MP	251%	90	123	213	Almighty	-
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

ACIEL

LV

77

CLAN

TYRANT



EVOLVE?	Abaddon (74) > Aciel				AFFINITIES	Repel Dark, Null Light, Strong Magic					
Stats		TN	Substats		INHERIT TRAITS	Mouth Eye Lunge Teeth					
St	29	222%	Physical Power	106	<p>A god of darkness from the Old Testament found in the seventh layer of Hell, Gehenna. He is symbolized by a black sun. Often thought of as the king of the depths of Hell, he is sometimes considered to be the same entity as Abaddon, king of locusts, and Satan. Being a god of the underworld, he has invaded the Amala Temple and claimed the Black Temple as his. Later, he appears near the top floor of the Tower of Kagutsuchi. He evolves from Abaddon.</p>						
Ma	25	202%	Magical Power	102							
Vi (*)	27	212%	Save TN	212%							
Ag	14	147%	Dodge TN	24%							
Lu	16	157%	Negotiation TN	52%							
HP	624	MP	306	PHYSICAL RESIST	52	MAGIC RESIST	51	FATE POINTS	8		
BEHAVIOR	Gentleman/--				MACCA	764					
DROP ITEMS	Aquamarine				EXP	788					

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	222%	0	106	106	Phys	-
1. Life Surge	78	-	Passive	-	-	-	-	-	-	-	-
2. Tetrakarn	79	-	Spell	All	45 MP	202%	-	-	-	Support	Auto-Success
3. Hell Fang	80	Teeth	Physical Attack	1	15 HP	222%	36	106	142	Phys	-
4. Victory Cry	81	-	Passive	-	-	-	-	-	-	-	-
5. -	-	-	-	-	-	-	-	-	-	-	-
6. -	-	-	-	-	-	-	-	-	-	-	-
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

SURT

LV

74

CLAN

TYRANT



EVOLVE? -

AFFINITIES Drain Fire, Null Dark/Nerve/Mind, Weak Ice

Stats	TN	Substats	
St (*)	28	214%	Physical Power 102
Ma	20	174%	Magical Power 94
Vi	24	194%	Save TN 194%
Ag	15	149%	Dodge TN 25%
Lu	19	169%	Negotiation TN 58%

INHERIT TRAITS Mouth Eye Lunge Weapon

The king of the giants in Norse mythology. He is ruler of Muspelheim, the land of flame, and in his hand he wields the burning blade Laevateinn. During Ragnarok, the twilight of the gods, he commanded the sons of Muspel in their invasion of Asgard, and vanquished the Aesir. It is said he then caused flame to consume the entire world. Surt is the only demon whose normal attacks are Fire element. He is summoned by Hikawa to serve Shijima, and stands guard outside the Diet Building.

BEHAVIOR Elite/Man/Adult

MACCA 713

DROP ITEMS Amethyst

EXP 740

HP 588 MP 282 PHYSICAL RESIST 49 MAGIC RESIST 47 FATE POINTS 8

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1 (All)	-	214%	0	102	102	Fire	-
1. Hellfire	-	-	Magical Attack	All	18 MP	174%	30	94	124	Fire	-
2. War Cry	-	Mouth	Magical Attack	All	40 MP	174%	-	-	-	Support	Auto-Success
3. Heat Wave	-	Weapon	Physical Attack	All	13 HP	214%	22	102	124	Phys	-
4. Elec Drain	75	-	Passive	-	-	-	-	-	-	-	-
5. Attack All	76	-	Passive	All	-	-	-	-	-	-	Change basic strike target to All
6. Wooing	77	Speech	Talk	1	-	78%	-	-	-	Talk	-
7. Ragnarok	78	-	Magical Attack	All	30 MP	174%	120	94	214	Fire	-
8. -	-	-	-	-	-	-	-	-	-	-	-

ABADDON

LV

69

CLAN

TYRANT



EVOLVE? Abaddon (74) > Aciel

AFFINITIES Repel Dark, Null Light, Strong Magic

Stats	TN	Substats	
St	26	199%	Physical Power 95
Ma	24	189%	Magical Power 93
Vi (*)	25	194%	Save TN 194%
Ag	13	134%	Dodge TN 23%
Lu	15	144%	Negotiation TN 50%

INHERIT TRAITS Mouth Eye Lunge Teeth

The king of hell according to the Apocalypse of John. It is written that when the fifth angel blows their trumpet, for five months, he will cause people suffering from which even death is no escape. He is the tyrant of swarming insects and of pestilence, and it is believed he is a deified form of the calamities brought by locusts. He appears from the middle to the top floors of the Tower of Kagutsuchi. With enough experience, he can evolve into Aciel.

BEHAVIOR Elite/-/-

MACCA 632

DROP ITEMS Aquamarine

EXP 660

HP 564 MP 279 PHYSICAL RESIST 47 MAGIC RESIST 46 FATE POINTS 8

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1 (All)	-	199%	0	95	95	Phys	-
1. Attack All	-	-	Passive	All	-	-	-	-	-	-	Change basic strike target to All
2. Panic Voice	-	-	Magical Attack	All	8 MP	189%	-	-	-	Mind	Panic 30%
3. Mabufudyne	70	-	Spell	All	25 MP	189%	70	93	163	Ice	Freeze 10%
4. Intimidate	71	Speech	Talk	1	-	70%	-	-	-	Talk	-
5. Retaliate	72	-	Passive	-	-	-	-	-	-	-	Counter 50%, double damage
6. Ice Repel	73	-	Passive	-	-	-	-	-	-	-	-
7. Hades Blast	74	Lunge	Physical Attack	All	33 HP	199%	50	95	145	Phys	-
8. -	-	-	-	-	-	-	-	-	-	-	-

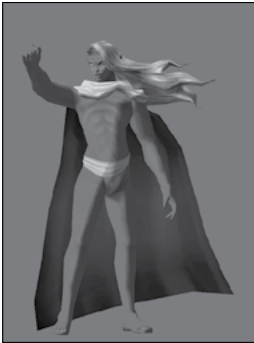
LOKI

LV

52

CLAN

TYRANT



EVOLVE?		-				AFFINITIES		Strong Phys/Magic/Ailment			
Stats		TN	Substats		INHERIT TRAITS		Mouth Eye Lunge				
St	16	132%	Physical Power	68	<p>A wicked god from Norse mythology. Although he is not wholly evil, he has long worked ill-spirited mischief. He once swore an oath of brotherhood with the All-Father Odin. Despite this, his many dark deeds such as the killing of Odin's son Baldr lead to him being imprisoned as a punishment. When Ragnarok came, he escaped and lead the giants to battle against the gods. He frequents the bar in Ginza and is a collector of many items. Later, he goes to the Amala Temple.</p>						
Ma	20	152%	Magical Power	72							
Vi	20	152%	Save TN	152%							
Ag	12	112%	Dodge TN	22%							
Lu (*)	16	132%	Negotiation TN	52%							
BEHAVIOR		Delinquent/Man/Youth				MACCA		392			
DROP ITEMS		Amethyst				EXP		396			
HP	432	MP	216	PHYSICAL RESIST	36	MAGIC RESIST	36	FATE POINTS	8		

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	132%	0	68	68	Phys	-
1. Mabufudyne	-	-	Spell	All	25 MP	152%	70	72	142	Ice	Freeze 10%
2. Makajamaon	-	-	Spell	All	11 MP	152%	-	-	-	Ruin	Mute 20%
3. Mischief	53	Talk	Talk	1	-	72%	-	-	-	Talk	-
4. Trafuri	54	-	Spell	All	25 MP	152%	-	-	-	Unique	-
5. Mudoon	55	-	Spell	1	10 MP	152%	-	-	-	Dark	Instant Kill 60%
6. Mana Gain	56	-	Passive	-	-	-	-	-	-	-	-
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

LILITH

LV

80

CLAN

NIGHT



EVOLVE?		Lilim (12) > Lilith				AFFINITIES		Null Light/Dark, Strong Magic			
Stats		TN	Substats		INHERIT TRAITS		Mouth Eye Teeth				
St	17	165%	Physical Power	97	<p>A woman who was Adam's first wife in the Old Testament. There is a theory that when she refused to submit to him, he grew to hate her and cast her away. After being banished from Eden, she became a demon of the night. She causes women to miscarry, as well as stealing newborn children and draining their blood. She appears to be a beautiful woman, but her lower half is that of a snake, and she has the wings of a bat. She appears from the middle to the top floors of the Tower of Kagutsuchi. She evolves from Lilim.</p>						
Ma (*)	30	230%	Magical Power	110							
Vi	21	185%	Save TN	185%							
Ag	17	165%	Dodge TN	27%							
Lu	15	155%	Negotiation TN	50%							
BEHAVIOR		Witch/Woman/Adult				MACCA		818			
DROP ITEMS		Wagtail Plume				EXP		836			
HP	606	MP	330	PHYSICAL RESIST	50	MAGIC RESIST	55	FATE POINTS	8		

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	165%	0	97	97	Phys	-
1. Allure	-	-	Magical Attack	All	13 MP	230%	-	-	-	Mind	Charm 40%
2. Hell Gaze	-	Eye	Magical Attack	1	10 MP	230%	-	-	-	Dark	Instant Kill 70%
3. Maziodyne	-	-	Spell	All	25 MP	230%	70	110	180	Elec	Shock 10%
4. Mana Drain	81	-	Magical Attack	1	2 MP	230%	0	110	110	Almighty	-
5. Hell Fang	82	Teeth	Physical Attack	1	15 HP	165%	36	97	133	Phys	-
6. Mana Surge	83	-	Passive	-	-	-	-	-	-	-	-
7. Megidola	84	-	Spell	All	40 MP	230%	60	110	170	Almighty	-
8. -	-	-	-	-	-	-	-	-	-	-	-

When evolving into Lilith, learn Megidolaon instead of Megidola at level 84.

NYX

LV

70

CLAN

NIGHT



EVOLVE?	-				AFFINITIES	Strong Magic						
Stats					TN	Substats						
St	15	145%	Physical Power	85	INHERIT TRAITS Eye							
Ma (*)	27	205%	Magical Power	97	The goddess of the night in Greek mythology. She was born from primordial chaos, and her name means "Mother Night." It is the source of the English word "night." She is depicted as a goddess clothed in black. Some say that she laid a silver egg, from which the world itself hatched. She is also the mother of many other gods, such as Hypnos, the god of sleep. She appears in the middle floors of the Tower of Kagutsuchi, and also runs the bar "Nyx's Lounge" in Ginza.							
Vi	17	155%	Save TN	155%								
Ag	16	150%	Dodge TN	26%								
Lu	15	145%	Negotiation TN	50%								
HP 522					MP 291	PHYSICAL RESIST 43	MAGIC RESIST 48	FATE POINTS 8				
BEHAVIOR Witch/Woman/Adult					MACCA 648							
DROP ITEMS Chakra Drop					EXP 676							

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	145%	0	85	85	Phys	-
1. Dormina	-	-	Spell	All	9 MP	205%	-	-	-	Mind	Sleep 30%
2. Makarakarn	-	-	Spell	All	45 MP	205%	-	-	-	Support	Auto-Success
3. Eternal Rest	-	-	Magical Attack	All	16 MP	205%	-	-	-	Mind	If target is Sleeping, Instant Kill.
4. Debilitate	71	-	Magical Attack	All	48 MP	205%	-	-	-	Support	Auto-Success
5. Mana Drain	72	-	Magical Attack	1	2 MP	205%	0	97	97	Almighty	-
6. Glacial Blast	73	-	Magical Attack	All	25 MP	205%	65	97	162	Ice	Freeze 10%
7. Fire Drain	74	-	Passive	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

QUEEN MAB

LV

56

CLAN

NIGHT



EVOLVE?	Pixie (6) > High Pixie (16) > Queen Mab				AFFINITIES	Strong Magic						
Stats					TN	Substats						
St	12	116%	Physical Power	68	INHERIT TRAITS Eye							
Ma (*)	21	161%	Magical Power	77	Also known as Maeve. A queen who appears in Irish legend. She was, originally, a being close to a devilish temptress. She made a red mead into which her menstrual blood was mixed, and by giving it to her many husbands, she divided the rule of her domains among them. She makes an appearance in "Peter Pan" as queen of the fairies. She joins with the Reason of Shijima, and appears in Marunouchi and the Diet Building. She evolves from High Pixie.							
Vi	12	116%	Save TN	116%								
Ag	12	116%	Dodge TN	22%								
Lu	19	151%	Negotiation TN	58%								
HP 408					MP 231	PHYSICAL RESIST 34	MAGIC RESIST 38	FATE POINTS 8				
BEHAVIOR Witch/Woman/Adult					MACCA 443							
DROP ITEMS Dis-Mute					EXP 454							

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	116%	0	68	68	Phys	-
1. Medirama	-	-	Spell	All	20 MP	161%	25	77	102	Healing	Auto-Success
2. Ziodyne	-	-	Spell	1	10 MP	161%	60	77	137	Elec	Shock 20%
3. Tarukaja	-	-	Spell	All	12 MP	161%	-	-	-	Support	Auto-Success
4. Diarahan	57	-	Spell	1	15 MP	161%	-	-	-	Healing	Auto-Success
5. Makarakarn	58	-	Spell	All	45 MP	161%	-	-	-	Support	Auto-Success
6. Dormina	59	-	Spell	All	9 MP	161%	-	-	-	Mind	Sleep 30%
7. Tetraja	60	-	Spell	All	15 MP	161%	-	-	-	Support	Auto-Success
8. Maziodyne	61	-	Spell	All	25 MP	161%	70	77	147	Elec	Shock 10%

When evolving into Queen Mab, learn Mediarahan instead of Diarahan at level 57.



EVOLVE?	-				AFFINITIES	Null Dark/Ruin/Nerve, Weak Light																				
Stats					TN		Substats																			
St	16	133%	Physical Power	69			INHERIT TRAITS					Mouth Eye Lunge Teeth														
Ma (*)	22	163%	Magical Power	75	The general term for gods and also sacred spirits in Haitian Vodou. The creed of Vodou tells of many mysterious beings, but those who influence the world of the living are known as Loa. The ones associated with shadow are said to be capable of inflicting deadly curses. They appear mainly in the Yurakucho Tunnel and the Diet Building.							BEHAVIOR		Elite/--	MACCA	404										
Vi	16	133%	Save TN	133%								DROP ITEMS		Chakra Drop	EXP	410										
Ag	12	113%	Dodge TN	22%								HP		414	MP		225	PHYSICAL RESIST		34	MAGIC RESIST		37	FATE POINTS		6
Lu	7	88%	Negotiation TN	34%																						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	133%	0	69	69	Phys	-
1. Mamudo	-	-	Spell	All	15 MP	163%	-	-	-	Dark	Instant Kill 20%
2. Tetraja	-	-	Spell	All	15 MP	163%	-	-	-	Support	Auto-Success
3. Dekunda	-	-	Spell	All	10 MP	163%	-	-	-	Support	Auto-Success
4. Venom Bite	54	Teeth	Physical Attack	1	17 HP	133%	21	69	90	Phys	Poison 40%
5. Stone Gaze	55	Eye	Magical Attack	1	6 MP	163%	-	-	-	Dark	Stone 50%
6. Last Resort	56	-	Physical Attack	All	All HP	133%	24	69	93	Phys	-
7. Mamudoon	57	-	Spell	All	25 MP	163%	-	-	-	Dark	Instant Kill 30%
8. Debilitate	58	-	Magical Attack	All	45 MP	163%	-	-	-	Support	Auto-Success



EVOLVE?	-				AFFINITIES	Null Dark, Strong Magic, Weak Light																				
Stats					TN		Substats																			
St	14	117%	Physical Power	61			INHERIT TRAITS					Mouth Eye Lunge Teeth														
Ma (*)	19	142%	Magical Power	66	In the Book of Amos, before the people of Israel accepted the Lord as their one true god, Kaiwan was worshiped by them as an idol. He is a god of the heavens, represented by a star. He is frequently spoken of alongside Ninibu, the Assyrian god of the planet Saturn, who is also known by the name of Sakkuth. He guards a Kila for the Assembly of Nihilo. Afterwards, he goes with Hikawa to the Diet Building.							BEHAVIOR		Delinquent/--	MACCA	332										
Vi	15	122%	Save TN	122%								DROP ITEMS		Turquoise	EXP	328										
Ag	11	102%	Dodge TN	21%								HP		372	MP		198	PHYSICAL RESIST		31	MAGIC RESIST		33	FATE POINTS		6
Lu	8	87%	Negotiation TN	36%																						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	117%	0	61	61	Phys	-
1. Mudoon	-	-	Spell	1	10 MP	142%	-	-	-	Dark	Instant Kill 60%
2. Charm Bite	-	Teeth	Physical Attack	1	17 HP	117%	21	61	82	Phys	Charm 50%
3. Sonic Wave	-	-	Magical Attack	All	9 MP	142%	-	-	-	Mind	Panic 20%
4. Sukukaja	48	-	Spell	All	12 MP	142%	-	-	-	Support	Auto-Success
5. Trade	49	Speech	Talk	1	-	58%	-	-	-	Talk	-
6. Rakukaja	50	-	Spell	All	12 MP	142%	-	-	-	Support	Auto-Success
7. Evil Gaze	51	Eye	Magical Attack	1	8 MP	142%	-	-	-	Dark	HP 1
8. Light Null	52	-	Passive	-	-	-	-	-	-	-	-

SUCCUBUS

LV 37 CLAN NIGHT



EVOLVE?	-				AFFINITIES	Null Mind, Strong Light																													
<table border="1"> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> <tr> <td>St</td> <td>10</td> <td>87%</td> <td>Physical Power 47</td> </tr> <tr> <td>Ma (*)</td> <td>16</td> <td>117%</td> <td>Magical Power 53</td> </tr> <tr> <td>Vi</td> <td>11</td> <td>92%</td> <td>Save TN 92%</td> </tr> <tr> <td>Ag</td> <td>10</td> <td>87%</td> <td>Dodge TN 20%</td> </tr> <tr> <td>Lu</td> <td>10</td> <td>87%</td> <td>Negotiation TN 40%</td> </tr> </table>					Stats	TN	Substats		St	10	87%	Physical Power 47	Ma (*)	16	117%	Magical Power 53	Vi	11	92%	Save TN 92%	Ag	10	87%	Dodge TN 20%	Lu	10	87%	Negotiation TN 40%	INHERIT TRAITS	Eye					
Stats	TN	Substats																																	
St	10	87%	Physical Power 47																																
Ma (*)	16	117%	Magical Power 53																																
Vi	11	92%	Save TN 92%																																
Ag	10	87%	Dodge TN 20%																																
Lu	10	87%	Negotiation TN 40%																																
<p>A female temptress long spoken of in legends throughout Europe. They are the counterpart of the male Incubi. They sneak into the dreams of men and, through sexual relations, gather their vital essence. It's unusual for any to be able to resist them, and those couple with them for too long may be weakened to the point of death. There are those who believe they're actually the same beings as Incubi. As members of the Assembly of Nihilo, they appear in the Obelisk.</p>																																			
BEHAVIOR					Witch/Woman/Youth			MACCA	228																										
DROP ITEMS					Wagtail Plume			EXP	212																										
HP	288		MP	159		PHYSICAL RESIST	24		MAGIC RESIST	26		FATE POINTS	7																						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	87%	0	47	47	Phys	-
1. Dormina	-	-	Spell	All	9 MP	117%	-	-	-	Mind	Sleep 30%
2. Analyze	-	-	Magical Attack	1	-	117%	-	-	-	Almighty	Auto-Success
3. Nag	-	Speech	Talk	1	-	60%	-	-	-	Talk	-
4. Eternal Rest	38	-	Magical Attack	All	16 MP	117%	-	-	-	Mind	If target is Sleeping, Instant Kill.
5. Sexy Gaze	39	Eye	Magical Attack	1	5 MP	117%	-	-	-	Mind	Charm 50%
6. Life Drain	40	-	Magical Attack	1	10 MP	117%	30	53	83	Almighty	-
7. Tentarafoo	41	-	Spell	All	15 MP	117%	50	53	103	Mind	Panic 20%
8. -	-	-	-	-	-	-	-	-	-	-	-

INCUBUS

LV 25 CLAN NIGHT



EVOLVE?	-				AFFINITIES	Null Ruin/Mind, Weak Force																													
<table border="1"> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> <tr> <td>St</td> <td>7</td> <td>60%</td> <td>Physical Power 32</td> </tr> <tr> <td>Ma (*)</td> <td>14</td> <td>95%</td> <td>Magical Power 39</td> </tr> <tr> <td>Vi</td> <td>8</td> <td>65%</td> <td>Save TN 65%</td> </tr> <tr> <td>Ag</td> <td>9</td> <td>70%</td> <td>Dodge TN 19%</td> </tr> <tr> <td>Lu</td> <td>7</td> <td>60%</td> <td>Negotiation TN 34%</td> </tr> </table>					Stats	TN	Substats		St	7	60%	Physical Power 32	Ma (*)	14	95%	Magical Power 39	Vi	8	65%	Save TN 65%	Ag	9	70%	Dodge TN 19%	Lu	7	60%	Negotiation TN 34%	INHERIT TRAITS	Mouth Eye Lunge Claw					
Stats	TN	Substats																																	
St	7	60%	Physical Power 32																																
Ma (*)	14	95%	Magical Power 39																																
Vi	8	65%	Save TN 65%																																
Ag	9	70%	Dodge TN 19%																																
Lu	7	60%	Negotiation TN 34%																																
<p>A male temptress long spoken of in legends throughout Europe. They are the counterpart of the female Succubi. They are said to sneak into the dreams of women and impregnate them. But they do not use their own sperm, but that gathered by the Succubi. Children born from this union will become warlocks and witches. Like the Succubi, they are members of the Assembly of Nihilo, and appear in the Obelisk.</p>																																			
BEHAVIOR					Delinquent/Man/Youth			MACCA	130																										
DROP ITEMS					Coral			EXP	106																										
HP	198		MP	117		PHYSICAL RESIST	16		MAGIC RESIST	19		FATE POINTS	6																						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	60%	0	32	32	Phys	-
1. Flatter	-	Speech	Talk	1	-	54%	-	-	-	Talk	-
2. Sexy Gaze	-	Eye	Magical Attack	1	5 MP	95%	-	-	-	Mind	Charm 50%
3. Wing Buffet	-	Wing	Physical Attack	All	9 HP	60%	5	32	37	Force	If target is Stoned, Instant Kill 30%
4. Stun Claw	26	Claw	Physical Attack	1	17 HP	60%	24	32	56	Phys	Stun 40%
5. Wooing	27	Speech	Talk	1	-	54%	-	-	-	Talk	-
6. Evil Gaze	28	Eye	Magical Attack	1	8 MP	95%	-	-	-	Dark	HP 1
7. Life Drain	29	-	Magical Attack	1	10 MP	95%	30	39	69	Almighty	-
8. -	-	-	-	-	-	-	-	-	-	-	-

FOMORIAN

LV

18

CLAN

NIGHT



EVOLVE?	-				AFFINITIES	Null Ice, Weak Elec								
Stats					TN	Substats								
St	8	58%	Physical Power	26	INHERIT TRAITS							Mouth Eye Lunge		
Ma	7	53%	Magical Power	25	Evil giants from Celtic myth. They are often depicted as savages with the heads of goats and horses. Their rulers included Indech and Balar of the Evil Eye. They lived in Ireland of old, and on many occasions, they fought off invaders from the west. But they were finally defeated by the Tuatha Dé Danann. They are members of the Assembly of Nihilo and appear from Ginza to Yurakucho.									
Vi (*)	14	88%	Save TN	88%	BEHAVIOR	Delinquent/—/—				MACCA	86			
Ag	4	38%	Dodge TN	14%	DROP ITEMS	Medicine				EXP	60			
Lu	5	43%	Negotiation TN	30%	HP	192	MP	75	PHYSICAL RESIST	16	MAGIC RESIST	12	FATE POINTS	6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	58%	0	26	26	Phys	—
1. Bufu	—	—	Spell	1	3 MP	53%	10	25	35	Ice	Freeze 20%
2. Lullaby	—	—	Magical Attack	1	6 MP	53%	—	—	—	Mind	Sleep 70%
3. Lunge	19	Lunge	Physical Attack	1	10 HP	58%	10	26	36	Phys	—
4. Life Bonus	20	—	Passive	—	—	—	—	—	—	—	—
5. Kidnap	21	Speech	Talk	1	—	50%	—	—	—	Talk	—
6. Mabufu	22	—	Spell	All	8 MP	53%	5	25	30	Ice	Freeze 10%
7. Berserk	23	Lunge	Physical Attack	All	15 HP	58%	10	26	36	Phys	—
8. —	—	—	—	—	—	—	—	—	—	—	—

LILIM

LV

8

CLAN

NIGHT



EVOLVE?	Lilim (12) > Lilith				AFFINITIES	Null Elec, Weak Ice								
Stats					TN	Substats								
St	4	28%	Physical Power	12	INHERIT TRAITS							Eye		
Ma (*)	8	48%	Magical Power	16	In the old testament, the children of Adam and Lilith, or other children born of monsters. They are also known as Lilin. Like their mother, they are viewed as devils or as temptresses. Later, their legend spread to Greece, where they were likened to the vampiric empousa and said to be the cause of erotic dreams. They appear throughout all of Ginza. With enough experience, they can evolve into the mighty Lilith.									
Vi	5	33%	Save TN	33%	BEHAVIOR	Witch/Woman/Youth				MACCA	40			
Ag	7	43%	Dodge TN	17%	DROP ITEMS	Turquoise				EXP	18			
Lu	4	28%	Negotiation TN	28%	HP	78	MP	48	PHYSICAL RESIST	6	MAGIC RESIST	8	FATE POINTS	5

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	28%	0	12	12	Phys	—
1. Rakunda	—	—	Spell	All	12 MP	48%	—	—	—	Support	Auto-Success
2. Sexy Gaze	—	Eye	Magical Attack	1	5 MP	48%	—	—	—	Mind	Charm 50%
3. Analyze	9	—	Magical Attack	1	—	48%	—	—	—	Almighty	Auto-Success
4. Tarunda	10	—	Spell	All	20 MP	48%	—	—	—	Support	Auto-Success
5. Mazio	11	—	Spell	All	8 MP	48%	5	16	21	Elec	Shock 10%
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

HRESVELGR

LV

75

CLAN

WILDER



EVOLVE?	-				AFFINITIES	Repel Ice, Null Dark, Weak Fire																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>20</td> <td>175%</td> <td>Physical Power</td> <td>95</td> </tr> <tr> <td>Ma</td> <td>20</td> <td>175%</td> <td>Magical Power</td> <td>95</td> </tr> <tr> <td>Vi</td> <td>19</td> <td>170%</td> <td>Save TN</td> <td>170%</td> </tr> <tr> <td>Ag (*)</td> <td>25</td> <td>200%</td> <td>Dodge TN</td> <td>35%</td> </tr> <tr> <td>Lu</td> <td>11</td> <td>130%</td> <td>Negotiation TN</td> <td>42%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	20	175%	Physical Power	95	Ma	20	175%	Magical Power	95	Vi	19	170%	Save TN	170%	Ag (*)	25	200%	Dodge TN	35%	Lu	11	130%	Negotiation TN	42%	INHERIT TRAITS	Mouth Eye Lunge Teeth Claw					
Stats	TN	Substats																																						
St	20	175%	Physical Power	95																																				
Ma	20	175%	Magical Power	95																																				
Vi	19	170%	Save TN	170%																																				
Ag (*)	25	200%	Dodge TN	35%																																				
Lu	11	130%	Negotiation TN	42%																																				
<p>In Norse mythology, an all-knowing eagle that perches on the highest branch of the world tree, Yggdrasil, and looks out upon all the world. It is said to carry out the duty of evoking the world's winds. Its eternal enemy is Nidhogg, the snake that lives opposite it at the very base of Yggdrasil and gnaws at the world's roots. It appears mainly from Marunouchi to Chiyoda, as well as on the upper floors of the Tower of Kagutsuchi.</p>																																								
BEHAVIOR						Wild/—/—			MACCA	730																														
DROP ITEMS						Wagtail Plume			EXP	756																														
HP	564		MP	285		PHYSICAL RESIST	47		MAGIC RESIST	47																														
						FATE POINTS	7																																	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	175%	0	95	95	Phys	—
1. Mabufudyne	—	—	Spell	All	25 MP	175%	70	95	247 (165)	Ice	Freeze 10%
2. Ice Boost	—	—	Passive	—	—	—	—	—	—	—	Multiply Ice attack power by 1.5x
3. Wing Buffet	—	Wings	Physical Attack	All	9 HP	175%	5	95	100	Force	If target is Stoned, Instant Kill 30%
4. Anti-Phys	76	—	Passive	—	—	—	—	—	—	—	—
5. Iron Claw	77	Claw	Physical Attack	1	15 HP	175%	36	95	131	Phys	—
6. Elec Repel	78	—	Passive	—	—	—	—	—	—	—	—
7.—	—	—	—	—	—	—	—	—	—	—	—
8.—	—	—	—	—	—	—	—	—	—	—	—

MOTHMAN

LV

43

CLAN

WILDER



EVOLVE?	-				AFFINITIES	Null Fire/Dark, Weak Elec																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>11</td> <td>98%</td> <td>Physical Power</td> <td>54</td> </tr> <tr> <td>Ma</td> <td>18</td> <td>133%</td> <td>Magical Power</td> <td>61</td> </tr> <tr> <td>Vi</td> <td>18</td> <td>133%</td> <td>Save TN</td> <td>133%</td> </tr> <tr> <td>Ag (*)</td> <td>8</td> <td>83%</td> <td>Dodge TN</td> <td>18%</td> </tr> <tr> <td>Lu</td> <td>8</td> <td>83%</td> <td>Negotiation TN</td> <td>36%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	11	98%	Physical Power	54	Ma	18	133%	Magical Power	61	Vi	18	133%	Save TN	133%	Ag (*)	8	83%	Dodge TN	18%	Lu	8	83%	Negotiation TN	36%	INHERIT TRAITS	Mouth Eye Lunge Claw					
Stats	TN	Substats																																						
St	11	98%	Physical Power	54																																				
Ma	18	133%	Magical Power	61																																				
Vi	18	133%	Save TN	133%																																				
Ag (*)	8	83%	Dodge TN	18%																																				
Lu	8	83%	Negotiation TN	36%																																				
<p>A cryptid first sighted in the United States during the 1960s. It stands two meters tall. It has fin-like protrusions on either side thought to resemble the wings of a moth, which lead to it being named the Mothman. Rumor has it that the Mothman follows the scent of blood keenly, and will abduct those people bearing such a scent and drain them dry. It dwells in the Ikebukuro Tunnel, awaiting new victims.</p>																																								
BEHAVIOR						Wild/—/—			MACCA	288																														
DROP ITEMS						Opal			EXP	279																														
HP	366		MP	183		PHYSICAL RESIST	30		MAGIC RESIST	30																														
						FATE POINTS	6																																	

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	98%	0	54	54	Phys	—
1. Evil Gaze	—	Eye	Magical Attack	1	8 MP	133%	—	—	—	Dark	HP 1
2. Stun Claw	—	Claw	Physical Attack	1	17 HP	98%	24	54	78	Phys	Stun 40%
3. Trafuri	44	—	Spell	All	25 MP	133%	—	—	—	Unique	—
4. Panic Voice	45	—	Magical Attack	All	8 MP	133%	—	—	—	Mind	Panic 30%
5. Fire Breath	46	Mouth	Physical Attack	All	9 HP	98%	10	54	64	Fire	—
6. Elec Null	47	—	Passive	—	—	—	—	—	—	—	—
7.—	—	—	—	—	—	—	—	—	—	—	—
8.—	—	—	—	—	—	—	—	—	—	—	—

NUE

LV

31

CLAN

WILDER



EVOLVE?	-				AFFINITIES	Null Ice/Dark, Weak Fire										
Stats					INHERIT TRAITS											
St	14	101%	Physical Power		Mouth Eye Lunge Teeth Claw											
Ma	9	76%	Magical Power		In legends passed down in Japan, the Nue, when first seen, had the form of a monstrous bird. The Heike Monogatari says that it has the head of a monkey, the body of a tanuki, the arms and legs of a tiger, and the tail of a snake. Every night, at two hours past midnight, it would fly hidden in the clouds to attack the Emperor's palace. Minamoto no Yoritama was ordered to slay it, and did so by shooting it down with an arrow.											
Vi	12	91%	Save TN	91%	BEHAVIOR	Wild/--				MACCA	176					
Ag (*)	8	71%	Dodge TN	18%	DROP ITEMS	Coral				EXP	155					
Lu	8	71%	Negotiation TN	36%	HP	258		MP	120		PHYSICAL RESIST	21	MAGIC RESIST	20	FATE POINTS	6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	101%	0	45	45	Phys	-
1. Stun Claw	-	Claw	Physical Attack	1	17 HP	101%	24	45	69	Phys	Stun 40%
2. War Cry	-	Mouth	Magical Attack	All	40 MP	76%	-	-	-	Support	Auto-Success
3. Ice Breath	32	Mouth	Physical Attack	All	9 HP	101%	5	45	75 (50)	Ice	Freeze 10%
4. Panic Voice	33	-	Magical Attack	All	8 MP	76%	-	-	-	Mind	Panic 30%
5. Ice Boost	34	-	Passive	-	-	-	-	-	-	-	Multiply Ice attack power by 1.5x
6. Mamudo	35	-	Spell	All	15 MP	76%	-	-	-	Mind	Instant Kill 20%
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

RAIJU

LV

25

CLAN

WILDER



EVOLVE?	-				AFFINITIES	Drain Elec, Null Dark, Weak Force										
Stats					INHERIT TRAITS											
St	8	65%	Physical Power		Mouth Eye Lunge Teeth Claw											
Ma	15	100%	Magical Power		The subject of Japanese folktales, Raiju are mysterious creatures that descend to the earth along with lightning. They were originally from a Chinese legend. Typically, they run around in thunderclouds, where they will ride lightning bolts down to the earth. They have limbs and fangs like a weasel, but otherwise, there is much disagreement about what they look like. The Mantra Army recruited the Raiju after noticing their lightning, and now has them stand guard in the Kabukicho Prison.											
Vi	9	70%	Save TN	70%	BEHAVIOR	Wild/--				MACCA	130					
Ag (*)	8	65%	Dodge TN	18%	DROP ITEMS	Aquamarine				EXP	108					
Lu	5	50%	Negotiation TN	30%	HP	204		MP	120		PHYSICAL RESIST	17	MAGIC RESIST	20	FATE POINTS	6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	65%	0	33	33	Phys	-
1. Zionga	-	-	Spell	1	6 MP	100%	30	40	105 (70)	Elec	Shock 20%
2. Lightoma	-	-	Spell	All	10 MP	100%	-	-	-	Unique	Auto-Success
3. Feral Claw	26	Claw	Physical Attack	1	6 HP	65%	10	-	43	Phys	-
4. Shock	27	-	Magical Attack	All	9 MP	100%	5	-	67 (45)	Elec	Shock 10%
5. Needle Rush	28	Spike	Physical Attack	1	10 HP	65%	21	-	54	Phys	-
6. Elec Boost	29	-	Passive	-	-	-	-	-	-	-	Multiply Elec attack power by 1.5x
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

BICORN

LV

15

CLAN

WILDER



EVOLVE? -

AFFINITIES Null Dark, Strong Ailment, Weak Elec

Stats	TN	Substats	
St	10	65%	Physical Power 25
Ma	6	45%	Magical Power 21
Vi	10	65%	Save TN 65%
Ag (*)	5	40%	Dodge TN 15%
Lu	4	35%	Negotiation TN 28%

INHERIT TRAITS Mouth Eye Lunge Teeth

Evil creatures that resemble a horse with two spiraling horns jutting from its head. Unlike the unicorn, a symbol of purity, their two horns symbolize their corruption. Their name can mean both "two-horned" and "crescent-horned," so the true origin of the name is unclear. As members of the Mantra Army, they are found in abundance near Ikebukuro.

BEHAVIOR Wild/—/— MACCA 70

DROP ITEMS Onyx EXP 45

HP 150 MP 63 PHYSICAL RESIST 12 MAGIC RESIST 10 FATE POINTS 5

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	65%	0	25	25	Phys	—
1. Sukukaja	—	—	Spell	All	12 MP	45%	—	—	—	Support	Auto-Success
2. Charm Bite	—	Teeth	Physical Attack	1	17 HP	65%	21	25	46	Phys	Charm 50%
3. Maragi	16	—	Spell	All	8 MP	45%	10	21	31	Fire	—
4. Might	17	—	Passive	—	—	—	—	—	—	—	Double physical crit rate.
5. Anti-Nerve	18	—	Passive	—	—	—	—	—	—	—	—
6. Pulinpa	19	—	Spell	1	5 MP	45%	—	—	—	Mind	Panic 60%
7. Stun Gaze	20	Eye	Magical Attack	1	5 MP	45%	—	—	—	Nerve	Stun 40%
8. —	—	—	—	—	—	—	—	—	—	—	—

ZHEN

LV

6

CLAN

WILDER



EVOLVE? -

AFFINITIES Null Dark, Strong Ailment, Weak Fire

Stats	TN	Substats	
St	4	26%	Physical Power 10
Ma	6	36%	Magical Power 12
Vi	6	36%	Save TN 36%
Ag (*)	5	31%	Dodge TN 15%
Lu	5	31%	Negotiation TN 30%

INHERIT TRAITS Mouth Eye Lunge

A venomous bird spoken of in Chinese legend. Their bill is bronze in color, and they prefer to feed upon snakes. Their poison is so deadly that when the Zhen flies over a field, the plants in it wither, and if a single feather of theirs is steeped in liquor, it will become a poison that kills with but a single sip. They gather in flocks in the desert surrounding Ginza and Ikebukuro, where they hunt prey together. Angels and Night clan demons often use them for various ends.

BEHAVIOR Wild/—/— MACCA 33

DROP ITEMS Onyx EXP 12

HP 72 MP 36 PHYSICAL RESIST 6 MAGIC RESIST 6 FATE POINTS 6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	26%	0	10	10	Phys	—
1. Mute Gaze	—	Eye	Magical Attack	1	5 MP	36%	—	—	—	Dark	Mute 40%
2. Posumudi	—	—	Spell	1	5 MP	36%	—	—	—	Healing	Auto-Success
3. Zan	—	—	Spell	1	3 MP	36%	10	12	22	Force	If target is Stoned, Instant Kill 50%
4. Toxic Sting	7	Spike	Physical Attack	1	7 HP	26%	10	10	20	Phys	Poison 40%
5. War Cry	8	Mouth	Magical Attack	All	40 MP	36%	—	—	—	Support	Auto-Success
6. Wing Buffet	9	Wings	Physical Attack	All	9 HP	26%	5	10	15	Force	If target is Stoned, Instant Kill 30%
7. Mazan	10	—	Spell	All	8 MP	36%	5	12	17	Force	If target is Stoned, Instant Kill 30%
8. Nerve Null	11	—	Passive	—	—	—	—	—	—	—	—

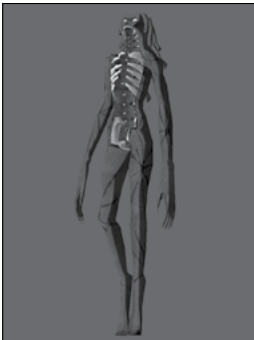
VETALA

LV

63

CLAN

HAUNT



EVOLVE?		-		AFFINITIES		Repel Dark, Weak Elec/Light				
Stats		TN	Substats		INHERIT TRAITS		Eye Lunge Claw			
St	22	173%	Physical Power	85	A type of corpse-eating devil in both Hindu and Buddhist scripture. They are evil spirits who possess dead bodies in order to do harm. Their appearance is not agreed upon. Some say they look like wizened witches, others that they are tall, monstrous figures whose limbs hang loosely. They can be summoned with a ritual, but one must have an offering of human flesh, lest they instead devour their summoner. As the highest level Haunt, they appear in the Yurakucho Tunnel.					
Ma	20	163%	Magical Power	83						
Vi	16	143%	Save TN	143%						
Ag (*)	11	118%	Dodge TN	21%						
Lu	14	133%	Negotiation TN	48%						
HP		474	MP	249	PHYSICAL RESIST	39	MAGIC RESIST	41	FATE POINTS	7
BEHAVIOR		Blob/--		MACCA	540					
DROP ITEMS		Chakra Drop		EXP	564					

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	173%	0	85	85	Phys	-
1. Stun Claw	-	Claw	Physical Attack	1	17 HP	173%	24	85	109	Phys	Stun 40%
2. Sacrifice	-	-	Physical Attack	All	All HP	173%	44	85	129	Phys	-
3. Life Drain	64	-	Magical Attack	1	10 MP	163%	30	83	113	Almighty	-
4. Rakunda	65	-	Spell	All	12 MP	163%	-	-	-	-	Auto-Success
5. Retaliate	66	-	Passive	-	-	-	-	-	-	-	Counter 50%, double damage
6. Megido	67	-	Spell	All	30 MP	163%	30	83	113	Almighty	-
7. Berserk	68	Lunge	Physical Attack	All	15 HP	173%	10	85	95	Phys	-
8. -	-	-	-	-	-	-	-	-	-	-	-

LEGION

LV

49

CLAN

HAUNT



EVOLVE?		-		AFFINITIES		Repel Dark, Weak Elec/Light				
Stats		TN	Substats		INHERIT TRAITS		Mouth Eye Lunge			
St (*)	19	144%	Physical Power	68	A flock of evil spirits who, in the Gospel of Mark, said "Our name is Legion." In ancient Rome, their name was a term for a military unit of 5,000 men. Jesus Christ ordered them to depart from the man they were possessing, and they instead possessed a herd of around 2,000 swine that were nearby. They appear in the Amala Network and on the lower floors of the Tower of Kagutsuchi.					
Ma	11	104%	Magical Power	60						
Vi	21	154%	Save TN	154%						
Ag	9	94%	Dodge TN	19%						
Lu	9	94%	Negotiation TN	38%						
HP		420	MP	180	PHYSICAL RESIST	35	MAGIC RESIST	30	FATE POINTS	6
BEHAVIOR		Blob/--		MACCA	356					
DROP ITEMS		Onyx		EXP	354					

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	144%	0	68	68	Phys	-
1. Tetrakarn	-	-	Spell	All	45 MP	104%	-	-	-	Support	Auto-Success
2. Deathtouch	-	-	Magical Attack	1	5 MP	104%	10	60	70	Almighty	-
3. Anti-Phys	50	-	-	-	-	-	-	-	-	-	-
4. Tempest	51	Lunge	Physical Attack	All	25 HP	144%	30	68	98	Phys	-
5. Hell Gaze	52	Eye	Magical Attack	1	10 MP	104%	-	-	-	Dark	Instant Kill 70%
6. Pulinpa	53	-	Spell	1	5 MP	104%	-	-	-	Mind	Panic 60%
7. Mamudoon	54	-	Spell	All	25 MP	104%	-	-	-	Dark	Instant Kill 30%
8. -	-	-	-	-	-	-	-	-	-	-	-

PISACA

LV

28

CLAN

HAUNT



EVOLVE?

-

AFFINITIES

Null Dark/Ruin/Mind, Weak Fire

Stats

TN

Substats

St	8	68%	Physical Power	36
Ma (*)	10	78%	Magical Power	38
Vi	17	113%	Save TN	113%
Ag	7	63%	Dodge TN	17%
Lu	6	58%	Negotiation TN	32%

INHERIT TRAITS

Eye Lunge Teeth Claw

Devils in Indian mythology that eat the flesh of the dead. They enter people through their mouths, and until exorcized with magic or medicine, they continuously blight crops. When yawning, people must cover their mouths with their fingers or snap their fingers as a warding spell to stay safe. It's also said that anyone who sees a Pisaca will inevitably die within nine months. They appear in Asakusa and the Kabukicho Prison. In the Labyrinth of Amala, you can buy one to help with the Menorah hunt.

BEHAVIOR

Blob/--

MACCA

152

DROP ITEMS

Onyx

EXP

129

HP

270

MP

114

PHYSICAL RESIST

22

MAGIC RESIST

19

FATE POINTS

6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	68%	0	36	36	Phys	—
1. Venom Bite	—	Teeth	Physical Attack	1	17 HP	68%	21	36	57	Phys	Poison 40%
2. Sukunda	—	—	Spell	All	12 MP	78%	—	—	—	Support	Auto-Success
3. Stun Gaze	29	Eye	Magical Attack	1	5 MP	78%	—	—	—	Nerve	Stun 40%
4. Life Drain	30	—	Magical Attack	1	10 MP	78%	30	38	68	Almighty	—
5. Sonic Wave	31	—	Magical Attack	All	9 MP	78%	—	—	—	Mind	Panic 20%
6. Dekunda	32	—	Spell	All	10 MP	78%	—	—	—	Support	Auto-Success
7. Mazionga	33	—	Spell	All	15 MP	78%	20	38	58	Elec	Shock 10%
8. —	—	—	—	—	—	—	—	—	—	—	—

CHATTERSKULL

LV

20

CLAN

HAUNT



EVOLVE?

-

AFFINITIES

Drain Fire, Null Dark, Wak Light/Ruin

Stats

TN

Substats

St	7	55%	Physical Power	27
Ma (*)	12	80%	Magical Power	32
Vi	6	50%	Save TN	50%
Ag	7	55%	Dodge TN	17%
Lu	8	60%	Negotiation TN	36%

INHERIT TRAITS

Eye Lunge Teeth

A legend among the people of the Dominican Republic. They are human skulls with wills of their own. They laugh with unearthly screeches, and any who hear that laughter will have their hearts stop. It's said Chatterskulls seek to avenge themselves on those who wronged them during life. They appear in the Harumi Warehouse and the Great Underpass of Ginza.

BEHAVIOR

Blob/--

MACCA

98

DROP ITEMS

Muscle Drink

EXP

73

HP

156

MP

96

PHYSICAL RESIST

13

MAGIC RESIST

16

FATE POINTS

6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	55%	0	27	27	Phys	—
1. Sukunda	—	—	Spell	All	12 MP	80%	—	—	—	Support	Auto-Success
2. Stun Gaze	—	Eye	Magical Attack	1	5 MP	80%	—	—	—	Nerve	Stun 40%
3. Dekaja	21	—	Spell	All	10 MP	80%	—	—	—	Support	Auto-Success
4. Dormina	22	—	Spell	All	9 MP	80%	—	—	—	Mind	Sleep 30%
5. Last Resort	23	—	Physical Attack	All	All HP	55%	24	27	51	Phys	—
6. Hell Thrust	24	Lunge	Physical Attack	1	20 HP	55%	25	27	52	Phys	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

YAKA

LV

17

CLAN

HAUNT



EVOLVE?		-		AFFINITIES		Null Dark, Weak Ice/Light								
Stats		TN	Substats		INHERIT TRAITS		Eye Lunge Claw							
St	8	57%	Physical Power	25	Devils of pestilence in Sri Lankan mythology. Their origins lie in the devils known as Yaksha from Indian mythology. They bring misfortune and inflict plagues and madness upon people. If a sorcerer makes an offering of half a pumpkin and a prayer to a Yaka, they will be satisfied and heal the disease they inflicted. They can take many forms, but their true appearances are small and hideous. They serve as torturers in the Kabukicho Prison and also appear in the Harumi Warehouse.									
Ma (*)	10	67%	Magical Power	27										
Vi	8	57%	Save TN	57%										
Ag	5	42%	Dodge TN	15%										
Lu	6	47%	Negotiation TN	32%										
HP		150	MP		81	PHYSICAL RESIST		12	MAGIC RESIST		13	FATE POINTS		6
BEHAVIOR		Blob/--				MACCA		80						
DROP ITEMS		Dis-Poison				EXP		55						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	57%	0	25	25	Phys	-
1. Deathtouch	-	-	Magical Attack	1	5 MP	67%	10	27	37	Almighty	-
2. Tarunda	-	-	Spell	All	20 MP	67%	-	-	-	Support	Auto-Success
3. Mazio	18	-	Spell	All	8 MP	67%	5	27	32	Elec	Shock 10%
4. Provoke	19	-	Magical Attack	All	20 MP	67%	-	-	-	Support	Auto-Success
5. Dia	20	-	Spell	1	3 MP	67%	10	27	37	Healing	Auto-Success
6. Venom Claw	21	Claw	Physical Attack	1	17 HP	57%	21	25	48	Phys	Poison 40%
7. Diarama	22	-	Spell	1	7 MP	67%	30	27	57	Healing	Auto-Success
8. -	-	-	-	-	-	-	-	-	-	-	-

CHORONZON

LV

11

CLAN

HAUNT



EVOLVE?		-		AFFINITIES		Drain Fire, Null Dark, Strong Phys, Weak Elec/Light								
Stats		TN	Substats		INHERIT TRAITS		Mouth Eye Lunge							
St (*)	9	56%	Physical Power	20	Aleister Crowley, a real-world magician from the 20th century, attempted to summon this demon into his own body. It is a conglomerate of many wicked beings. They seek to bewilder and stymie those who draw too near to ultimate wisdom. When Choronzon descended into Crowley, he was ecstatic, but the demon tried to tempt and murder his nearby pupil who had carried out the ritual. They attack repeatedly in the Amala Network and the Harumi Warehouse.									
Ma	4	31%	Magical Power	15										
Vi	15	86%	Save TN	86%										
Ag	1	16%	Dodge TN	11%										
Lu	2	21%	Negotiation TN	24%										
HP		156	MP		45	PHYSICAL RESIST		13	MAGIC RESIST		7	FATE POINTS		5
BEHAVIOR		Blob/--				MACCA		52						
DROP ITEMS		Medicine				EXP		28						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	56%	0	20	20	Phys	-
1. Agi	-	-	Spell	1	3 MP	31%	15	15	30	Fire	-
2. Sukunda	-	-	Spell	All	12 MP	31%	-	-	-	Support	Auto-Success
3. Fire Breath	12	Mouth	Physical Attack	All	9 HP	56%	10	20	30	Fire	-
4. Berserk	13	Lunge	Physical Attack	All	15 HP	56%	10	20	30	Phys	-
5. Trafuri	14	-	Spell	All	25 MP	31%	-	-	-	Unique	-
6. Stun Gaze	15	Eye	Magical Attack	1	6 MP	31%	-	-	-	Dark	Stone 50%
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

PRETA

LV

4

CLAN

HAUNT



EVOLVE? -

AFFINITIES Null Dark, Weak Magic

Stats	TN	Substats	
St	5	29%	Physical Power 9
Ma (*)	4	24%	Magical Power 8
Vi	5	29%	Save TN 29%
Ag	6	34%	Dodge TN 16%
Lu	4	24%	Negotiation TN 28%

INHERIT TRAITS Mouth Eye Lunge Teeth Claw

In Buddhism, one of the six realms people may enter after death is the "realm of the hungry ghosts," inhabited by the Preta. They are emaciated figures with bellies that bulge oddly. Anything they find that can be eaten or drunk disappears into their mouths as if consumed by fire, but as they are hungry ghosts, their hunger and thirst will torment them forever. As the lowest level Haunts, they appear in the Shinjuku Medical Center and the Harumi Warehouse.

BEHAVIOR Blob/—/—

MACCA 27

DROP ITEMS Medicine

EXP 9

HP 54

MP 24

PHYSICAL RESIST 4

MAGIC RESIST 4

FATE POINTS 5

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	29%	0	9	9	Phys	—
1. Feral Claw	—	Claw	Physical Attack	1	6 HP	29%	10	9	—	Phys	—
2. Sukukaja	—	—	Spell	All	12 MP	24%	—	—	—	Support	Auto-Success
3. Agi	5	—	Spell	1	3 MP	24%	15	8	23	Fire	—
4. Deathtouch	6	—	Magical Attack	1	5 MP	24%	10	8	18	Almighty	—
5. Venom Claw	7	Claw	Physical Attack	1	17 HP	29%	21	9	30	Phys	Poison 40%
6. Fog Breath	8	Mouth	Physical Attack	All	30 HP	29%	—	—	—	Support	Auto-Success
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

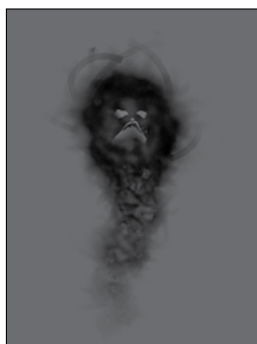
SHADOW

LV

52

CLAN

FOUL



EVOLVE? -

AFFINITIES Null Dark, Strong Phys, Weak Force/Light

Stats	TN	Substats	
St	10	102%	Physical Power 62
Ma (*)	20	152%	Magical Power 72
Vi	18	142%	Save TN 142%
Ag	16	132%	Dodge TN 26%
Lu	8	92%	Negotiation TN 36%

INHERIT TRAITS Lunge

An illusionary being that can assume the form of anyone who looks upon them. Anyone who encounters a Shadow will die within a matter of days. They are also known as doppelgangers. Various legends exist about them around the world, and in the real world, belief in them can be a symptom of mental illness. The author Akutagawa Ryunosuke was affected by this near the end of his life. As the highest level Foul, they appear throughout the Tower of Kagutsuchi and from the Marunouchi to the Chiyoda area.

BEHAVIOR Blob/—/—

MACCA 392

DROP ITEMS Chakra Drop

EXP 396

HP 420

MP 216

PHYSICAL RESIST 35

MAGIC RESIST 36

FATE POINTS 6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	102%	0	62	62	Phys	—
1. Anti-Phys	—	—	Passive	—	—	—	—	—	—	—	—
2. Mudoon	—	—	Spell	1	10 MP	152%	—	—	—	Dark	Instant Kill 60%
3. Mazinga	53	—	Spell	All	15 MP	152%	20	72	92	Elec	Shock 10%
4. Mana Drain	54	—	Magical Attack	1	2 MP	152%	0	72	72	Almighty	—
5. Makakaja	55	—	Spell	All	12 MP	152%	—	—	—	Support	Auto-Success
6. Tarukaja	56	—	Spell	All	12 MP	152%	—	—	—	Support	Auto-Success
7. Rakukaja	57	—	Spell	All	12 MP	152%	—	—	—	Support	Auto-Success
8. Sukukaja	58	—	Spell	All	12 MP	152%	—	—	—	Support	Auto-Success

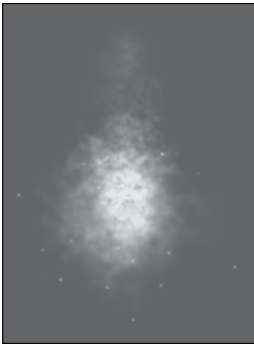
PHANTOM

LV

42

CLAN

FOUL



EVOLVE?	-				AFFINITIES	Null Dark, Strong Phys, Weak Force/Light																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>9</td> <td>87%</td> <td>Physical Power</td> <td>51</td> </tr> <tr> <td>Ma (*)</td> <td>17</td> <td>127%</td> <td>Magical Power</td> <td>59</td> </tr> <tr> <td>Vi</td> <td>14</td> <td>112%</td> <td>Save TN</td> <td>112%</td> </tr> <tr> <td>Ag</td> <td>15</td> <td>117%</td> <td>Dodge TN</td> <td>25%</td> </tr> <tr> <td>Lu</td> <td>7</td> <td>77%</td> <td>Negotiation TN</td> <td>34%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	9	87%	Physical Power	51	Ma (*)	17	127%	Magical Power	59	Vi	14	112%	Save TN	112%	Ag	15	117%	Dodge TN	25%	Lu	7	77%	Negotiation TN	34%	INHERIT TRAITS	Lunge					
Stats	TN	Substats																																						
St	9	87%	Physical Power	51																																				
Ma (*)	17	127%	Magical Power	59																																				
Vi	14	112%	Save TN	112%																																				
Ag	15	117%	Dodge TN	25%																																				
Lu	7	77%	Negotiation TN	34%																																				
<p>A legendary ghostlike being in the folklore of England and nearby places. They embody the grudges of a person who died while still harboring hatred. When anyone looks upon them, they take the form of someone that person knows well, and presage death and ill fortune. They are dangerous to the living, but people say that one can stay safe from them by wearing a veil or by carrying stinging nettle with them. They appear in the Amala Network and the Obelisk.</p>																																								
BEHAVIOR						Blob/--		MACCA	278																															
DROP ITEMS						Coral		EXP	267																															
HP	336		MP	177		PHYSICAL RESIST	28		MAGIC RESIST	29		FATE POINTS	6																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	87%	0	51	51	Phys	-
1. Mana Drain	-	-	Magical Attack	1	2 MP	127%	0	59	59	Almighty	-
2. Last Resort	-	-	Physical Attack	All	All HP	87%	24	51	75	Phys	-
3. Mazinga	43	-	Spell	All	15 MP	127%	20	59	79	Elec	Shock 10%
4. Kamikaze	44	-	Physical Attack	1	All HP	87%	78	51	129	Phys	-
5. Tarunda	45	-	Spell	All	20 MP	127%	-	-	-	Support	Auto-Success
6. Dekaja	46	-	Spell	All	10 MP	127%	-	-	-	Support	Auto-Success
7. Ziodyne	47	-	Spell	1	10 MP	127%	60	59	119	Elec	Shock 20%
8. -	-	-	-	-	-	-	-	-	-	-	-

BLACK OOZE

LV

28

CLAN

FOUL



EVOLVE?	-				AFFINITIES	Null Dark, Strong Phys, Weak Elec/Light																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>11</td> <td>83%</td> <td>Physical Power</td> <td>39</td> </tr> <tr> <td>Ma</td> <td>9</td> <td>73%</td> <td>Magical Power</td> <td>37</td> </tr> <tr> <td>Vi (*)</td> <td>16</td> <td>108%</td> <td>Save TN</td> <td>108%</td> </tr> <tr> <td>Ag</td> <td>6</td> <td>58%</td> <td>Dodge TN</td> <td>16%</td> </tr> <tr> <td>Lu</td> <td>6</td> <td>58%</td> <td>Negotiation TN</td> <td>32%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	11	83%	Physical Power	39	Ma	9	73%	Magical Power	37	Vi (*)	16	108%	Save TN	108%	Ag	6	58%	Dodge TN	16%	Lu	6	58%	Negotiation TN	32%	INHERIT TRAITS	Mouth Eye Lunge Teeth					
Stats	TN	Substats																																						
St	11	83%	Physical Power	39																																				
Ma	9	73%	Magical Power	37																																				
Vi (*)	16	108%	Save TN	108%																																				
Ag	6	58%	Dodge TN	16%																																				
Lu	6	58%	Negotiation TN	32%																																				
<p>A manifestation of pure ill will that could not completely become a demon, and so cannot assume a fixed shape. Because of this, they are capable of oozing through any gap. When they sense prey, they attempt to engulf it like a net, and if successful, swiftly digest it. They mindlessly do this over and over, growing larger with each meal. They appear in the Ikebukuro Tunnel and Asakusa.</p>																																								
BEHAVIOR						Blob/--		MACCA	152																															
DROP ITEMS						Medicine		EXP	129																															
HP	264		MP	111		PHYSICAL RESIST	22		MAGIC RESIST	18		FATE POINTS	6																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	83%	0	39	39	Phys	-
1. Mute Gaze	-	Eye	Magical Attack	1	5 MP	73%	-	-	-	Dark	Mute 40%
2. Charm Bite	-	Teeth	Physical Attack	1	17 HP	83%	21	39	60	Phys	Charm 50%
3. Sacrifice	29	-	Physical Attack	All	All HP	83%	44	39	83	Phys	-
4. Deathtouch	30	-	Magical Attack	1	5 MP	73%	10	37	47	Almighty	-
5. Mana Drain	31	-	Magical Attack	1	2 MP	73%	0	37	37	Almighty	-
6. Panic Voice	32	-	Magical Attack	All	8 MP	73%	-	-	-	Mind	Panic 30%
7. Anti-Light	33	-	Passive	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

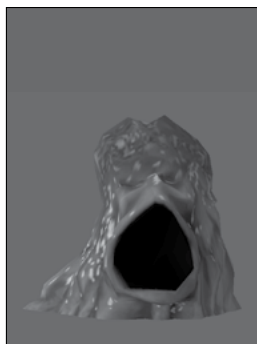
BLOB

LV

16

CLAN

FOUL



EVOLVE? -

AFFINITIES Null Dark, Strong Phys, Weak Ice/Light

Stats	TN	Substats	
St	8	56%	Physical Power 24
Ma	6	46%	Magical Power 22
Vi (*)	10	66%	Save TN 66%
Ag	5	41%	Dodge TN 15%
Lu	7	51%	Negotiation TN 34%

INHERIT TRAITS Mouth Eye Lunge Teeth

A formless monster that became famous when it appeared in the Hollywood remake of the movie "The Blob." Its body is like frothy phlegm as red as blood, and it grows larger as it devours people. In the movie, it was vulnerable to cold, and was frozen with liquid nitrogen and then shattered to bits. But should it ever thaw, it may revive and become a deadly creature once again. It prefers to dwell in dark places in the Great Underpass of Ginza and Ikebukuro Tunnel.

BEHAVIOR Blob/--- MACCA 75

DROP ITEMS Medicine EXP 50

HP 156 MP 66 PHYSICAL RESIST 13 MAGIC RESIST 11 FATE POINTS 6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	56%	0	24	24	Phys	—
1. Tarunda	—	—	Spell	All	20 MP	46%	—	—	—	Support	Auto-Success
2. Last Resort	—	—	Physical Attack	All	All HP	56%	24	24	48	Phys	—
3. Toxic Sting	17	Spike	Physical Attack	1	7 HP	56%	10	24	34	Phys	Poison 40%
4. Marin Karin	18	—	Spell	1	8 MP	46%	—	—	—	Mind	Charm 40%
5. Mana Drain	19	—	Magical Attack	1	2 MP	46%	0	22	22	Almighty	—
6. Zanma	20	—	Spell	1	6 MP	46%	30	22	52	Force	If target is Stoned, 50% Instant Kill
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

MOU-RYO

LV

7

CLAN

FOUL



EVOLVE? -

AFFINITIES Null Dark, Weak Light

Stats	TN	Substats	
St	6	37%	Physical Power 13
Ma (*)	7	42%	Magical Power 14
Vi	4	27%	Save TN 27%
Ag	5	32%	Dodge TN 15%
Lu	5	32%	Negotiation TN 30%

INHERIT TRAITS Lunge

If combined with the word "Sudama", this Japanese word refers to all youkai. In Japanese legends and folklore, they are spirits of the dead who were unable to rest in peace, and are often associated with water. Though they are full of hatred, they are not very powerful. They are often depicted as looking like ball lightning. They appear in Shibuya and the Amala Network.

BEHAVIOR Blob/--- MACCA 36

DROP ITEMS Medicine EXP 15

HP 66 MP 42 PHYSICAL RESIST 5 MAGIC RESIST 7 FATE POINTS 6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	37%	0	13	13	Phys	—
1. Pulinpa	—	—	Spell	1	5 MP	42%	—	—	—	Mind	Panic 60%
2. Toxic Sting	—	Spike	Physical Attack	1	7 HP	37%	10	13	23	Phys	Poison 40%
3. Zan	8	—	Spell	1	3 MP	42%	10	14	24	Force	If target is Stoned, Instant Kill 50%
4. Deathtouch	9	—	Magical Attack	1	5 MP	42%	10	14	24	Almighty	—
5. Mana Aid	10	—	Passive	—	—	—	—	—	—	—	—
6. Mazan	11	—	Spell	All	8 MP	42%	5	14	19	Force	If target is Stoned, Instant Kill 30%
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

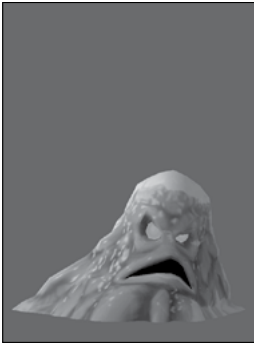
SLIME

LV

6

CLAN

FOUL



EVOLVE?	-				AFFINITIES	Null Dark, Strong Phys, Weak Fire/Light																																	
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>6</td> <td>36%</td> <td>Physical Power</td> <td>12</td> </tr> <tr> <td>Ma</td> <td>5</td> <td>31%</td> <td>Magical Power</td> <td>11</td> </tr> <tr> <td>Vi (*)</td> <td>3</td> <td>21%</td> <td>Save TN</td> <td>21%</td> </tr> <tr> <td>Ag</td> <td>5</td> <td>31%</td> <td>Dodge TN</td> <td>15%</td> </tr> <tr> <td>Lu</td> <td>7</td> <td>41%</td> <td>Negotiation TN</td> <td>34%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	6	36%	Physical Power	12	Ma	5	31%	Magical Power	11	Vi (*)	3	21%	Save TN	21%	Ag	5	31%	Dodge TN	15%	Lu	7	41%	Negotiation TN	34%	INHERIT TRAITS Mouth Eye Lunge Teeth Primitive monsters with gelatinous bodies. There are many competing theories about their mythological origin. Supposedly, they have a predilection for gathering shiny things. Because of their strange, gelatinous bodies, physical attacks are ineffective against them. They like dark places, and dwell in the Great Underpass of Ginza, but sometimes wander into Shibuya.					
Stats	TN	Substats																																					
St	6	36%	Physical Power	12																																			
Ma	5	31%	Magical Power	11																																			
Vi (*)	3	21%	Save TN	21%																																			
Ag	5	31%	Dodge TN	15%																																			
Lu	7	41%	Negotiation TN	34%																																			
HP 54 MP 33 PHYSICAL RESIST 4 MAGIC RESIST 5 FATE POINTS 6					BEHAVIOR Blob/—/— MACCA 33		DROP ITEMS Medicine EXP 13																																

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	36%	0	12	12	Phys	—
1. Deathtouch	—	—	Magical Attack	1	5 MP	31%	10	11	21	Almighty	—
2. Feral Bite	—	Teeth	Physical Attack	1	13 HP	36%	24	12	36	Phys	—
3. Sukunda	7	—	Spell	All	12 MP	31%	—	—	—	Support	Auto-Success
4. Last Resort	8	—	Physical Attack	All	All HP	36%	24	12	36	Phys	—
5. War Cry	9	Mouth	Magical Attack	All	40 MP	31%	—	—	—	Support	Auto-Success
6. Sonic Wave	10	—	Magical Attack	All	9 MP	31%	—	—	—	Mind	Panic 20%
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

WILL O' WISP

LV

1

CLAN

FOUL



EVOLVE?	-				AFFINITIES	Null Dark, Strong Phys, Weak Magic/Light																																	
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>4</td> <td>21%</td> <td>Physical Power</td> <td>5</td> </tr> <tr> <td>Ma (*)</td> <td>5</td> <td>26%</td> <td>Magical Power</td> <td>6</td> </tr> <tr> <td>Vi</td> <td>4</td> <td>21%</td> <td>Save TN</td> <td>21%</td> </tr> <tr> <td>Ag</td> <td>5</td> <td>26%</td> <td>Dodge TN</td> <td>15%</td> </tr> <tr> <td>Lu</td> <td>3</td> <td>16%</td> <td>Negotiation TN</td> <td>26%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	4	21%	Physical Power	5	Ma (*)	5	26%	Magical Power	6	Vi	4	21%	Save TN	21%	Ag	5	26%	Dodge TN	15%	Lu	3	16%	Negotiation TN	26%	INHERIT TRAITS Lunge The name bestowed upon one of the many legends about ball lightning throughout the world. He is said to be in truth the spirit of a blacksmith, Will, who was unable to ascend to heaven and has wandered the world ever since. He often appears in graveyards, where he attempts to lure nearby travelers astray from the road. This is because of Will's disposition when he still lived; he was already a scoundrel, and after his death, he was cunning enough to trick even the Devil. As the lowest level Foul, he appears in the Shinjuku Medical Center and in the Shinjuku to Shibuya area.					
Stats	TN	Substats																																					
St	4	21%	Physical Power	5																																			
Ma (*)	5	26%	Magical Power	6																																			
Vi	4	21%	Save TN	21%																																			
Ag	5	26%	Dodge TN	15%																																			
Lu	3	16%	Negotiation TN	26%																																			
HP 30 MP 18 PHYSICAL RESIST 2 MAGIC RESIST 3 FATE POINTS 5					BEHAVIOR Blob/—/— MACCA 20		DROP ITEMS Medicine EXP 5																																

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	21%	0	5	5	Phys	—
1. Needle Rush	—	Spike	Physical Attack	1	10 HP	21%	21	5	26	Phys	—
2. Zan	2	—	Spell	1	3 MP	26%	10	6	16	Force	If target is Stoned, Instant Kill 50%
3. Riberama	3	—	Spell	All	8 MP	26%	—	—	—	Unique	Auto-Success
4. Deathtouch	4	—	Magical Attack	1	5 MP	26%	10	6	16	Almighty	—
5. Last Resort	5	—	Physical Attack	All	All HP	21%	24	5	29	Phys	—
6. Makakaja	6	—	Spell	All	12 MP	26%	—	—	—	Support	Auto-Success
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

MICHAEL

LV

90

CLAN

SERAPH



EVOLVE?

-

AFFINITIES

Repel Light, Null Magic

Stats

TN

Substats

St	29	235%	Physical Power	119
Ma	30	240%	Magical Power	120
Vi	23	205%	Save TN	205%
Ag (*)	25	215%	Dodge TN	35%
Lu	18	180%	Negotiation TN	56%

INHERIT TRAITS

Eye Lunge Weapon

The greatest of the Four Archangels, who are the highest rank of angels. His name means "The one who is like God." He is symbolized by fire and the east. He is a powerful being who serves as the right-hand man of God Himself. In his hand, he wields a mystical weapon which will not yield against any blade or attack. He does not appear as an enemy, but can be created and used by fusing the other three Archangels.

BEHAVIOR

Elite/Man/Adult

MACCA

1008

DROP ITEMS

None

EXP

996

HP

678

MP

360

PHYSICAL RESIST 56

MAGIC RESIST 60

FATE POINTS

8

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	235%	0	119	119	Phys	—
1. Deathbound	—	Weapon	Physical Attack	All	25 HP	235%	45	119	164	Phys	—
2. Endure	—	—	Passive	—	—	—	—	—	—	—	—
3. Victory Cry	91	—	Passive	—	—	—	—	—	—	—	—
4. Tarukaja	92	—	Spell	All	12 MP	240%	—	—	—	Support	Auto-Success
5. Mana Surge	93	—	Passive	—	—	—	—	—	—	—	—
6. Megidolaon	94	—	Spell	All	50 MP	240%	90	120	210	Almighty	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

GABRIEL

LV

87

CLAN

SERAPH



EVOLVE?

-

AFFINITIES

Repel Light, Null Fire/Elec/Force

Stats

TN

Substats

St	24	207%	Physical Power	111
Ma	30	237%	Magical Power	117
Vi	22	197%	Save TN	197%
Ag (*)	24	207%	Dodge TN	34%
Lu	22	197%	Negotiation TN	64%

INHERIT TRAITS

Eye Lunge Weapon

One of the Four Archangels, who are the highest rank of angels. Her name means "the one who unites." She is symbolized by water and the north. Because she appears feminine, Gabriel alone, among all the angels, is considered to be female rather than genderless. However, devout Muslims reject this point of view. She joins with the Reason of Yosuga, and takes part in Chiaki's assault on Asakusa.

BEHAVIOR

Lady/Woman/Adult

MACCA

948

DROP ITEMS

None

EXP

948

HP

654

MP

351

PHYSICAL RESIST 54

MAGIC RESIST 58

FATE POINTS

8

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	207%	0	111	111	Phys	—
1. Samarecarm	—	—	Spell	1	35 MP	237%	—	—	—	Healing	Auto-Success
2. Ziodyne	—	—	Spell	1	10 MP	237%	60	117	265 (177)	Elec	Shock 20%
3. Maziodyne	—	—	Spell	All	25 MP	237%	70	117	280 (187)	Elec	Shock 10%
4. Blight	88	Weapon	Physical Attack	All	33 HP	207%	43	111	154	Phys	Poison 20%
5. Persuade	89	Speech	Talk	1	—	84%	—	—	—	Talk	—
6. Elec Boost	90	—	Passive	—	—	—	—	—	—	—	Multiply Elec attack power by 1.5x
7. Radiance	91	—	Magical Attack	All	30 MP	237%	50	117	167	Light	—
8. —	—	—	—	—	—	—	—	—	—	—	—

RAPHAEL

LV

84

CLAN

SERAPH



EVOLVE?	-				AFFINITIES	Repel Light, Null Fire/Force							
Stats					TN	Substats							
St	26	214%	Physical Power	110		INHERIT TRAITS						Eye Lunge Weapon	
Ma	26	214%	Magical Power	110		One of the Four Archangels, who are the highest rank of angels. His name means "the one who heals." He is symbolized by wind and the west. He is associated with serpents and sometimes appears with a reptilian head. When Adam and Eve dwelled in the Garden of Eden, his duty was to guard the Tree of Life, said to be the twin of the Tree of Wisdom. He joins with the Reason of Yosuga, and takes part in Chiaki's assault on Asakusa. He does not appear as an enemy, and may only be obtained through fusion.							
Vi	22	194%	Save TN	194%									
Ag (*)	28	224%	Dodge TN	38%		BEHAVIOR	Gentleman/Man/Adult			MACCA	981		
Lu	17	169%	Negotiation TN	54%		DROP ITEMS	None			EXP	900		
HP	636		MP	330		PHYSICAL RESIST	53		MAGIC RESIST	55		FATE POINTS	8

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	214%	0	110	110	Phys	-
1. Makarakarn	-	-	Spell	All	45 MP	214%	-	-	-	Support	Auto-Success
2. Tetrakarn	-	-	Spell	All	45 MP	214%	-	-	-	Support	Auto-Success
3. Prayer	84	-	Magical Attack	All	50 MP	214%	-	-	-	Healing	Auto-Success
4. Mahamaon	85	-	Spell	All	25 MP	214%	-	-	-	Light	Instant Kill 30%
5. Stasis Blade	86	Weapon	Physical Attack	1	20 HP	214%	45	110	155	Phys	Restrain 60%
6. Holy Wrath	87	-	Magical Attack	All	36 MP	214%	-	-	-	Light	HP 1/5
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

URIEL

LV

73

CLAN

SERAPH



EVOLVE?	Throne (66) > Uriel				AFFINITIES	Repel Light, Null Fire							
Stats					TN	Substats							
St	25	198%	Physical Power	98		INHERIT TRAITS						Eye Lunge Weapon	
Ma	24	193%	Magical Power	97		One of the Four Archangels, who are the highest rank of angels. His name means "the fire of God." He is symbolized by earth and the south. When the Day of Final Judgment comes, he is believed to be the angel who will resurrect and judge all mankind. He also has the duty of overseeing the motion of the heavenly bodies. Uriel, who is never named in the Biblical canon, has at times been considered a fallen angel in order to prevent zealous angel worship. He joins with the Reason of Yosuga, and takes part in Chiaki's assault on Asakusa. He evolves from Throne.							
Vi	20	173%	Save TN	173%									
Ag (*)	21	178%	Dodge TN	31%		BEHAVIOR	Gentleman/Man/Adult			MACCA	696		
Lu	18	163%	Negotiation TN	56%		DROP ITEMS	None			EXP	724		
HP	558		MP	291		PHYSICAL RESIST	46		MAGIC RESIST	48		FATE POINTS	8

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	198%	0	98	98	Phys	-
1. Heat Wave	74	Weapon	Physical Attack	All	13 HP	198%	22	98	120	Phys	-
2. Drain Attack	75	-	Passive	-	-	-	-	-	-	-	Basic strikes heal for 25% of damage dealt
3. Megidola	76	-	Spell	All	40 MP	193%	60	97	157	Almighty	-
4. Radiance	77	-	Magical Attack	All	30 MP	193%	50	97	147	Light	-
5. -	-	-	-	-	-	-	-	-	-	-	-
6. -	-	-	-	-	-	-	-	-	-	-	-
7. -	-	-	-	-	-	-	-	-	-	-	-
8. -	-	-	-	-	-	-	-	-	-	-	-

GANESHA

LV 58

CLAN

WARGOD



EVOLVE? Pulukishi (53) > Ganesha

AFFINITIES Null Ice/Force/Light, Weak Elec

Stats	TN	Substats	
St	21	163%	Physical Power 79
Ma	21	163%	Magical Power 79
Vi	21	163%	Save TN 163%
Ag	12	118%	Dodge TN 22%
Lu (*)	13	123%	Negotiation TN 46%

INHERIT TRAITS Mouth Eye Lunge Weapon

An elephant-headed god from Indian mythology. Long ago, he was created as a youthful god by Parvati to stand guard as she was bathing, so that her husband Shiva would not see her. But then, Shiva promptly cut off Ganesha's head. When he saw that he had saddened his wife, Shiva sought out an elephant and gave its head to Ganesha, reviving him and leading to his present appearance. He evolves from Pulukishi.

BEHAVIOR Warrior/—/Adult MACCA 470

DROP ITEMS None EXP 484

HP 474 MP 237 PHYSICAL RESIST 39 MAGIC RESIST 39 FATE POINTS 7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	163%	0	79	79	Phys	—
1. Endure	59	—	Passive	—	—	—	—	—	—	—	—
2. Force Drain	60	—	Passive	—	—	—	—	—	—	—	—
3. Debilitate	61	—	Magical Attack	All	48 MP	163%	—	—	—	Support	Auto-Success
4. Tempest	62	Lunge	Physical Attack	All	25 HP	163%	30	79	109	Phys	—
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

VALKYRIE

LV 33

CLAN

WARGOD



EVOLVE? Dís (27) > Valkyrie

AFFINITIES Drain Fire, Null Light

Stats	TN	Substats	
St (*)	15	108%	Physical Power 48
Ma	12	93%	Magical Power 45
Vi	14	103%	Save TN 103%
Ag	12	93%	Dodge TN 22%
Lu	10	83%	Negotiation TN 40%

INHERIT TRAITS Mouth Eye Lunge Weapon

The daughters of the All-Father Odin from Norse mythology. Clad in helmets and riding swift horses, they are beautiful and graceful as they charge from the skies into battle. They have the role of guiding the souls of human warriors to the hall of Valhalla in preparation for Ragnarok, the Twilight of the Gods. Their name means "Choosers of the Slain." They evolve from Dís.

BEHAVIOR Heroine/Woman/Youth MACCA 192

DROP ITEMS None EXP 173

HP 282 MP 135 PHYSICAL RESIST 23 MAGIC RESIST 22 FATE POINTS 7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	108%	0	48	48	Phys	—
1. Guillotine	34	Weapon	Physical Attack	1	17 HP	108%	40	48	88	Phys	Stun 40%
2. Soul Recruit	35	Speech	Talk	1	—	60%	—	—	—	Talk	—
3. Retaliate	36	—	Passive	—	—	—	—	—	—	—	—
4. Might	37	—	Passive	—	—	—	—	—	—	—	Double physical crit rate.
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

CU CHULAINN

LV

52

CLAN

GENMA



EVOLVE?	Setanta (48) > Cu Chulainn				AFFINITIES	Repel Force, Null Light					
Stats		TN	Substats		INHERIT TRAITS	Eye Lunge Weapon					
St (*)	21	157%	Physical Power	73	<p>A hero from Irish legend. His name was originally Setanta, but he is now known by his epithet, which means "the mad dog of Culann." A tall and cheerful youth, he studied under Scáthach, queen of the Land of Shadows. When he had proven himself, she entrusted him with the magic spear Gae Bolg, with which he did many great deeds. He evolves from Setanta.</p>						
Ma	15	127%	Magical Power	67							
Vi	17	137%	Save TN	137%							
Ag	14	122%	Dodge TN	24%							
Lu	15	127%	Negotiation TN	50%							
HP	414	MP	201	PHYSICAL RESIST	34	MAGIC RESIST	33	FATE POINTS	8		
BEHAVIOR	Gentleman/Man/Youth						MACCA	392			
DROP ITEMS	None						EXP	396			

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1 (All)	—	157%	0	73	73	Phys	—
1. Zandyne	53	—	Spell	1	10 MP	127%	60	67	127	Force	If target is stoned, Instant Kill 50%
2. Thunderclap	54	—	Magical Attack	All	12 MP	127%	—	—	—	Light	HP Halved
3. Wooing	55	Speech	Talk	1	—	70%	—	—	—	Talk	—
4. Blight	56	Weapon	Physical Attack	All	33 HP	157%	43	73	116	Phys	Poison 20%
5. Attack All	57	—	Passive	All	—	—	—	—	—	—	Change basic strike target to All
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

HANUMAN

LV

46

CLAN

GENMA



EVOLVE?	Ongkhot (42) > Hanuman (50) > Qitian Dasheng				AFFINITIES	Null Light, Strong Phys					
Stats		TN	Substats		INHERIT TRAITS	Mouth Eye Lunge Weapon					
St	17	131%	Physical Power	63	<p>A hero from Indian mythology. A shapeshifter with the power to soar through the sky, his many feats are recounted in the epic poem known as the Ramayana. His name means "the one with a jaw," and because of this, many people have depicted him as having the head and tail of a monkey. Sun Wukong from the Chinese tale "The Journey to the West" was based on him. He evolves from Ongkhot.</p>						
Ma	12	106%	Magical Power	58							
Vi	15	121%	Save TN	121%							
Ag (*)	19	141%	Dodge TN	29%							
Lu	13	111%	Negotiation TN	46%							
HP	366	MP	174	PHYSICAL RESIST	30	MAGIC RESIST	29	FATE POINTS	7		
BEHAVIOR	Delinquent/—/—						MACCA	321			
DROP ITEMS	None						EXP	315			

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	131%	0	63	63	Phys	—
1. Rakukaja	47	—	Spell	All	12 MP	106%	—	—	—	Support	Auto-Success
2. Endure	48	—	Passive	—	—	—	—	—	—	—	—
3. Kidnap	49	Speech	Talk	1	—	66%	—	—	—	Talk	—
4. Life Surge	50	—	Passive	—	—	—	—	—	—	—	—
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

KURAMA TENGU

LV 38

CLAN

GENMA



EVOLVE? Koppa Tengu (24) > Karasu Tengu (33) > Kurama Tengu

Stats	TN	Substats	
St	13	103%	Physical Power 51
Ma	17	123%	Magical Power 55
Vi	13	103%	Save TN 103%
Ag (*)	17	123%	Dodge TN 27%
Lu	8	78%	Negotiation TN 36%

AFFINITIES Drain Force, Null Light

INHERIT TRAITS Mouth Eye

A tengu, said to live on Mount Kurama in Kyoto. When Minamoto no Yoshitsune was still known as Ushiwakamaru, Kurama Tengu was his teacher. Of the legends of tengu still passed down in Japan, those about Kurama Tengu are the most widely known. He has the power to cause both good and ill luck. He is said to be, in truth, the form that Bishamonten takes during the night. He evolves from Karasu Tengu.

BEHAVIOR Warrior/Man/Adult

MACCA 238

DROP ITEMS None

EXP 222

HP 306

MP 165

PHYSICAL RESIST 25

MAGIC RESIST 27

FATE POINTS 6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	103%	0	51	51	Phys	—
1. Violent Flash	39	—	Magical Attack	1	10 MP	123%	50	55	105	Light	—
2. Force Boost	40	—	Passive	—	—	—	—	—	—	—	Multiply Force attack power by 1.5x
3. Fog Breath	41	Mouth	Physical Attack	All	30 HP	103%	—	—	—	Support	Auto-Success
4. Wind Cutter	42	—	Magical Attack	1	13 MP	123%	60	55	172 (115)	Force	If target is Stoned, Instant Kill 30%
5. Starlight	43	—	Magical Attack	All	22 MP	123%	35	55	90	Light	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

QING LONG

LV 44

CLAN

DRAGON



EVOLVE? Mizuchi (38) > Qing Long

Stats	TN	Substats	
St	15	119%	Physical Power 59
Ma	13	109%	Magical Power 57
Vi (*)	22	154%	Save TN 154%
Ag	9	89%	Dodge TN 19%
Lu	11	99%	Negotiation TN 42%

AFFINITIES Drain Ice, Null Light, Weak Fire

INHERIT TRAITS Mouth Eye Lunge Teeth

One of the Four Holy Beasts in Chinese mythology, and the subject of a great many legends and beliefs. It represents the direction of the east, the season of spring, and the element of wood. In China, people are believed to live for eighty years, and each 20-year period is named after one of the Four Holy Beasts and their season. This is why the first twenty years of one's life are the "springtime of their life." Qing Long lives in a palace at the bottom of the sea. It evolves from Mizuchi.

BEHAVIOR Animal/—/—

MACCA 299

DROP ITEMS None

EXP 291

HP 396

MP 171

PHYSICAL RESIST 33

MAGIC RESIST 28

FATE POINTS 7

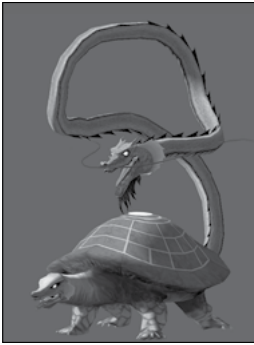
SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	119%	0	59	59	Phys	—
1. Life Gain	45	—	Passive	—	—	—	—	—	—	—	—
2. Stone Bite	46	Teeth	Physical Attack	1	20 HP	119%	24	59	83	Phys	Stone 50%
3. Ice Breath	47	Mouth	Physical Attack	All	9 HP	119%	5	59	64	Ice	Freeze 10%
4. Violent Flash	48	—	Magical Attack	1	10 MP	109%	50	57	107	Light	—
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

XUANWU

LV 24

CLAN

DRAGON



EVOLVE?	Nozuchi (18) > Xuanwu				AFFINITIES	Repel Light, Drain Ice, Weak Elec								
Stats	TN	Substats				INHERIT TRAITS	Mouth Eye Lunge Teeth							
St	9	69%	Physical Power	33			One of the Four Holy Beasts in Chinese mythology, and the subject of a great many legends and beliefs. It represents the direction of the north, the season of winter, and the element of water. Supposedly, there are times when it assumes human form and battles against demons. Its original form is that of a tortoise with some serpentine aspects, but legends differ in the details. It evolves from Nozuchi.							
Ma	11	79%	Magical Power	35										
Vi (*)	16	104%	Save TN	104%										
Ag	4	44%	Dodge TN	14%										
Lu	10	74%	Negotiation TN	40%										
HP	240		MP	105		PHYSICAL RESIST	20		MAGIC RESIST	17		FATE POINTS	7	
BEHAVIOR	Gramps/--/--						MACCA	123						
DROP ITEMS	None						EXP	99						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	69%	0	33	33	Phys	—
1. Bufula	25	—	Spell	1	6 MP	79%	30	35	97 (65)	Ice	Freeze 20%
2. Estoma	26	—	Spell	—	40 MP	79%	—	—	—	Unique	Auto-Success
3. Ice Boost	27	—	Passive	—	—	—	—	—	—	—	Multiply Ice attack power by 1.5x
4. Ice Breath	28	Mouth	Physical Attack	All	9 HP	69%	5	33	57 (38)	Ice	Freeze 10%
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

BARONG

LV 60

CLAN

AVATAR



EVOLVE?	-				AFFINITIES	Repel Light, Drain Elec, Weak Dark								
Stats	TN	Substats				INHERIT TRAITS	Mouth Eye Lunge Teeth Claw							
St	22	170%	Physical Power	82			A divine beast resembling a lion in the legends of Bali, Indonesia. In Balinese Hinduism, he is a symbol of good and the enemy of Rangda, the symbol of evil. Even if he is slain in his eternal battle against Rangda, he will revive again. Because his power safeguards against evil, all temples contain a corner dedicated to him. He appears in the Bando Shrine.							
Ma (*)	22	170%	Magical Power	82										
Vi	16	140%	Save TN	140%										
Ag	16	140%	Dodge TN	26%										
Lu	14	130%	Negotiation TN	48%										
HP	456		MP	246		PHYSICAL RESIST	38		MAGIC RESIST	41		FATE POINTS	7	
BEHAVIOR	Gentleman/--/--						MACCA	498						
DROP ITEMS	Amethyst						EXP	516						

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	170%	0	82	82	Phys	—
1. Bolt Storm	—	—	Magical Attack	All	25 MP	170%	65	82	147	Elec	Shock 10%
2. Binding Cry	—	Mouth	Magical Attack	All	14 MP	170%	5	82	87	Nerve	Restrain 20%
3. Iron Claw	61	Claw	Physical Attack	1	15 HP	170%	36	82	118	Phys	—
4. Mediarahan	62	—	Spell	All	35 MP	170%	—	—	—	Healing	Auto-Success
5. Glacial Blast	63	—	Magical Attack	All	25 MP	170%	65	82	147	Ice	Freeze 10%
6. Dark Null	64	—	Passive	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

YATAGARASU

LV

46

CLAN

AVATAR



EVOLVE?	-				AFFINITIES	Repel Force/Light																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>13</td> <td>111%</td> <td>Physical Power</td> <td>59</td> </tr> <tr> <td>Ma</td> <td>19</td> <td>141%</td> <td>Magical Power</td> <td>65</td> </tr> <tr> <td>Vi</td> <td>12</td> <td>106%</td> <td>Save TN</td> <td>106%</td> </tr> <tr> <td>Ag (*)</td> <td>16</td> <td>126%</td> <td>Dodge TN</td> <td>26%</td> </tr> <tr> <td>Lu</td> <td>10</td> <td>96%</td> <td>Negotiation TN</td> <td>40%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	13	111%	Physical Power	59	Ma	19	141%	Magical Power	65	Vi	12	106%	Save TN	106%	Ag (*)	16	126%	Dodge TN	26%	Lu	10	96%	Negotiation TN	40%	INHERIT TRAITS	Mouth Eye Lunge Claw					
Stats	TN	Substats																																						
St	13	111%	Physical Power	59																																				
Ma	19	141%	Magical Power	65																																				
Vi	12	106%	Save TN	106%																																				
Ag (*)	16	126%	Dodge TN	26%																																				
Lu	10	96%	Negotiation TN	40%																																				
<p>A mystical bird in Japanese mythology. It is a sacred crow with three legs that Amaterasu is said to have sent to humankind. When Emperor Jimmu lost his way on the battlefield, Yatagarasu guided him and his army to victory as he subdued the east. It is well known nowadays as the logo of Japan's national football team. It appears in the Bando Shrine.</p>																																								
BEHAVIOR					Gentleman/--/—			MACCA	321																															
DROP ITEMS					Wagtail Plume			EXP	315																															
HP	348		MP	195		PHYSICAL RESIST	29		MAGIC RESIST	32		FATE POINTS	7																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	111%	0	59	59	Phys	—
1. Mana Aid	—	—	Passive	—	—	—	—	—	—	—	—
2. Violent Flash	—	—	Magical Attack	1	10 MP	141%	50	65	115	Light	—
3. Wind Cutter	47	—	Magical Attack	1	13 MP	141%	60	65	187 (125)	Force	If target is Stoned, Instant Kill 30%
4. Mana Gain	48	—	Passive	—	—	—	—	—	—	—	—
5. Force Boost	49	—	Passive	—	—	—	—	—	—	—	Multiply Force attack power by 1.5x
6. Recarmdra	50	—	Spell	All	MP	—	—	—	—	Healing	Auto-Success
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

XIEZHAI

LV

26

CLAN

AVATAR



EVOLVE?	-				AFFINITIES	Null Ice/Light, Weak Ailment																																		
<table border="1"> <thead> <tr> <th>Stats</th> <th>TN</th> <th colspan="2">Substats</th> </tr> </thead> <tbody> <tr> <td>St</td> <td>13</td> <td>91%</td> <td>Physical Power</td> <td>39</td> </tr> <tr> <td>Ma</td> <td>12</td> <td>86%</td> <td>Magical Power</td> <td>38</td> </tr> <tr> <td>Vi</td> <td>9</td> <td>71%</td> <td>Save TN</td> <td>71%</td> </tr> <tr> <td>Ag (*)</td> <td>9</td> <td>71%</td> <td>Dodge TN</td> <td>19%</td> </tr> <tr> <td>Lu</td> <td>7</td> <td>61%</td> <td>Negotiation TN</td> <td>34%</td> </tr> </tbody> </table>					Stats	TN	Substats		St	13	91%	Physical Power	39	Ma	12	86%	Magical Power	38	Vi	9	71%	Save TN	71%	Ag (*)	9	71%	Dodge TN	19%	Lu	7	61%	Negotiation TN	34%	INHERIT TRAITS	Mouth Eye Lunge Teeth					
Stats	TN	Substats																																						
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<p>A mystical beast in Chinese legend that resembles a goat. Its eyes can immediately unmask any falsehood. It's said that it frequently appears in the human world and uses the power within its sharp horn to punish those with evil hearts. In Japan, it is thought of as a dog, and because the legend arrived from the ancient kingdom of Goryeo, it became known as the "Dog of Goryeo." Nowadays it's more often known as a "komianu." In the original game, Xiezhai could only be obtained via fusion.</p>																																								
BEHAVIOR					Animal/--/—			MACCA	137																															
DROP ITEMS					None			EXP	113																															
HP	210		MP	114		PHYSICAL RESIST	17		MAGIC RESIST	19		FATE POINTS	6																											

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	91%	0	39	39	Phys	—
1. Toxic Cloud	—	Mouth	Physical Attack	All	8 HP	91%	5	39	44	Ruin	Poison 20%
2. Mutudi	—	—	Spell	1	5 MP	86%	—	—	—	Healing	Auto-Success
3. Hell Thrust	—	Lunge	Physical Attack	1	20 HP	91%	25	39	64	Phys	—
4. Hamaon	27	—	Spell	1	10 MP	86%	—	—	—	Light	Instant Kill 60%
5. Scout	28	Talk	Talk	1	—	54%	—	—	—	Talk	—
6. Paraladi	29	—	Spell	1	5 MP	86%	—	—	—	Healing	Auto-Success
7. Mabufula	30	—	Spell	All	15 MP	86%	20	38	58	Ice	Freeze 10%
8. —	—	—	—	—	—	—	—	—	—	—	—

MAKAMI

LV

22

CLAN

AVATAR



EVOLVE?	Inugami (17) > Makami				AFFINITIES	Repel Light, Null Fire				
	Stats	TN	Substats		INHERIT TRAITS	Mouth Eye Lunge Teeth				
	St	11	77%	Physical Power	33	<p>A sacred beast in Japanese mythology, it is also known as Ookuchimagami. It is a deified form of the Japanese wolf. It was said to protect against misfortune, especially robbery and destructive fires. But when it became widely known that wolves hunt livestock, it was no longer venerated. It evolves from Inugami.</p>				
	Ma (*)	14	92%	Magical Power	36					
	Vi	9	67%	Save TN	67%					
	Ag	7	57%	Dodge TN	17%					
	Lu	11	77%	Negotiation TN	42%					
	HP	186	MP	108	PHYSICAL RESIST	15	MAGIC RESIST	18	FATE POINTS	7
	BEHAVIOR	Delinquent/—/—				MACCA	110			
	DROP ITEMS	None				EXP	86			

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	77%	0	33	33	Phys	—
1. Mind Null	23	—	Passive	—	—	—	—	—	—	—	—
2. Petradi	24	—	Spell	1	5 MP	92%	—	—	—	Healing	Auto-Success
3. Diarama	25	—	Spell	1	7 MP	92%	30	36	66	Healing	Auto-Success
4. Recarm	26	—	Spell	1	20 MP	92%	10	36	46	Healing	Auto-Success
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

GURULU

LV

63

CLAN

RAPTOR



EVOLVE?	-				AFFINITIES	Repel Dark, Null Nerve/Mind, Weak Light				
	Stats	TN	Substats		INHERIT TRAITS	Mouth Eye Lunge Claw				
	St	18	153%	Physical Power	81	<p>A demon from Sri Lankan mythology with the form of a giant bird. Sri Lanka of old viewed India, a country where Hinduism reigned supreme, as a land in which rakshasa dwelled. The holy bird Garuda, who in India is a symbol of good, became a demonic rakshasa named Gurulu in Sri Lanka. He takes the form of a ghostly eagle and inflicts misfortune upon people. He appears from Marunouchi to Chiyoda, and up until the high floors of the tower of Kagutsuchi.</p>				
	Ma	22	173%	Magical Power	85					
	Vi	19	158%	Save TN	158%					
	Ag (*)	24	183%	Dodge TN	34%					
	Lu	12	123%	Negotiation TN	44%					
	HP	492	MP	255	PHYSICAL RESIST	41	MAGIC RESIST	42	FATE POINTS	7
	BEHAVIOR	Delinquent/—/—				MACCA	540			
	DROP ITEMS	None				EXP	564			

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	153%	0	81	81	Phys	—
1. Zandyne	—	—	Spell	1	10 MP	173%	60	85	145	Force	If target is Stoned, Instant Kill 50%
2. Fog Breath	—	Mouth	Physical Attack	All	30 HP	153%	—	—	—	Support	Auto-Success
3. Mazandyne	—	—	Spell	All	25 MP	173%	70	85	155	Force	If target is Stoned, Instant Kill 30%
4. Mamudoon	64	—	Spell	All	25 MP	173%	—	—	—	Dark	Instant Kill 30%
5. Flatter	65	Speech	Talk	1	—	64%	—	—	—	Talk	—
6. Wind Cutter	66	—	Magical Attack	1	13 MP	173%	60	85	145	Force	If target is Stoned, Instant Kill 30%
7. Bolt Storm	67	—	Magical Attack	All	25 MP	173%	65	85	150	Elec	Shock 10%
8. Avenge	68	—	Passive	—	—	—	—	—	—	—	Counter 50%, triple damage

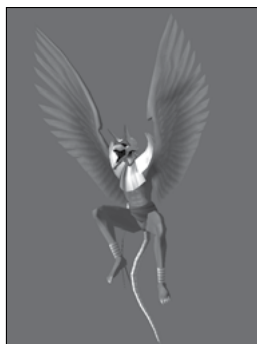
GARUDA

LV

63

CLAN

AVIAN



EVOLVE? Suparna (58) > Garuda

AFFINITIES Repel Light, Null Ruin/Nerve, Weak Dark

Stats	TN	Substats	
St 22	173%	Physical Power	85
Ma 18	153%	Magical Power	81
Vi 19	158%	Save TN	158%
Ag (*) 24	183%	Dodge TN	34%
Lu 12	123%	Negotiation TN	44%

INHERIT TRAITS Mouth Eye Lunge Claw

A holy bird in Indian mythology. A god who is half-eagle and half-man, his mother was once held captive by the Naga in a scheme. This led to Garuda assaulting the heavens in order to obtain Amrita, the nectar of immortality. Vishnu desired Garuda's power, which had defeated all the gods, and offered him an exchange: Garuda himself would be granted immortality if he henceforth became Vishnu's mount. Garuda evolves from Suparna.

BEHAVIOR Warrior/--

MACCA 540

DROP ITEMS None

EXP 584

HP 492 MP 243 PHYSICAL RESIST 41 MAGIC RESIST 40 FATE POINTS 7

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	173%	0	85	85	Phys	—
1. Mahamaon	64	—	Spell	All	25 MP	153%	—	—	—	Light	Instant Kill 30%
2. Persuade	65	Talk	Talk	1	—	64%	—	—	—	Talk	—
3. Wind Cutter	66	—	Magical Attack	1	13 MP	153%	60	81	141	Force	If target is Stoned, Instant Kill 30%
4. Endure	67	—	Passive	—	—	—	—	—	—	—	—
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

ALBION

LV

64

CLAN

ENTITY



EVOLVE? Gogmagog (60) > Albion

AFFINITIES Null Phys/Ice/Light

Stats	TN	Substats	
St 25	189%	Physical Power	89
Ma 20	164%	Magical Power	84
Vi (*) 25	189%	Save TN	189%
Ag 10	114%	Dodge TN	20%
Lu 16	144%	Negotiation TN	52%

INHERIT TRAITS Eye Lunge Weapon

A being from the founding myth of Britain. He was a giant who was the first one to defeat Gogmagog and live on the island. He is believed to be the child of Poseidon, from Greek legend, and his wife Amphitrite. When the hero Hercules journeyed west, Albion sought to bar his way, but Hercules defeated him. He appears in the Amala Temple as one of its guardians, where he leads four gods of lower rank, the Zoas. He evolves from Gogmagog.

BEHAVIOR Elite/--

MACCA 555

DROP ITEMS None

EXP 580

HP 534 MP 252 PHYSICAL RESIST 44 MAGIC RESIST 42 FATE POINTS 8

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	189%	0	89	89	Phys	—
1. Drain Attack	65	—	Passive	—	—	—	—	—	—	—	Basic strikes heal for 25% of damage dealt
2. Phys Drain	66	—	Passive	—	—	—	—	—	—	—	—
3. Recarmdra	67	—	Spell	All	MP	164%	—	—	—	—	Auto-Success
4. Hades Blast	68	Lunge	Physical Attack	All	33 HP	189%	50	89	138	Phys	—
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—

MANIKIN 1

LV

13

CLAN

CORPUS



EVOLVE?	-				AFFINITIES	Null Light/Dark																																	
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HP 84 MP 54 PHYSICAL RESIST 7 MAGIC RESIST 9 FATE POINTS 6					BEHAVIOR		Manikin/—/—			MACCA 10																													
					DROP ITEMS		None			EXP 5																													

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	48%	0	20	20	Phys	—
1. Panic Voice	—	—	Magical Attack	All	8 MP	38%	—	—	—	Mind	Panic 30%
2.—	—	—	—	—	—	—	—	—	—	—	—
3.—	—	—	—	—	—	—	—	—	—	—	—
4.—	—	—	—	—	—	—	—	—	—	—	—
5.—	—	—	—	—	—	—	—	—	—	—	—
6.—	—	—	—	—	—	—	—	—	—	—	—
7.—	—	—	—	—	—	—	—	—	—	—	—
8.—	—	—	—	—	—	—	—	—	—	—	—

MANIKIN 2

LV

13

CLAN

CORPUS



EVOLVE?	-				AFFINITIES	Null Light/Dark																																	
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Lu	7	48%	Negotiation TN	34%																																			
HP 84 MP 54 PHYSICAL RESIST 7 MAGIC RESIST 9 FATE POINTS 6					BEHAVIOR		Manikin/—/—			MACCA 10																													
					DROP ITEMS		None			EXP 5																													

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	48%	0	20	20	Phys	—
1. Binding Cry	—	Mouth	Magical Attack	All	14 MP	38%	5	18	23	Nerve	Restrain 20%
2.—	—	—	—	—	—	—	—	—	—	—	—
3.—	—	—	—	—	—	—	—	—	—	—	—
4.—	—	—	—	—	—	—	—	—	—	—	—
5.—	—	—	—	—	—	—	—	—	—	—	—
6.—	—	—	—	—	—	—	—	—	—	—	—
7.—	—	—	—	—	—	—	—	—	—	—	—
8.—	—	—	—	—	—	—	—	—	—	—	—

MANIKIN 3

LV

13

CLAN

CORPUS



EVOLVE? -

AFFINITIES Null Light/Dark

Stats	TN	Substats	
St	7	48%	Physical Power 20
Ma	5	38%	Magical Power 18
Vi	1	18%	Save TN 18%
Ag	7	48%	Dodge TN 17%
Lu	7	48%	Negotiation TN 34%

INHERIT TRAITS Mouth Eye

Artificial humans made from riverbed mud. They maintain the infrastructure of the Vortex World. Often, they're abused and oppressed by other demons, and frequently are subjected to extreme violence. Stats-wise, Manikins are similar to humans, but they have few skills, and can't really fight.

BEHAVIOR Manikin/--

MACCA 10

DROP ITEMS None

EXP 5

HP 84

MP 54

PHYSICAL RESIST 7

MAGIC RESIST 9

FATE POINTS 6

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	-	-	Physical Attack	1	-	48%	0	20	20	Phys	-
1. War Cry	-	Mouth	Magical Attack	All	40 MP	38%	-	-	-	Support	Auto-Success
2. -	-	-	-	-	-	-	-	-	-	-	-
3. -	-	-	-	-	-	-	-	-	-	-	-
4. -	-	-	-	-	-	-	-	-	-	-	-
5. -	-	-	-	-	-	-	-	-	-	-	-
6. -	-	-	-	-	-	-	-	-	-	-	-
7. -	-	-	-	-	-	-	-	-	-	-	-
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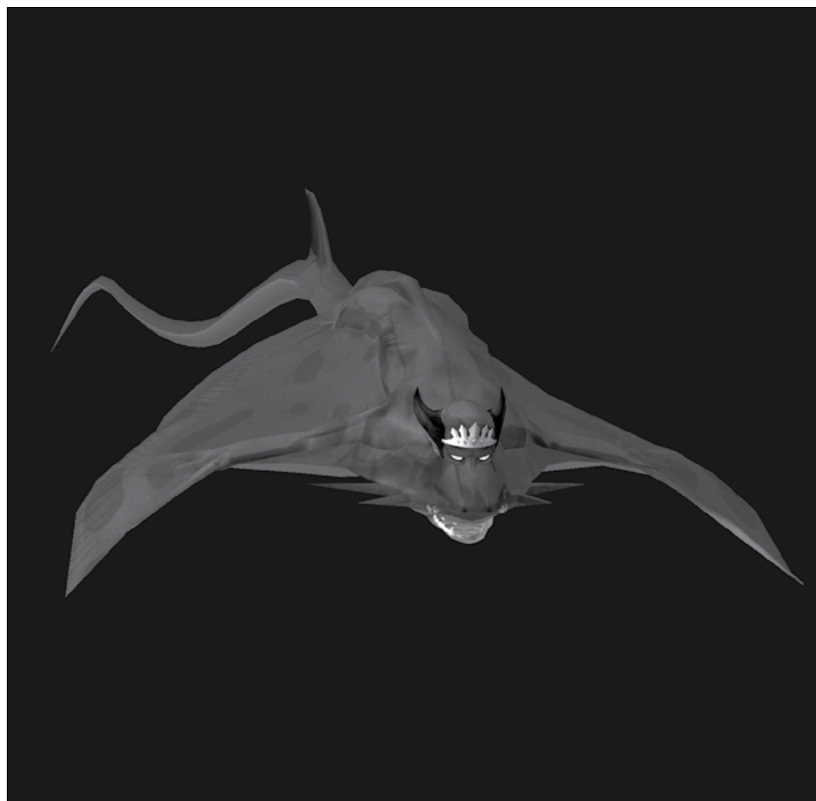
DEMON COMPENDIUM: BOSSES



FORNEUS

LVL 20

CLAN **FALLEN**



HP 180

MP 81

PHYSICAL RESIST 15

MAGIC RESIST 13

FATE POINTS 6

Stats	TN	Substats	
St	10	70%	Physical Power 30
Ma	7	55%	Magical Power 27
Vi	10	70%	Save TN 70%
Ag	5	45%	Dodge TN 15%
Lu	8	60%	Negotiation TN 36%

AFFINITIES Drain Ice, Null Dark / Elec Weak

MACCA 298

EXP 273

DROP ITEMS Aquamarine, Bead, Magatama (Wadatsumi)

Forneus as he appears when he's the Boss fight of Shinjuku Medical Center. Because his exclusive skill Icy Death is quite powerful, it should only be used once he is half HP or lower. This version doesn't quite correspond to the one used in the introductory replay, Deep Below. Defeating Forneus still drops the Wadatsumi Magatama.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	70%	0	30	30	Phys	—
1. Bufula	—	—	Spell	1	6 MP	55%	30	27	57	Ice	Freeze 20%
2. Mabufu	—	—	Spell	All	8 MP	55%	5	27	32	Ice	Freeze 10%
3. Icy Death	—	—	Magical Attack	All	—	55%	20	27	47	Ice	Freeze 10%
4. —	—	—	—	—	—	—	—	—	—	—	—
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—
9. —	—	—	—	—	—	—	—	—	—	—	—
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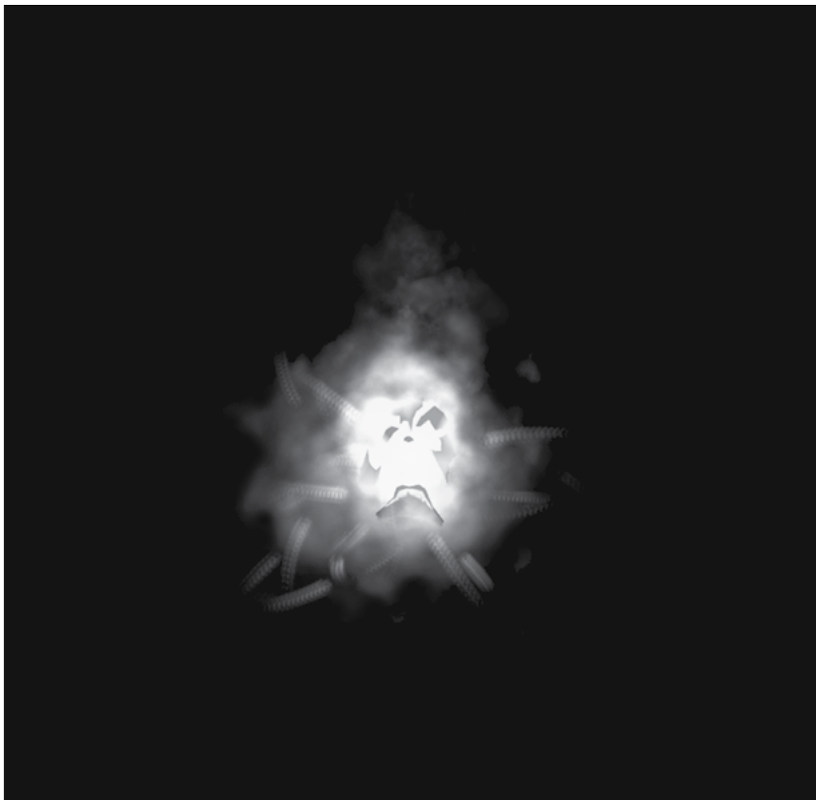
SPECTER

LVL

9

CLAN

FOUL



HP 148

MP 100

PHYSICAL RESIST 6

MAGIC RESIST 6

FATE POINTS 5

Stats	TN	Substats	
St	1	14%	Physical Power 10
Ma	3	24%	Magical Power 12
Vi	3	24%	Save TN 24%
Ag	1	14%	Dodge TN 11%
Lu	1	14%	Negotiation TN 22%

AFFINITIES Null Light, Dark, Nerve, and Mind, Strong Magic

MACCA 160

EXP 100

DROP ITEMS None

An evil spirit lurking within the Amala Network, seeking to drain the Magatsuhi from those who become lost in the Network. As a Boss fight, on its first turn it uses Gather to summon six other Specters, and then on its next turn it uses Foul Union to merge and grow bigger. If it merges with 5-6 other Specters, use the "After Merging, Powerful" version. With 2-4 other Specters, use the "After Merging, Normal" version. If it merges with only 1, then leave it as-is.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	14%	0	10	10	Phys	—
1. Gather	—	—	Magical Attack	—	—	24%	—	—	—	Unique	—
2. Agi	—	—	Spell	1	3 MP	24%	15	12	27	Fire	—
3. Foul Union	—	—	Magical Attack	—	—	—	—	—	—	Unique	—
4. —	—	—	—	—	—	—	—	—	—	—	—
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—
9. —	—	—	—	—	—	—	—	—	—	—	—
10. —	—	—	—	—	—	—	—	—	—	—	—

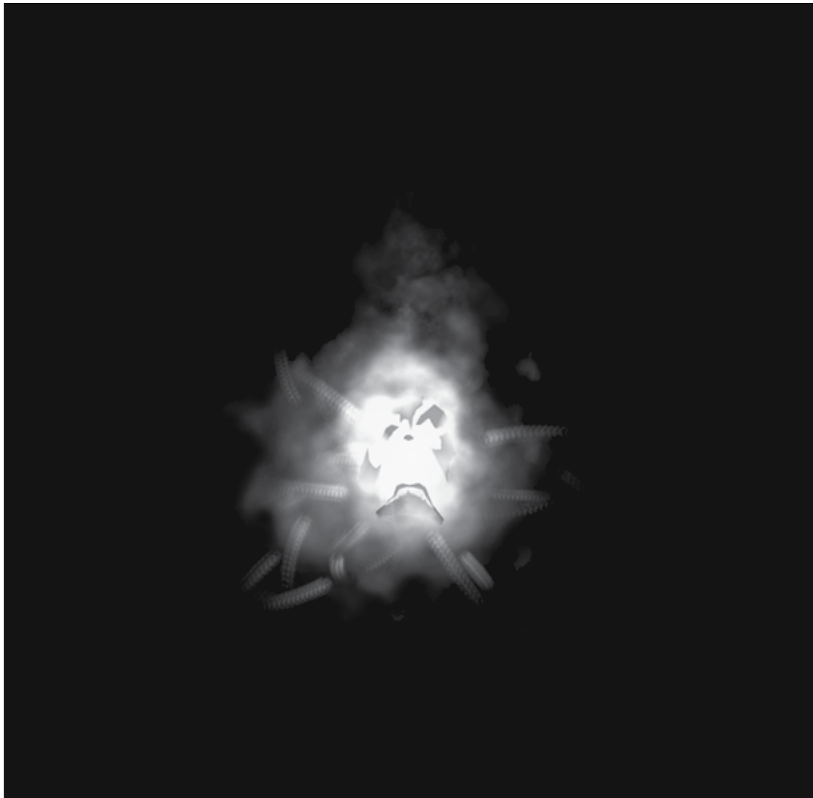
SPECTER (AFTER MERGING, NORMAL)

LVL

15

CLAN

FOUL



HP 260

MP 250

PHYSICAL RESIST 9

MAGIC RESIST 8

FATE POINTS 5

Stats	TN	Substats	
St	5	40%	Physical Power 20
Ma	1	20%	Magical Power 16
Vi	3	30%	Save TN 30%
Ag	1	20%	Dodge TN 11%
Lu	1	20%	Negotiation TN 22%

AFFINITIES Null Light, Dark, Nerve, and Mind, Strong Magic

MACCA 500

EXP 500

DROP ITEMS None

The Specter's normal merged form, when merged with 2-4 other Specters.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	40%	0	20	20	Phys	—
1. Agi	—	—	Spell	1	3 MP	20%	15	16	31	Fire	—
2. Foul Havoc	—	—	Physical Attack	All	10 HP	40%	50	20	70	Phys	—
3. —	—	—	—	—	—	—	—	—	—	—	—
4. —	—	—	—	—	—	—	—	—	—	—	—
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—
9. —	—	—	—	—	—	—	—	—	—	—	—
10. —	—	—	—	—	—	—	—	—	—	—	—

SPECTER (AFTER MERGING, POWERFUL)

LVL

20

CLAN

FALLEN



HP 550

MP 500

PHYSICAL RESIST 16

MAGIC RESIST 17

FATE POINTS 6

Stats	TN	Substats	
St	14	90%	Physical Power 34
Ma	14	90%	Magical Power 34
Vi	13	85%	Save TN 85%
Ag	5	45%	Dodge TN 15%
Lu	5	45%	Negotiation TN 30%

AFFINITIES Drain Ice, Null Dark / Elec Weak

MACCA 298

EXP 273

DROP ITEMS None

The Specter's powerful merged form, when merged with 5-6 other Specters.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	90%	0	34	34	Phys	—
1. Agi	—	—	Spell	1	3 MP	90%	15	34	49	Fire	—
2. Foul Havoc	—	—	Physical Attack	All	10 HP	90%	50	34	84	Phys	—
3. —	—	—	—	—	—	—	—	—	—	—	—
4. —	—	—	—	—	—	—	—	—	—	—	—
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—
9. —	—	—	—	—	—	—	—	—	—	—	—
10. —	—	—	—	—	—	—	—	—	—	—	—

SPECTER (2ND TIME)

LVL

40

CLAN

FOUL



HP 980

MP 10 (300)

PHYSICAL RESIST 30

MAGIC RESIST 29

FATE POINTS 6

Stats	TN	Substats	
St 24	160%	Physical Power	64
Ma 18	130%	Magical Power	58
Vi 20	140%	Save TN	140%
Ag 8	80%	Dodge TN	18%
Lu 6	70%	Negotiation TN	32%

AFFINITIES Null Magic, Light, Dark, Mind, Nerve

MACCA 600

EXP 2,000

DROP ITEMS None

A Specter haunting the Amala Network. It's learned a new, terrible skill in the form of Megido, but for some reason only has 10 MP. After summoning more Specters with Gather, it will attempt to use Megido, but fail due to not having enough MP. From there, it will start using Mana Drain.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	160%	0	64	64	Phys	—
1. Gather	—	—	Magical Attack	—	—	130%	—	—	—	Unique	—
2. Megido	—	—	Spell	All	30 MP	130%	30	58	88	Almighty	—
3. Dekunda	—	—	Spell	All	10 MP	130%	—	—	—	Support	Auto-Success
4. Mana Drain	—	—	Magical Attack	1	2 MP	130%	0	58	58	Almighty	—
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—
9. —	—	—	—	—	—	—	—	—	—	—	—
10. —	—	—	—	—	—	—	—	—	—	—	—

SPECTER (3RD TIME)

LVL

440

CLAN

FOUL



HP 700

MP 500

PHYSICAL RESIST 25

MAGIC RESIST 25

FATE POINTS 5

Stats	TN	Substats	
St	20	140%	Physical Power 60
Ma	10	90%	Magical Power 50
Vi	10	90%	Save TN 90%
Ag	1	45%	Dodge TN 11%
Lu	1	45%	Negotiation TN 22%

AFFINITIES Repel Magic, Null Light, Dark, Nerve, and Mind

MACCA 1,000

EXP 1,500

DROP ITEMS None

The final time the Specter lurking within the Amala Network appears. After it summons more Specters with Gather, it demonstrates a puzzling tactic of using Last Resort once its HP is in the double digits. Until then it will repeat basic strikes, sometimes using Dekaja.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	140%	0	60	60	Phys	—
1. Gather	—	—	Magical Attack	—	—	90%	—	—	—	Unique	—
2. Last Resort	—	—	Physical Attack	All	All HP	140%	24	60	84	Phys	—
3. Dekaja	—	—	Spell	All	10 MP	90%	—	—	—	Support	Auto-Success
4. —	—	—	—	—	—	—	—	—	—	—	—
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—
9. —	—	—	—	—	—	—	—	—	—	—	—
10. —	—	—	—	—	—	—	—	—	—	—	—

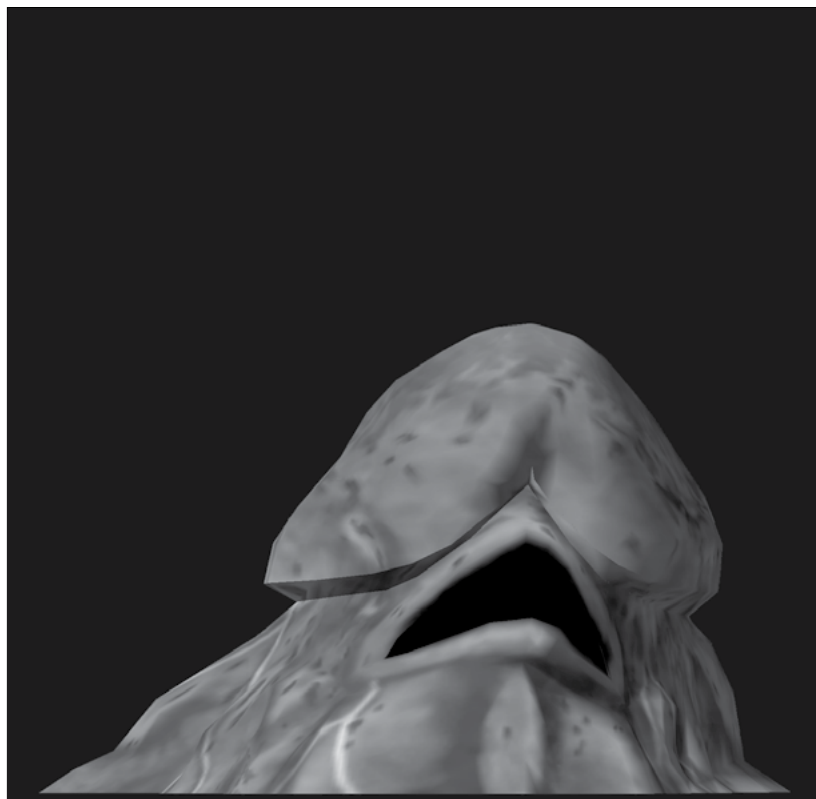
MARA

LVL

85

CLAN

TYRANT



HP 2,300

MP 3,000

PHYSICAL RESIST 55

MAGIC RESIST 62

FATE POINTS 8

Stats	TN	Substats	
St	30	235%	Physical Power 115
Ma	40	285%	Magical Power 125
Vi	25	210%	Save TN 210%
Ag	14	155%	Dodge TN 24%
Lu	15	160%	Negotiation TN 50%

AFFINITIES Repel Dark, Null Light and Ailment Attacks, Strong Magic

MACCA 20,000

EXP 5,000

DROP ITEMS None

In Indian Buddhist myths, Mara is synonymous with evil itself. He seduces those who would seek enlightenment, and helps them fall from the path. As the original demon in India, he is often linked to the God of Love, Kama, and sometimes is even referred to as Mara Kama. In the original game, sorcerers in Shibuya summon him from the demon world as a Tyrant.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	235%	0	115	115	Phys	—
1. Dismal Tune	—	—	Magical Attack	All	30 MP	285%	50	125	175	Ruin	Mute 10%
2. Diarahan	—	—	Spell	1	15 MP	285%	—	—	—	Healing	Auto-Success
3. Hell Thrust	—	Lunge	Physical Attack	1	20 HP	235%	25	115	140	Phys	—
4. Hades Blast	—	Lunge	Physical Attack	All	33 HP	235%	50	115	165	Phys	—
5. Dekaja	—	—	Spell	All	10 MP	285%	—	—	—	Support	Auto-Success
6. Mazanma	—	—	Spell	All	15 MP	285%	20	125	145	Force	If target is Stoned, Instant Kill 30%
7. Marin Karin	—	—	Spell	1	8 MP	285%	—	—	—	Mind	Charm 40%
8. Makajamaon	—	—	Spell	All	11 MP	285%	—	—	—	Ruin	Mute 20%
9. —	—	—	—	—	—	—	—	—	—	—	—
10. —	—	—	—	—	—	—	—	—	—	—	—

FUTOMIMI

LVL

57

CLAN

CORPUS



HP 5,500

MP 2,000

PHYSICAL RESIST 50

MAGIC RESIST 55

FATE POINTS 9

Stats	TN	Substats	
St	22	167%	Physical Power 79
Ma	4	77%	Magical Power 61
Vi	20	157%	Save TN 157%
Ag	15	132%	Dodge TN 25%
Lu	15	132%	Negotiation TN 50%

AFFINITIES Null Light, Dark, and Ailment Attacks, Strong Phys

MACCA 10,000

EXP 10,000

DROP ITEMS None

A prophet who rose from the Manikins, unexpected to say the least. His name comes from the Futomimi of the Tajima Province described in the Nihon Shoki. He was the man who welcomed, as his son-in-law, the great prince Amenohihoko, who had come from the continent. In the original game, he was a prophet and leader who led the Manikins, however he resisted fighting, being a pacifist. Even during the Mantra Army's assault on Asakusa, he focuses his effort on saving as many Manikin as he can. But in the end, unable to bear the injustice, he challenged the leader of Yosuga, Chiaki.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	167%	0	79	79	Phys	—
1. Focus	—	—	Magical Attack	—	5 MP	77%	—	—	—	Unique	—
2. War Cry	—	Mouth	Magical Attack	All	40 MP	77%	—	—	—	Support	—
3. Mute Gaze	—	Eye	Magical Attack	1	5 MP	77%	—	—	—	Dark	—
4. Lunge	—	Lunge	Physical Attack	1	10 HP	167%	10	79	89	Phys	—
5.—	—	—	—	—	—	—	—	—	—	—	—
6.—	—	—	—	—	—	—	—	—	—	—	—
7.—	—	—	—	—	—	—	—	—	—	—	—
8.—	—	—	—	—	—	—	—	—	—	—	—
9.—	—	—	—	—	—	—	—	—	—	—	—
10.—	—	—	—	—	—	—	—	—	—	—	—

SAKAHAGI

LVL

69

CLAN

CORPUS



HP 1,600

MP 300

PHYSICAL RESIST 44

MAGIC RESIST 46

FATE POINTS 7

Stats	TN	Substats	
St	19	164%	Physical Power 88
Ma	23	184%	Magical Power 92
Vi	20	169%	Save TN 169%
Ag	14	139%	Dodge TN 24%
Lu	14	139%	Negotiation TN 48%

AFFINITIES Null Light, Dark, and Ailment Attacks

MACCA 5,000

EXP 12,000

DROP ITEMS None (Yahiro no Himorogi)

Some Manikins, for some reason or another, mimic the actions of humans. Sakahagi is a "Mad Manikin" who resembles human criminals with a lust for murder. His name, Sakahagi, comes from the fact he'd kill his fellow Manikins and then skin them (sakahagi meaning to peel back). His stats are from after he raids Yoyogi Park, steals the Yahiro no Himorogi, and obtains magic. Prior to this, he could only use basic strikes and Panic Voice. He'd prefer not to be using magic, sadly.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	164%	0	88	88	Phys	—
1. Mazinga	—	—	Spell	All	15 MP	184%	20	92	112	Elec	Shock 10%
2. Maragion	—	—	Spell	All	15 MP	184%	30	92	122	Fire	—
3. Mabufula	—	—	Spell	All	15 MP	184%	20	92	112	Ice	Freeze 10%
4. Mazanma	—	—	Spell	All	15 MP	184%	20	92	112	Force	If target is Stoned, Instant Kill 30%
5. Panic Voice	—	—	Magical Attack	All	8 MP	184%	—	—	—	Mind	Panic 30%
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—
9. —	—	—	—	—	—	—	—	—	—	—	—
10. —	—	—	—	—	—	—	—	—	—	—	—

BLACK FROST

LVL

70

CLAN

NIGHT



HP 2,950

MP 2,500

PHYSICAL RESIST 44

MAGIC RESIST 52

FATE POINTS 12

Stats	TN	Substats	
St	35	245%	Physical Power 105
Ma	35	245%	Magical Power 105
Vi	18	160%	Save TN 160%
Ag	25	195%	Dodge TN 35%
Lu	35	245%	Negotiation TN 90%

AFFINITIES Repel Fire, Ice, Dark; Null Light and Ailment Attacks; Strong Phys

MACCA 298

EXP 273

DROP ITEMS Magatama (Satan)

A Jack Frost who ingested the inauspiciously named Magatama, Satan. After the Manikins flee Kabukicho Prison, it falls into disuse until Black Frost appears to take it over. Once defeated, it will turn back into a Jack Frost.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	245%	0	105	105	Phys	—
1. Mamudoon	—	—	Spell	All	25 MP	245%	—	—	—	Dark	Instant Kill 30%
2. Mabufudyne	—	—	Spell	All	25 MP	245%	70	105	175	Ice	Freeze 10%
3. Berserk	—	Lunge	Physical Attack	All	15 HP	245%	10	105	115	Phys	—
4. Diarama	—	—	Spell	1	7 MP	245%	30	105	135	Healing	Auto-Success
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—
9. —	—	—	—	—	—	—	—	—	—	—	—
10. —	—	—	—	—	—	—	—	—	—	—	—

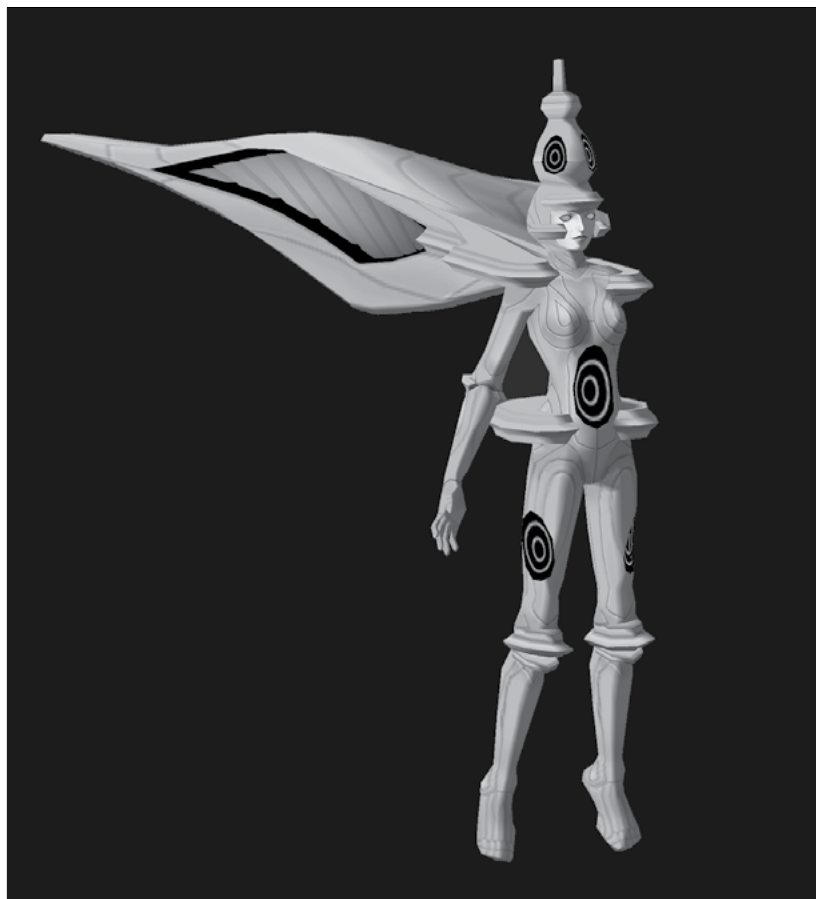
BAAL AVATAR

LVL

85

CLAN

DIETY



HP 13,000

MP 5,000

PHYSICAL RESIST 52

MAGIC RESIST 57

FATE POINTS 9

Stats	TN	Substats	
St	35	260%	Physical Power 120
Ma	30	235%	Magical Power 115
Vi	20	185%	Save TN 185%
Ag	20	185%	Dodge TN 30%
Lu	20	185%	Negotiation TN 60%

AFFINITIES Repel Light, Null Dark and Ailment Attacks

MACCA 10,000

EXP 10,000

DROP ITEMS Heavenstone

Baal is the primary god of the Canaanites, whose name itself means "lord." He is the son of the god of seas, Dagon, and was husband to Ishtar. When Christianity rose, he was diminished, spread between the demons Ba'al, Beelzebub, and Belphegor. The "avatar" of his name relates to Hinduism, similar to how it's said that Vishnu has ten incarnations or avatars. In the original game, Baal is summoned in the final stages of the Asakusa assault by Tachibana Chiaki, the leader of Yosuga, where he then fuses with her, becoming Baal Avatar. Baal Avatar, ascending the Tower of Kagutsuchi, is accompanied by Ose Hallel and Flauros Hallel, who have ascended to seraphim. Defeating Baal Avatar earns the Heavenstone.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	260%	0	120	120	Phys	—
1. Bael's Curse	—	—	Magical Attack	1	—	235%	—	—	—	Ruin	Fly 60%
2. Beast Eye	—	—	Magical Attack	—	—	—	—	—	—	Unique	Take 2 actions this turn
3. Mahamaon	—	—	Spell	All	25 MP	235%	—	—	—	Light	Instant Kill 30%
4. Radiance	—	—	Magical Attack	All	30 MP	235%	50	115	165	Light	—
5. Holy Wrath	—	—	Magical Attack	All	36 MP	235%	—	—	—	Light	HP 1/5
6. Megidola	—	—	Spell	All	40 MP	235%	60	115	175	Almighty	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—
9. —	—	—	—	—	—	—	—	—	—	—	—
10. —	—	—	—	—	—	—	—	—	—	—	—

OSE HALLEL

LVL

70

CLAN

HALLEL



HP 6,000

MP 3,000

PHYSICAL RESIST 45

MAGIC RESIST 42

FATE POINTS 9

Stats	TN	Substats	
St	25	195%	Physical Power 95
Ma	15	145%	Magical Power 85
Vi	20	170%	Save TN 170%
Ag	22	180%	Dodge TN 32%
Lu	20	170%	Negotiation TN 60%

AFFINITIES Repel Light, Null Dark, Strong Ailment Attacks

MACCA 500

EXP 2,000

DROP ITEMS None

Once belonging to the Assembly of Nihilo, the Fallen Ose changed to Yosuga after the merged Chiaki helped him to regain his original seraphic form, resplendent with the fire of God. He appears at the Tower of Kagutsuchi as Baal Avatar's aide. If Ose Hallel is used in the same fight as Baal Avatar, treat him as providing 0 EXP and macca.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	195%	0	95	95	Phys	—
1. Diarahan	—	—	Spell	1	15 MP	145%	—	—	—	Healing	Auto-Success
2. Mabufudyne	—	—	Spell	All	25 MP	145%	70	85	155	Ice	Freeze 10%
3. Dekunda	—	—	Spell	All	10 MP	145%	—	—	—	Support	Auto-Success
4. Dekaja	—	—	Spell	All	10 MP	145%	—	—	—	Support	Auto-Success
5. Tetrakarn	—	—	Spell	All	45 MP	145%	—	—	—	Support	Auto-Success
6. Makarakarn	—	—	Spell	All	45 MP	145%	—	—	—	Support	Auto-Success
7. Rakunda	—	—	Spell	All	12 MP	145%	—	—	—	Support	Auto-Success
8. Chaos Blade	—	Weapon	Physical Attack	All	33 HP	195%	43	95	138	Phys	Panic 30%
9. Maziodyne	—	—	Spell	All	25 MP	145%	70	85	155	Elec	Shock 10%
10. Dragon Eye	—	—	Magical Attack	—	—	—	—	—	—	Unique	Take 4 actions this turn

FLAUROS HALLEL

LVL

70

CLAN

HALLEL



HP 6,700

MP 3,000

PHYSICAL RESIST 50

MAGIC RESIST 42

FATE POINTS 7

Stats	TN	Substats	
St	35	245%	Physical Power 105
Ma	15	145%	Magical Power 85
Vi	30	220%	Save TN 220%
Ag	18	160%	Dodge TN 28%
Lu	14	140%	Negotiation TN 48%

AFFINITIES Repel Light, Null Dark and Ailment Attacks

MACCA 500

EXP 2,000

DROP ITEMS None

The Fallen Flauros, now returned to his original seraphic form by the merged Chiaki's power. He appears at the Tower of Kagutsuchi as Baal Avatar's aide. If Flauros Hallel is used in the same fight as Baal Avatar, treat him as providing 0 EXP and macca.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	245%	0	105	105	Phys	—
1. Diarahan	—	—	Spell	1	15 MP	145%	—	—	—	Healing	Auto-Success
2. Dekaja	—	—	Spell	All	10 MP	145%	—	—	—	Support	Auto-Success
3. Tetrakarn	—	—	Spell	All	45 MP	145%	—	—	—	Support	Auto-Success
4. Tarukaja	—	—	Spell	All	12 MP	145%	—	—	—	Support	Auto-Success
5. Rakukaja	—	—	Spell	All	12 MP	145%	—	—	—	Support	Auto-Success
6. Sukukaja	—	—	Spell	All	12 MP	145%	—	—	—	Support	Auto-Success
7. Makakaja	—	—	Spell	All	12 MP	145%	—	—	—	Support	Auto-Success
8. Hassohappa	—	Weapon	Physical Attack	All	33 HP	245%	57	105	162	Phys	—
9. Mazandyne	—	—	Spell	All	25 MP	145%	70	85	155	Elec	If target is Stoned, Instant Kill 30%
10. Maragidyne	—	—	Spell	All	25 MP	145%	75	85	160	Fire	—

URTHONA

LVL

30

CLAN

ZOA



HP 1,300

MP 300

PHYSICAL RESIST 25

MAGIC RESIST 20

FATE POINTS 5

Stats	TN	Substats	
St	20	130%	Physical Power 50
Ma	10	80%	Magical Power 40
Vi	20	130%	Save TN 130%
Ag	8	70%	Dodge TN 18%
Lu	1	35%	Negotiation TN 22%

AFFINITIES Repel Elec; Null Light, Dark, Ailment Attacks / Force Weak

MACCA 1,000

EXP 1,800

DROP ITEMS None

When the Entity Albion appears at the Amala Temple, he possesses the boss-exclusive skill Conjunction, which, having no cost and auto-succeeding, creates the four Zoas: Urthona, Urizen, Luvah, and Tharmas. When the Zoas are all defeated, Albion can repeat the skill. If Albion dies, then if at least one Zoa remains, it can use Samarecarm to revive Albion. The four Zoas have the same stats, they differ only in Affinities and skills. Urthona is the lightning form.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	130%	0	50	50	Phys	—
1. Ziodyne	—	—	Spell	1	10 MP	80%	60	40	100	Elec	Shock 20%
2. Maziodyne	—	—	Spell	All	25 MP	80%	70	40	110	Elec	Shock 10%
3. Samarecarm	—	—	Spell	1	35 MP	80%	—	—	—	Healing	Auto-Success
4. —	—	—	—	—	—	—	—	—	—	—	—
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—
9. —	—	—	—	—	—	—	—	—	—	—	—
10. —	—	—	—	—	—	—	—	—	—	—	—

URIZEN

LVL

30

CLAN

ZOA



HP 1,300

MP 300

PHYSICAL RESIST 25

MAGIC RESIST 20

FATE POINTS 5

Stats	TN	Substats	
St	20	130%	Physical Power 50
Ma	10	80%	Magical Power 40
Vi	20	130%	Save TN 130%
Ag	8	70%	Dodge TN 18%
Lu	1	35%	Negotiation TN 22%

AFFINITIES Repel Fire; Null Light, Dark, Ailment Attacks / Ice Weak

MACCA 1,000

EXP 1,800

DROP ITEMS None

One of Albion's Zoas, the fire form.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	130%	0	50	50	Phys	—
1. Agidyne	—	—	Spell	1	10 MP	80%	80	40	120	Fire	—
2. Maragidyne	—	—	Spell	All	25 MP	80%	75	40	115	Fire	—
3. Samarecarm	—	—	Spell	1	35 MP	80%	—	—	—	Healing	Auto-Success
4. —	—	—	—	—	—	—	—	—	—	—	—
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—
9. —	—	—	—	—	—	—	—	—	—	—	—
10. —	—	—	—	—	—	—	—	—	—	—	—



HP 1,300

MP 300

PHYSICAL RESIST 25

MAGIC RESIST 20

FATE POINTS 5

Stats	TN	Substats	
St	20	130%	Physical Power 50
Ma	10	80%	Magical Power 40
Vi	20	130%	Save TN 130%
Ag	8	70%	Dodge TN 18%
Lu	1	35%	Negotiation TN 22%

AFFINITIES Repel Force; Null Light, Dark, Ailment Attacks / Elec Weak

MACCA 298

EXP 273

DROP ITEMS None

One of Albion's Zoas, the wind form.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	130%	0	50	50	Phys	—
1. Zandyne	—	—	Spell	1	10 MP	80%	60	40	100	Force	If target is Stoned, Instant Kill 50%
2. Mazandyne	—	—	Spell	All	25 MP	80%	70	40	110	Force	If target is Stoned, Instant Kill 30%
3. Samarecarm	—	—	Spell	1	35 MP	80%	—	—	—	Healing	Auto-Success
4. —	—	—	—	—	—	—	—	—	—	—	—
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—
9. —	—	—	—	—	—	—	—	—	—	—	—
10. —	—	—	—	—	—	—	—	—	—	—	—

THARMAS

LVL 30

CLAN ZOA



HP 1,300

MP 300

PHYSICAL RESIST 25

MAGIC RESIST 20

FATE POINTS 5

Stats	TN	Substats	
St	20	Physical Power	50
Ma	10	Magical Power	40
Vi	20	Save TN	130%
Ag	8	Dodge TN	18%
Lu	1	Negotiation TN	22%

AFFINITIES Repel Ice; Null Light, Dark, Ailment Attacks / Fire Weak

MACCA 1,000

EXP 1,800

DROP ITEMS None

One of Albion Zoas, the ice form.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	130%	0	50	50	Phys	—
1. Bufudyne	—	—	Spell	1	10 MP	80%	60	40	100	Elec	Freeze 20%
2. Mabufudyne	—	—	Spell	All	25 MP	80%	70	40	110	Elec	Freeze 10%
3. Samarecarm	—	—	Spell	1	35 MP	80%	—	—	—	Healing	Auto-Success
4. —	—	—	—	—	—	—	—	—	—	—	—
5. —	—	—	—	—	—	—	—	—	—	—	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—
9. —	—	—	—	—	—	—	—	—	—	—	—
10. —	—	—	—	—	—	—	—	—	—	—	—

AHRIMAN (1ST FORM)

LVL

80

CLAN

TYRANT



HP	6,000
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MP	3,000
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PHYSICAL RESIST	50
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MAGIC RESIST	55
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FATE POINTS	9
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Stats	TN	Substats	
St	40	280%	Physical Power 120
Ma	30	230%	Magical Power 110
Vi	20	180%	Save TN 180%
Ag	20	180%	Dodge TN 30%
Lu	20	180%	Negotiation TN 60%

AFFINITIES	Repel Light, Dark; Null Ailment Attacks
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MACCA	10,000
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EXP	10,000
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DROP ITEMS	None
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Also known as Angra Mainyu, the spirit of all evil, in Zoroastrian teachings. It's said he lives in the underworld, yet all smoke and darkness, sickness and death seeps out to the world above. He is the personification of darkness and evil itself. In the original game, he's summoned by Hikawa and fuses with him. In this first form, he plays a "game" by randomly forbidding certain actions. Roll 1d10: 1: Physical attacks (basic strikes + physical attack skills); 2: Magical attacks (spells + magical attack skills); 3: Spells; 4: Healing; 5: Tools (items + gear); 6: Magical Attack Skills; 7: Physical Attack Skills; 8: Aid & Concentrate; 9: Healing & Items; 10: All save basic strikes.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	280%	0	120	120	Phys	—
1. Hell's Call	—	—	Magical Attack	1	—	230%	—	—	—	Almighty	Instant Kill 70%
2. Agidyne	—	—	Spell	1	10 MP	230%	80	110	190	Fire	—
3. Maragidyne	—	—	Spell	All	25 MP	230%	75	110	185	Fire	—
4. Bufudyne	—	—	Spell	1	10 MP	230%	60	110	170	Ice	Freeze 20%
5. Mabufudyne	—	—	Spell	All	25 MP	230%	70	110	180	Ice	Freeze 10%
6. Zandyne	—	—	Spell	1	10 MP	230%	60	110	170	Force	If target is Stoned, Instant Kill 50%
7. Mazandyne	—	—	Spell	All	25 MP	230%	70	110	180	Force	If target is Stoned, Instant Kill 30%
8. Ziodyne	—	—	Spell	1	10 MP	230%	60	110	170	Elec	Shock 20%
9. Maziodyne	—	—	Spell	All	25 MP	230%	70	110	180	Elec	Shock 10%
10. —	—	—	—	—	—	—	—	—	—	—	—

AHRIMAN (2ND FORM)

LVL **99**

CLAN **TYRANT**



HP 18,000

MP 6,000

PHYSICAL RESIST 59

MAGIC RESIST 59

FATE POINTS 9

Stats	TN	Substats	
St	40	299%	Physical Power 139
Ma	40	299%	Magical Power 139
Vi	20	199%	Save TN 199%
Ag	20	199%	Dodge TN 30%
Lu	20	199%	Negotiation TN 60%

AFFINITIES Repel Light, Dark; Null Ailment Attacks

MACCA 10,000

EXP 10,000

DROP ITEMS Earthstone

Once his first form is defeated, Ahriman takes on his second form, puts an end to his game, and begins to go all out. If Ahriman is defeated now, the Earthstone is acquired, an indispensable item needed to reach Kagutsuchi.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	299%	0	139	139	Phys	—
1. Dekaja	—	—	Spell	All	10 MP	299%	—	—	—	Support	—
2. Dekunda	—	—	Spell	All	10 MP	299%	—	—	—	Support	—
3. Tentacle	—	—	Physical Attack	All	10 HP	299%	50	139	189	Phys	—
4. Apocalypse	—	—	Magical Attack	All	—	299%	68	139	207	Almighty	—
5. Megidolaon	—	—	Spell	All	50 MP	299%	90	139	229	Almighty	—
6. —	—	—	—	—	—	—	—	—	—	—	—
7. —	—	—	—	—	—	—	—	—	—	—	—
8. —	—	—	—	—	—	—	—	—	—	—	—
9. —	—	—	—	—	—	—	—	—	—	—	—
10. —	—	—	—	—	—	—	—	—	—	—	—

NOAH (1ST FORM)

LVL

80

CLAN

VILE



HP 8,000

MP 5,000

PHYSICAL RESIST 55

MAGIC RESIST 52

FATE POINTS 5

Stats	TN	Substats	
St	30	230%	Physical Power 110
Ma	25	205%	Magical Power 105
Vi	30	230%	Save TN 230%
Ag	5	105%	Dodge TN 15%
Lu	4	100%	Negotiation TN 28%

AFFINITIES Repel All Except Chosen (Strong vs. Almighty)

MACCA 10,000

EXP 10,000

DROP ITEMS None

A silent god that has drifted outside our world. Because its wanderings also took it beyond the void outside the Vortex World, it was named Noah, after the Bible. Another possibility is the name came from Noano-Oshiwake-no-Mikoto, a name found in the ancient Kukami Monjo text. Nitta Isamu, after realizing his Reason of Musubi in the Amala Network, used the Magatsuhi in the Amala Temple to summon Noah, later fusing with it. Noah has Aurora, which changes its affinities. It always has Null Light/Dark/Ailment, but each time it uses Aurora, it gains Weak to one element in the order of Ice, Fire, Force, Elec, and Repel to all other elements except Almighty. Also, with same conditions, attack only in order of Fire, Ice, Elec, Force (so when Weak Ice, Agidyne only).

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	230%	0	110	110	Phys	—
1. Aurora	—	—	Magical Attack	—	—	205%	—	—	—	Unique	Auto-Success
2. Agidyne	—	—	Spell	1	10 MP	205%	80	105	185	Fire	—
3. Bufudyne	—	—	Spell	1	10 MP	205%	60	105	165	Ice	Freeze 20%
4. Ziodyne	—	—	Spell	1	10 MP	205%	60	105	165	Elec	Shock 20%
5. Zandyne	—	—	Spell	1	10 MP	205%	60	105	165	Force	If target is Stoned, Instant Kill 50%
6.—	—	—	—	—	—	—	—	—	—	—	—
7.—	—	—	—	—	—	—	—	—	—	—	—
8.—	—	—	—	—	—	—	—	—	—	—	—
9.—	—	—	—	—	—	—	—	—	—	—	—
10.—	—	—	—	—	—	—	—	—	—	—	—

NOAH (2ND FORM)

LVL

80

CLAN

VILE



HP 15,000

MP 5,000

PHYSICAL RESIST 55

MAGIC RESIST 52

FATE POINTS 5

Stats	TN	Substats	
St	30	230%	Physical Power 110
Ma	25	205%	Magical Power 105
Vi	30	230%	Save TN 230%
Ag	5	105%	Dodge TN 15%
Lu	4	100%	Negotiation TN 28%

AFFINITIES Repel All Except Valid

MACCA 10,000

EXP 10,000

DROP ITEMS Netherstone

Once Noah's first form is defeated, it transitions to its much more varied second form. It changes its affinities every turn using Aurora, then in addition to its basic strike and using the attack spell aligned with its Weak element, it adds the Almighty magical attack Domination. Once Noah is defeated, it grants the Netherstone, which gives one access to Kagutsuchi.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	230%	0	110	110	Phys	—
1. Aurora	—	—	Magical Attack	—	—	205%	—	—	—	Unique	Auto-Success
2. Dekunda	—	—	Spell	All	10 MP	205%	—	—	—	Support	Auto-Success
3. Dekaja	—	—	Spell	All	10 MP	205%	—	—	—	Support	Auto-Success
4. Domination	—	—	Magical Attack	1	—	205%	0	105	105	Ruin	—
5. Maragydyne	—	—	Spell	All	25 MP	205%	75	105	180	Fire	—
6. Mabufudyne	—	—	Spell	All	25 MP	205%	70	105	175	Ice	Freeze 10%
7. Maziodyne	—	—	Spell	All	25 MP	205%	70	105	175	Elec	Shock 10%
8. Mazandyne	—	—	Spell	All	25 MP	205%	70	105	175	Force	If target is Stoned, Instant Kill 30%
9. —	—	—	—	—	—	—	—	—	—	—	—
10. —	—	—	—	—	—	—	—	—	—	—	—

KAGUTSUCHI (1ST FORM)

LVL

85

CLAN

LIGHT



HP	20,000		
MP	7,000		
PHYSICAL RESIST	57		
MAGIC RESIST	59		
FATE POINTS	8		
Stats	TN	Substats	
St	30	235%	Physical Power 115
Ma	34	255%	Magical Power 119
Vi	29	230%	Save TN 230%
Ag	18	175%	Dodge TN 28%
Lu	15	160%	Negotiation TN 50%
AFFINITIES	Null Light, Dark, Ailment Attacks		
MACCA	10,000		
EXP	10,000		
DROP ITEMS	None		

The shining light at the center of the Vortex World. A divinity of utmost power that it could be said to be this world itself. It stands as the final judge of the one who would forge a new world. The name Kagutsuchi is probably derived from the Kojiki's Hinokagutsuchi, the god of fire born from Izanami-no-mikoto, who burned his own mother to death, but why it would have that name is uncertain. Kagutsuchi has two forms, and in its spherical first form, it takes 2 actions on its turn like any boss. Any time the Phase is Full, it uses the powerful Almighty spell, Vast Light. It manipulates the phase by using Phase Shift once per turn.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	235%	0	115	115	Phys	—
1. Vast Light	—	—	Magical Attack	All	—	255%	—	—	—	—	Limited to Full Phase
2. Dekunda	—	—	Spell	All	10 MP	255%	—	—	—	—	Auto-Success
3. Dekaja	—	—	Spell	All	10 MP	255%	—	—	—	—	Auto-Success
4. Phase Shift	—	—	Magical Attack	—	—	255%	—	—	—	—	—
5. Maragidyne	—	—	Spell	All	25 MP	255%	75	119	194	Fire	—
6. Mabufudyne	—	—	Spell	All	25 MP	255%	70	119	189	Ice	Freeze 10%
7. Maziodyne	—	—	Spell	All	25 MP	255%	70	119	189	Elec	Shock 10%
8. Mazandyne	—	—	Spell	All	25 MP	255%	70	119	189	Force	If target is Stoned, Instant Kill 30%
9. Megidola	—	—	Spell	All	40 MP	255%	60	119	179	Almighty	—
10. —	—	—	—	—	—	—	—	—	—	—	—

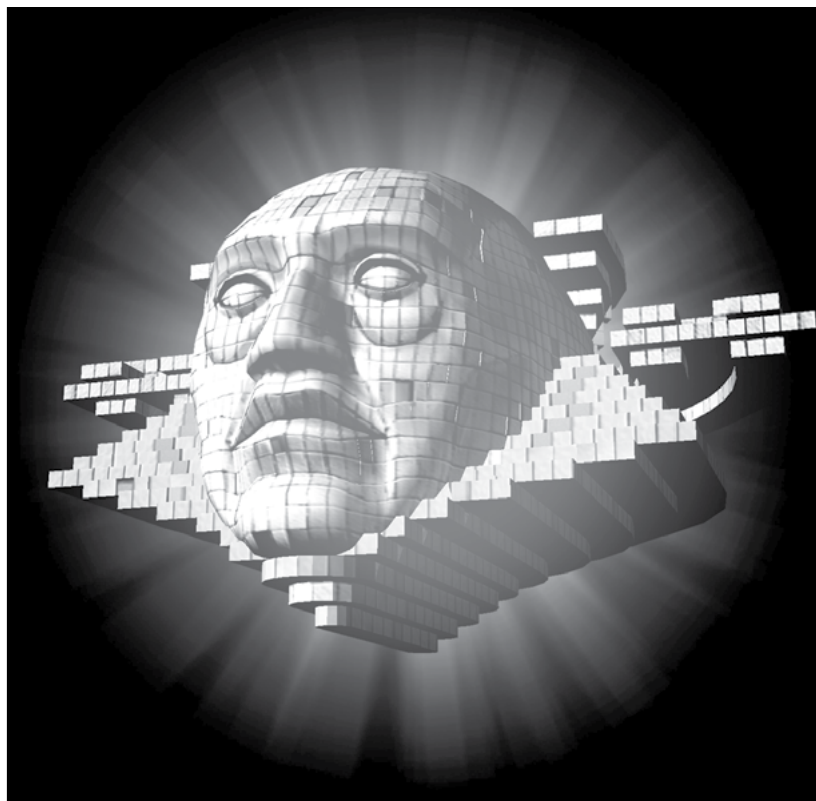
KAGUTSUCHI (2ND FORM)

LVL

90

CLAN

LIGHT



HP 40,000

MP 10,000

PHYSICAL RESIST 60

MAGIC RESIST 60

FATE POINTS 5

Stats	TN	Substats	
St	30	240%	Physical Power 120
Ma	30	240%	Magical Power 120
Vi	30	240%	Save TN 240%
Ag	1	95%	Dodge TN 11%
Lu	1	95%	Negotiation TN 22%

AFFINITIES Null Light, Dark, Ailment Attacks

MACCA 100

EXP 3,000

DROP ITEMS ???

In its second form, Kagutsuchi reveals its own divine face. Here, it uses Dragon Eye to increase the number of actions it takes. With the Phase now stuck on Full, it can mix in its most powerful skill Infinite Light alongside its area of effect spells and basic attacks, and does so randomly. If Kagutsuchi in this form is defeated, it's said that it will be akin to the birth of a brand new world.

SKILL NAME	LEARN LV	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL	ELEMENT	EFFECT
Basic Strike	—	—	Physical Attack	1	—	240%	0	120	120	Phys	—
1. Dragon Eye	—	—	Magical Attack	—	—	—	—	—	—	Unique	Take 4 actions this turn.
2. Maragidyne	—	—	Spell	All	25 MP	240%	75	120	195	Fire	—
3. Mabufudyne	—	—	Spell	All	25 MP	240%	70	120	190	Ice	Freeze 10%
4. Maziodyne	—	—	Spell	All	25 MP	240%	70	120	190	Elec	Shock 10%
5. Mazandyne	—	—	Spell	All	25 MP	240%	70	120	190	Force	If target is Stoned, Instant Kill 30%
6. Infinite Light	—	—	Magical Attack	All	—	240%	100	120	220	Almighty	—
7. Dekunda	—	—	Spell	All	10 MP	240%	—	—	—	Support	Auto-Success
8. —	—	—	—	—	—	—	—	—	—	—	—
9. —	—	—	—	—	—	—	—	—	—	—	—
10. —	—	—	—	—	—	—	—	—	—	—	—

CHAPTER SIX

THE WORLD



This chapter will provide you with a look at the Vortex World itself, which is where your adventures will be taking place. Before we get into it, first you need to know about the GP rule, which helps to order the world. GP is a number that serves as a level recommendation for an area.

GP (GATE POWER)

Every area of the Vortex World has a rough estimate for the levels of the demons who appear there. Gate Power (GP) tells you what this level is. The GM should keep in mind the GP of the areas the players are operating in.

GP GUIDELINES

Demons with a level under the GP may appear as the GM likes. Demons equal to or over the GP, up to around GP+10, should be viewed as powerful foes for the area in which your scenario takes place. Assuming they are not Boss enemies, then you can have a number of these demons appear equal to about half the number of PCs.

A demon of a level at or around GP+10 that has the Boss trait is equivalent to four PCs. If it suits the story, having 1 or 2 minion demons appear alongside the Boss is good. A demon of a level at GP+15 or even higher is a mighty foe indeed. These sorts of boss fights are best avoided if your PCs are at low levels.

Note that with PCs lower than level 10, the above guidelines will feel more difficult, and conversely at higher levels become less and less severe.

VORTEX WORLD PROGRESSION

The general progression of the Vortex World in terms of GP is as follows:

PHASE 1: CONCEPTION

GP: 1 ~ 20

After the Conception, the PCs will simply try to survive, engaging in deals with the rulers of the areas they find themselves in while searching for the truth of what happened to the world.

At this stage, the Assembly of Nihilo and the Mantra Army are represented by in low level demons hunting for Magatsuhi. Once

the PCs step outside of the free cities of Shibuya, Shinjuku, or Yoyogi; they'll inevitably encounter these Magatsuhi-hunting demons.

This phase ends once the ruler of Shinjuku, Forneus, is defeated by the Demi-fiend, and his Magatama is taken.

PHASE 2: NIHILO VS. MANTRA

GP: 11 ~ 30

The hostility between the Assembly of Nihilo and the Mantra Army starts to heat up.. Demons on both sides start searching for humans, in order to make them into the Maiden of their Reason. The hunt for Magatsuhi intensifies. The Mantra Army assaults the Assembly of Nihilo base in Shiodome, but thanks to the Assembly's diversion, the assault ends in failure. The Mantra Army is then destroyed by the Nightmare System.

This phase continues until the Nightmare System is destroyed, and the Assembly of Nihilo is dismantled.

PHASE 3: UNCERTAINTY

GP: 21 ~ 50

With the two major factions destroyed, Tokyo's situation enters a state of flux. A group of Manikins including Futomimi are liberated from Kabukicho prison, and go on to restore Asakusa.

This phase ends when the Yahiro no Himorogi is rediscovered during Sakahagi's occupation of Yoyogi.

PHASE 4: YOSUGA, MUSUBI, SHIJIMA

GP: 41 ~ 20

The world is reshaped into three new major powers, guided by new leaders born from humanity. The Assembly of Nihilo establishes the Reason of Shijima, and sets up in the Tokyo Diet Building to summon a sponsor god. The fallen Mantra Army, accepting Tachibana Chiaki as successor, is reborn as Yosuga, and assaults Asakusa. Lastly, Niita Isamu, who sought seclusion in the Amala Network, begins the Reason of Musubi, and summons the drifting god, Noah, at the Amala Temple.

This phase ends with the appearance of the Tower of Kagutsuchi.

PHASE 5: TOWER OF KAGUTSUCHI

GP: 51 ~ 100

With all Reasons established, the final battle has come. The three major factions climb the Tower of Kagutsuchi, each with their own new world in mind. The time of creation's judgment has begun.

WHAT IS THE VORTEX WORLD?

The Vortex World is a twisted version of Tokyo, illuminated by the light of Kagutsuchi.

The Vortex World is the egg of the new world.

The word Vortex has the meaning of "whirlpool." Perhaps it was named due to the swirl of the thoughts and emotions of all the people within it, much like a whirlpool themselves? None know who it was that gave it this name.

THE CONCEPTION — VORTEX'S BIRTH

The Vortex World is a world that was purposely built. It was brought about by Hikawa of the Ring of Gaia cult, and put in place of the world's ending. This incident is known as "the Conception."

This is how Takao Yuko, Maiden of the Ring of Gaia, explained it to those she was close with: "The world must first die, for it to be born again."

And indeed, the world did die.

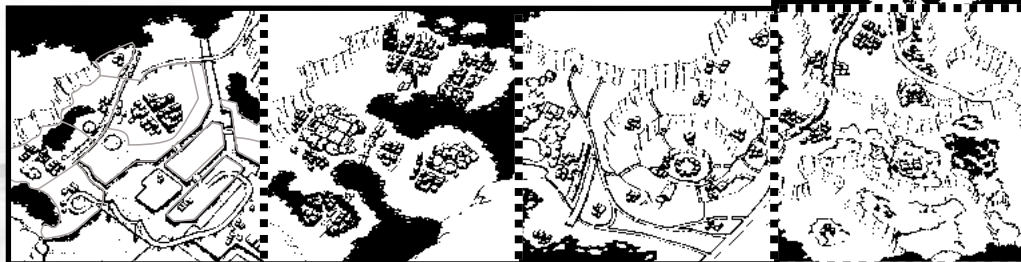
A WORLD INSIDE A SPHERE

The first thing to know is that the Vortex World is on the inside of a sphere. There is no horizon. If you look up, past the glittering light of Kagutsuchi, you'll see a different part of Tokyo rising up from you, like a wall. Gravity pulls towards the outside of the sphere so one can walk around normally anywhere on the interior of the sphere.

TOKYO, TORN APART

The Vortex World appears as though the former Tokyo, up through the Yamanote Line, was torn apart and then pasted to the inside of a sphere. Outside of the core locations, the world is made up of nearly entirely desert, split up into regions by rivers of chaos that pour out of nothingness. "Hills" taller than most buildings also make traveling between these regions nearly impossible.

Demons who are capable of flight cannot fly above a certain altitude. This means even winged demons are incapable of crossing the void sea or flying over the hills. It's said that certain angels are able to fly in the space between the ground and Kagutsuchi, yet none have ever cared to prove whether they could or not.



Ginza-Yurakucho Region
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Shinjuku-Shibuya Region
Pg. 242

Asakusa-Yushima Region
Pg. 257



Marunouchi-Chiyoda
Region
Pg. 261



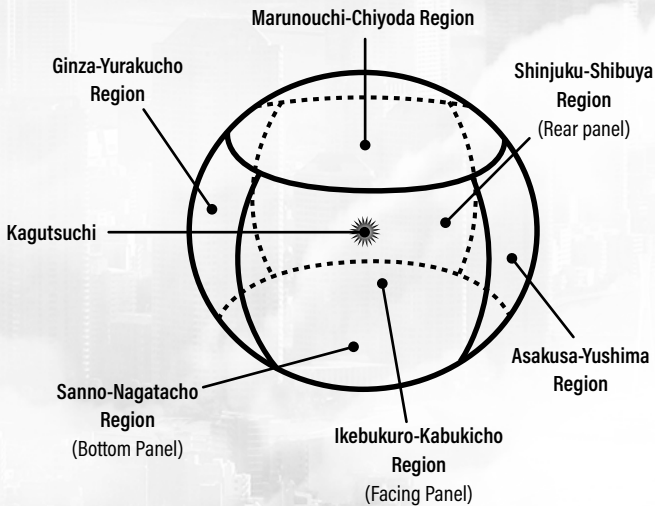
Ikebukuro-Kabukicho
Region
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Sanno-Nagatacho
Region
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THE SIX REGIONS

THE VORTEX WORLD



SIX REGIONS

The Vortex World, due to chaos rivers and hills, is split up into six major regions. These six regions are entirely separated from one another, meaning one can only move between them using either underground passages or the Amala Network and its terminals.

STRUCTURE OF SOCIETY

There are three kinds of people living in the Vortex World: demons, manikins, and humans. Because very few humans are in existence anymore, most would say that demons are the dominant ones these days. However, since the vast majority of demons have no idea how to live in an ordered society, most tend to live life as wanderers in the Vortex World.

Any actual labor is left to the artificial humans known as manikins. Said to be created from the mud of the Kanda River, and therefore possessing no soul, manikins don't possess strong will, and so they merely live out their lives doing labor as instructed. Once they complete their orders, they will merely stand around in a daze, waiting for new work to be given to them. Many manikins, when standing around, will wobble side to side as if made of cogs on the inside.

Demons generally don't value manikin labor, so some may torment them, eat them, or harvest their Magatsuhi. No matter how many are killed, more will always be made in Asakusa, so the

supply of manikins will never run dry. To demons, manikins are like air, or water—completely ignorable.

NECESSITIES

In the Vortex World, the passage of time isn't all that important. It's never necessary to eat or drink. You'll never need to sleep or to rest. Even if you walk its deserts, you'll never grow tired or thirsty. You won't even sweat. Your hair and nails won't grow. Your body won't constantly renew skin cells and cause you to need a bath, nor will you even need to use the restroom ever.

For demons, this is how they've always existed so they pay it no mind. However, among the scant few humans who have survived, some will wonder if these facts don't point to the Vortex World being a kind of afterlife, or even a virtual reality environment of an online game. There are of course no means to ascertain whether that's true or not. Likely only the Assembly of Nihilo leader Hikawa and the Maiden of Creation Takao Yuko know something about this, and neither one is likely to reveal the truth.

MACCA

The currency of the Vortex World is called macca. Humans, manikins, and more powerful demons are the only ones who tend to use it. Most demons can't use items at all, so they generally don't see the worth of currency. One theory puts forth that macca is processed Magatsuhi.

GEOGRAPHY

Nearly all of the Vortex World is desert. Most of what remains of Tokyo are mere ruins, and the parts that are inhabitable were made into towns by demons.

TERMINALS & THE AMALA NETWORK

In every town, the Assembly of Nihilo has installed terminals to the Amala Network. If one is a member of the Assembly, or possess a specific skill, they can use these terminals to instantly teleport between locations with other terminals. Using the terminals is complicated, so most demons are unable to operate them. Humans, or someone nearly human, are the only ones able to make use of them freely. Manikins, however, are all unable to use the terminals.

Terminals make use of the Amala Network, which is made up of the Magatsuhi that flows throughout the Vortex World like a web. It's said that at times errors can occur during transport, where one will end up falling into the Amala Network itself.

TUNNELS

The six regions of the Vortex World are completely cut off from one another, with the exception of the tunnels. These underground tunnels have been discovered over time, connecting these regions. But there could be more undiscovered tunnels waiting.

The Great Underpass of Ginza is a massive sewer tunnel that connects the Harumi Warehouse with Ikebukuro.

The Ikebukuro, Asakusa, and Yurakucho Tunnels are three tunnels which originated from the old subway lines. Ikebukuro Tunnel connects east Ikebukuro to Asakusa. Asakusa Tunnel runs from Yushima to Gaien-Mae, and opens a path to Yoyogi Park. Lastly, Yurakucho Tunnel goes from Yurakucho to Kasumigaseki.

DAMAGE ZONES

Damage zones are places thick with miasma. For each Kagutsuchi phase spent in a damage zone, a character loses 10% of their HP, with a 20% chance to inflict Poison on them as well. To pass through these areas safely, you need something with a lift effect, such as a Float Ball item, or the Liftoma spell.

DARK ZONES

Dark zones are exactly that: areas with no light. When entering such an area, unless someone in the party passes a Luck check, you'll waste time wandering around, lost. Even worse, should combat happen in a dark zone, the chance of being ambushed goes up to 50%, and enemies gain a +1d10 bonus to their initiative rolls.

WARP ZONES

Warp zones are a kind of trap, and the moment a character steps on one, they'll immediately be teleported to another location.

THE AMALA NETWORK

The Amala Network is the name for the channels of Magatsuhi flowing through the ground of the Vortex World. It's not directly accessible from the surface, however one can enter it either through a terminal, or due to a terminal link error. Unfortunately, leaving the Amala Network again requires searching for a gateway back to the surface.

Getting information about what's happening outside the Network is next to impossible, though it's said that one can send messages from a terminal to places in the Network where the Magatsuhi flows thinnest.

Demons of the Element and Foul clan are most commonly seen here, but there are layers to the Amala Network, and the deeper you go, the more kinds of demons that will appear.

There are no Fountains of Life in the Amala Network. From time to time you may run into a soul that will heal you for free. This sort of generosity is rare.

UNMAPPED NETWORK

It's said that the Amala Network covers the entirety of the Vortex World, and so by traveling its corridors, you could theoretically access any region you wanted. However, no one knows the exact layout of the Network, or how one would reach a specific region. According to magazine writer Hijiri Jouji, who is an expert in the relationship between the Amala Network and its terminals, there exists a specific route between Shibuya and Ginza.

ENTERING THE NETWORK

Only Boss characters, or characters with the human-exclusive skill Item Pro can open a path into the Amala Network from a terminal. This only allows entry into the upper layers of the Network, however, and the only established route is from Shibuya to Ginza.

NETWORK INHABITANTS

Within the Amala Network, there are many souls who choose to live there who are hiding away from the Vortex World. These souls are devoted to the Reason of Musubi. As they value solitude above all, they generally want nothing to do with people who

come from the surface. These souls will change the Amala Network itself by closing off various routes or installing warp zone traps, all to prevent coming into contact with others.

RULES FOR USING THE NETWORK

The GM may, if their scenario demands it, have the PCs enter the Amala Network from a terminal or even cause them to fall into the Network due to a link error. When it would disrupt their scenario, GMs may also prevent PCs from entering into the Amala Network at all.

Indeed, the particulars of entering into the Amala Network are left entirely to the GM. This includes allowing PCs to enter into the lower layers of the Network from a terminal, skipping right by the upper layers, if the GM so chooses.

TRANSMISSION ZONES

"Transmission Zones" are where Magatsuhi is concentrated the thinnest within the Amala Network, and it's from these spots that one can communicate with the outside. One of the following conditions is needed for this to work:

- You can communicate with someone who is operating the terminal you entered the Network from. However, because the communication itself causes the transmission zone to become unstable, communication is only possible for about 10 minutes after the connection is established. Afterward, the transmission zone dissipates and you would need to find another zone.
- You can call out to random terminals. If someone is operating that terminal, then they might respond to your voice. If that someone is hostile, they may send enemies after you. In any case, it's likely you'll be dealing with demons. As for what sort of demon that would be, the GM might want to have them be relevant to the scenario. If not, then it's fine to simply choose from those demons common to the Amala Network.

NETWORK RUMORS: THE DEMON DEALER

Sometimes, you hear a certain rumor. That deep within the Amala Network, you may find a dealer selling demon cards. They'll sell you whatever demon card you like, but it's said the price is nearly extortionate, equal to raising a demon to that level all on your own. Some people suggest there are multiple dealers, and each one deals in a specific clan of demons.

DEMONS RESIDING IN THE AMALA NETWORK

Amala Network: Upper Layers / GP 20

Common Demons: Aeros, Eryths, Aquans, Flaemis, Mou-Ryo, Choronzon

Bosses: Specter

Amala Network: Middle Layers / GP 35

Common Demons: Aeros, Eryths, Aquans, Flaemis, Mou-Ryo, Choronzon, Ara Mitama, Nigi Mitama, Kushi Mitama, Saki Mitama

Bosses: Specter, Legion, Phantom

LABYRINTH OF AMALA

It's said that there's a place even deeper below the Amala Network, called the Labyrinth of Amala. Some day, the tale of the terrible demons that are bound there shall be told.



SHINJUKU-SHIBUYA REGION



REGION INFO

The Shinjuku-Shibuya region is, compared to other regions, much more open. From the old Tokyo, what remains in this region stretches from eastern Shinjuku, past Yoyogi Park, down through Shibuya. Apart from Shinjuku National Garden and Yoyogi Park, the region is entirely desert. As a region abandoned by both the Assembly of Nihilo and the Mantra Army, it's rare to see Manikins outside of Shibuya.

KEY POINTS

- A Shinjuku Medical Center
- B Yoyogi Park
- C Shibuya

SHINJUKU



Shinjuku has been torn up in strange ways. While the third district area with the subway station at its heart, remains, the area around the Alta building has sunk to the bottom of the void, and Kabukicho now resides in Ikebukuro instead.

GP 6

Common Demons: Will o' Wisp, Zhen

SHINJUKU MEDICAL CENTER



Once used as a headquarters by the Ring of Gaea, it's now used by human survivors who, by chance, were there during the Conception. However, despite surviving, the Fallen demon Forneus now maintains a barrier over the building, so until he is defeated, those survivors cannot leave.

In the medical center's basement, there's a terminal. There are also souls who initially can provide healing, but once Forneus is dealt with, they get eaten up by wild Pretas.

GP 7

Common Demons: Will o' Wisp, Preta, Kodama, Shikigami, Hua Po, Datsue-Ba
Bosses: Forneus

SHINJUKU THIRD DISTRICT

This area is what remains of Shinjuku around the Shinjuku Medical Center. Flocks of Zhen fly in the sky above, looking for living things crawling out from the ruins to prey upon.

GP 6

Common Demons: Zhen, Kodama, Shikigami, Hua Po

SHINJUKU NATIONAL GARDEN

The third district beyond the gardens has fallen into the void. While the garden now barely resembles what it was in the past, some greenery still remains here. Under the shade of its trees, certain Foul and Haunt demons—chiefly Mou-Ryo and Preta—have formed a tribe.

GP 7

Common Demons: Zhen, Preta, Mou-Ryo, Slime

SHINJUKU STATION SOUTH

While Shinjuku Station remains, the portion near the Alta building has disappeared, falling away into the void sea. The only way to cross over is the southbound overpass. Entrances into the tunnels underneath Shinjuku Station exist, but Blobs and Slimes make it their home, making it somewhat dangerous.

GP 6 (ABOVE GROUND)

Common Demons: Hua Po, Zhen

GP 16 (BELOW GROUND)

Common Demons: Slime, Blob, Mou-Ryo, Preta

WEST SHINJUKU

Once the second heart of all Shinjuku, now all that remains of it are high-rise apartment buildings entirely devoid of people, and what was once Shinjuku Park is now buried in sand dunes. It's

said that a witch dwells in the government building, but no one has ever decided to see if it was true or not.

GP 10

Common Demons: Hua Po, Zhen, Datsue-Ba, Kodama

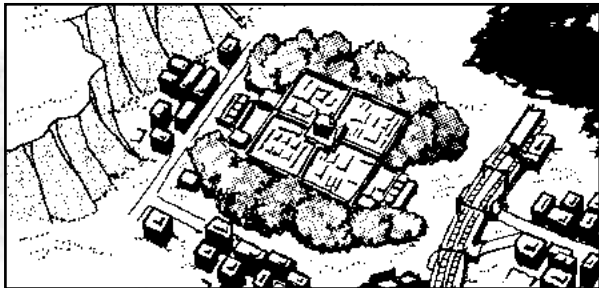
YOYOGI-HATSUDAI

The area around what was Yoyogi Station has fallen into the void, and no trace of it remains. The Yoyogi area itself has become a desert wasteland, and along with the neighboring Hatsudai area, contains nothing to see. From time to time, the Assembly of Nihilo sends Magatsuhi hunters out here. Usually, they're packs of Slimes being led by a Lilim.

GP 8

Common Demons: Hua Po, Zhen, Slime, Lilim

YOYOGI PARK



Prior to the Conception, the Ring of Gaea constructed a radio tower here, which served as one of the main points in bringing about the Conception. Even now, after the Vortex World came to be, the remains of the construction of the tower can be seen here. Meanwhile, the fairies have made the park into a free city, ruled over by the King of the Fairies. Officially, Yoyogi Park is registered as Yoyogikamizonochō.

WEST GROUNDS

The west grounds of Yoyogi Park, accessible from both Shibuya and Shinjuku, looks much the same as it once did, save that there aren't any humans there anymore, and the pixies dance freely

here. The path into the center of the park is decidedly closed off, and guarded by a Troll. To enter the center of the park, you must either be of the Fairy clan, or have connections with them.

At the western entrance to the grounds, there's a Fountain of Life, as well as a single Incubus who's snuck into the area, lured by rumors of the Lady of the Fount. There are no threats present.

GP 2

Common Demons: Pixie

Special: Troll, Incubus

YOYOGI PARK CENTRAL

The radio tower remains here in the park's central area, which also now serves as the hideaway for the Fairy clan, ruled by Titania and Oberon. The fairies have no interest in anything outside of the park, and have no desire at all to participate in the battle over Reasons. At the very heart of the park hides the Yahiro no Himorogi, protected by the Fairy Setanta.

GP 40

Common Demons: Pixie, Jack Frost, High Pixie, Jack-o'-Latern, Kelpie, Troll

Bosses: Setanta, Oberon, Titania

After the restoration of Asakusa, the home of the fairies is taken by Sakahagi, who turns it into a twisted labyrinth, afflicted by the madness of Girimekhala.

GP 60

Common Demons: Pixie, Black Frost, High Pixie, Jack-o'-Lantern, Kelpie, Troll, Setanta, Oberon, Titania

Bosses: Girimekhala, Sakahagi

HARAJUKU

An area to the east of Yoyogi Park. Once a place for the young, now nearly all of it has been destroyed, with just the area in front of the station remaining, and even the streets having disappeared. Very few demons can be found here with the worst one can expect to see being a Kelpie that's strayed out of Yoyogi.

GP 20

Common Demons: High Pixie, Jack-o'-Lantern, Kelpie

GAIEN-MAE

A wasteland area beyond Yoyogi Park. It connects with Asakusa via the Asakusa Tunnel. However, the Asakusa Tunnel is quite dangerous, being overrun with Oni.

GP 20 (ABOVE GROUND)

Common Demons: Jack-o'-Lantern, Kelpie

GP 40 (ASAKUSA TUNNEL AREA)

Common Demons: Naga, Kelpie, Black Ooze, Nue, Yomotsu-Shikome, Sarutahiko

Bosses: Naga Raja, Yomotsu-Ikusa

JINGU-GAIEN

Some of the trees this area was once famous for remain today and now it serves as a secluded area for some of the gods of Yamato.

GP 40

Common Demons: Nue, Yomotsu-Shikome, Sarutahiko, Yomotsu-Ikusa

Bosses: Kikuri-Hime, Take-Mikazuchi

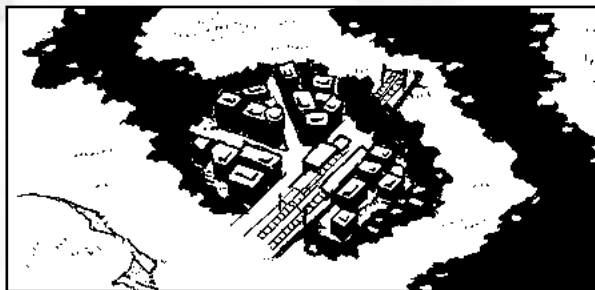
SOUTH AOYAMA

Much of this high society street has fallen to the void. The center of fashion has been left in ruins. What remains is the shore of chaos, and wandering Blobs. Human cultural items have been found here from time to time, so manikins loiter around here.

GP 20

Common Demons: Manikin, Blob

SHIBUYA



Shibuya remains relatively intact, at least from the Hachiko station entrance to the Shibuya Center-Gai, making it the largest inhabitable area in the region. The Fallen Decarabia, dispatched from the Assembly of Nihilo, rules over Shibuya. However, together with his best friend Forneus, the two strive to keep their territories independent.

Because of that, Shibuya is now completely a free city and all kinds of demons have poured into it to live there. Even manikins are seen here, gathering together cultural relics dug up from surrounding areas and bringing them here to trade.

Shibuya plays host to a Junk Shop, Cathedral of Shadows, an Amala terminal, and a Fountain of Life. It also is where the disco club, Disco Inferno, can be found.

GP 10 (THROUGHOUT)

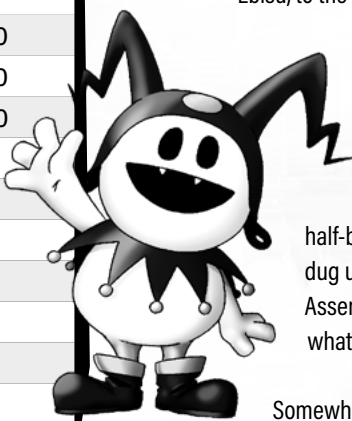
Common Demons: Will o' Wisp, Preta, Kodama, Shikigami, Hua Po, Datsue-Ba, Mou-Ryo, Pixie

Bosses: Decarabia

JUNK SHOP

This shop is run by Mr. Hee-Ho, a Jack Frost.

JUNK SHOP	
Item Name	Price
<i>Medicine</i>	100
<i>Revival Bead</i>	600
<i>Dis-Poison</i>	150
<i>Dis-Stun</i>	150
<i>Dis-Mute</i>	150
<i>Marogareh</i>	2000
<i>Iyomante</i>	2000
<i>Shiranui</i>	3000
<i>SIG-Sauer</i>	300
<i>Bullets x10</i>	100
<i>Helmet</i>	50
<i>Bulletproof Vest</i>	100
<i>Combat Boots</i>	75
<i>Knife</i>	20
<i>Katana</i>	200



DISCO INFERNO

A disco where demons hang out. Lots of demons who get overstimulated here run wild, so some caution is advised. In particular, a certain Nekomata frequents this disco, one filled with cruelty and a craving for blood.

GP 20

Common Demons: Will o' Wisp, Preta, Kodama, Shikigami, Hua Po, Datsue-Ba, Mou-Ryo, Pixie
Bosses: Nekomata

109 BUILDING

Sorcerers who survived the Conception now lurk in the basement of the 109 building, working alongside Baphomet to summon a certain demon. Normally, no one will be present, but if the

basement is entered while Kagutsuchi is full, Baphomet will attempt to summon the Tyrant. Said Tyrant, Mara, is only able to be summoned after Takao Yuko makes contact with the god Aradia at the top of the Obelisk.

GP 28

Common Demons: None
Bosses: Baphomet, Mara

EBISU

Ebisu, to the south of Shibuya, has almost entirely been swallowed by sand. Yebisu Garden Place is no more, with only some of the buildings around the station remaining. Manikins who are searching for human cultural relics, can be seen in the area often.

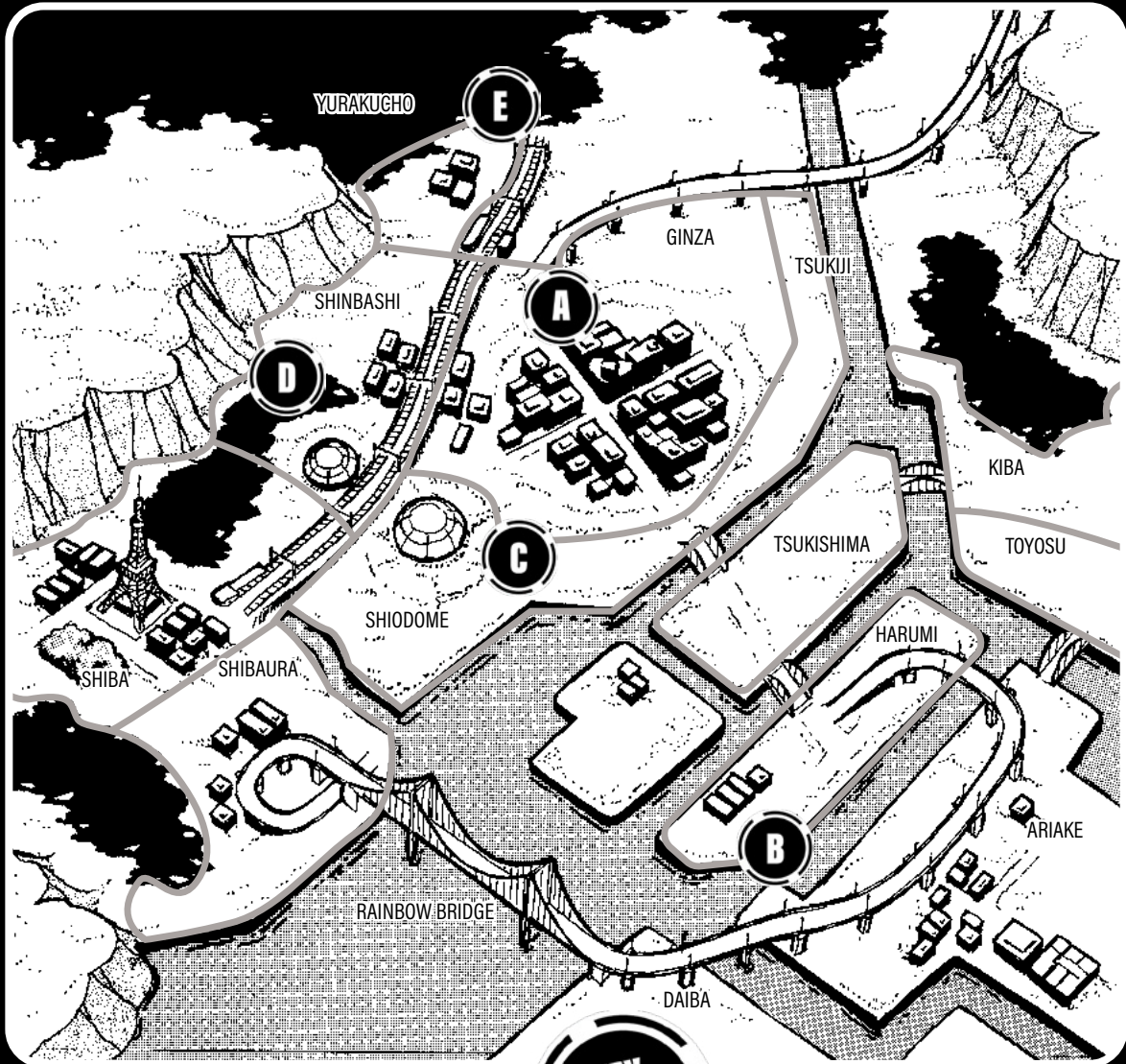
Said Manikins have made a home out of the half-buried Ebisu station, and they store the relics they've dug up there. Occasionally, an Angel or Lilim from the Assembly of Nihilo will show up to try and steal some of what the manikins have dug up.

Somewhere in this area there's said to be a Japanese Self-Defense Force research lab, but its exact location isn't known. Most believe that even if it did exist, it's likely lost to the sand now.

GP 10

Common Demons: Kodama, Shikigami, Hua Po, Datsue-Ba, Mou-Ryo, Pixie, Jack Frost, Slime
Bosses: Lilim, Ange, Archangel

GINZA-YURAKUCHO REGION



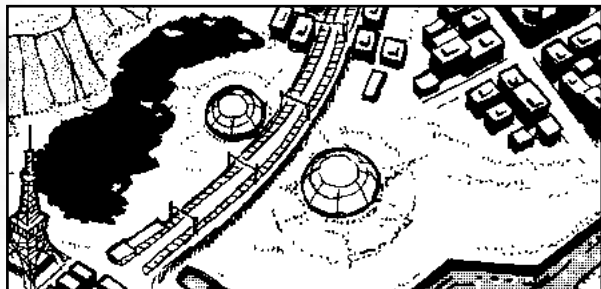
REGION INFO

This once coastal region has been left relatively whole, with even its roads and bridges intact. The Assembly of Nihilo keeps their headquarters here, and the entire region is under their control. When the Mantra Army assaults the Assembly's HQ, the region temporarily falls into disorder. Then, once the Mantra Army is destroyed, everything returns to as it was. Uniquely, this region is the only one with part of the former ocean.

KEY POINTS

- A** Ginza
- B** Harumi Warehouse
- C** Assembly HQ
- D** Assembly HQ (Secondary Entrance)
- E** Yurakucho Tunnel

ASSEMBLY HQ



The Assembly of Nihilo is an organization under the command of one of the Ring of Gaea's leaders, Hikawa. With its Nightmare System, the Assembly collects Magatsuhi so as to bring about the Reason of Shijima. The forces of the Assembly include many Divine, Fallen, Night, and Brute clan demons.

SHIODOME

This area contains the main entrance to the Assembly of Nihilo's HQ. Divine demons stand attentively at guard both inside and out, making it rather difficult for outsiders to sneak in. The Nightmare System, an experimental harvesting machine, is kept here. Its only purpose being to gather and store Magatsuhi. The Mantra Army eventually will be lured here to destroy a fake of this system. The real Nightmare System lies nearer the secondary entrance.

GP 20 (OUTSIDE BASE)

Common Demons: Angel, Archangel, Fomorian
Bosses: Principality

GP 25 (INSIDE BASE)

Common Demons: Koppa Tengu, Incubus, Fomoria, Forneus, Dís
Bosses: Eligor, Succubus

SHINBASHI

This area is the secondary entrance to the Assembly of Nihilo HQ. It can be accessed through a hidden route in Shiodome. This is the true heart of the Assembly's HQ, and within can be found the Nightmare System and Magatsuhi storage. To enter into the heart of the building where the Nightmare System is, one must gather

the three Kila stakes hidden throughout the Magatsuhi storage area.

Around the time of Asakusa's revival, the bulk of the Assembly's forces move to their Obelisk in Marunouchi. The fifteenth sublevel of this base then extends as a path to the Obelisk.

GP 30 (OUTSIDE BASE)

Common Demons: Angel, Archangel, Fomorian, Badb Catha, Principality
Bosses: Power

GP 40 (INSIDE BASE)

Common Demons: Koppa Tengu, Incubus, Fomorian, Forneus, Dís, Kelpie
Bosses: Eligor, Succubus, Kaiwan, Berith, Ose

SHIBA

Tokyo Tower has escaped destruction and now serves as a gathering spot for Divine demons.

GP 30

Common Demons: Angel, Archangel, Fomorian, Badb Catha, Principality
Bosses: Power

SHIBAURA

As one of the end points of the Rainbow Bridge, this area serves as the gateway to Ginza. The famous bridge is now the only thing that serves as a reminder of what the old bay area looked like. As this area also connects to the Assembly of Nihilo HQ's secondary entrance, it is heavily guarded by Divines. On the beach, one can expect to find Forneus and Isora.

GP 30 (ON LAND)

Common Demons: Angel, Archangel, Fomorian, Badb Catha, Principality
Bosses: Power

GP 30 (BEACH)**Common Demons:** Isora**Bosses:** Forneus**GINZA**

Ginza is a city under the Assembly's control, and is kept watch over by the Fallen, Eligor. Even so, it is still a relatively independent place. The city is populated by a good many Fairy, Fallen, and Divine demons. On top of having an Amala terminal, a Cathedral of Shadows, and a Fountain of Life; it has Rag's Jewelry, and Nyx's Lounge.

GP 20**Common Demons:** Hua Po, Jack Frost, Lilim, Apsaras, Angel, Pixie, Preta, Chatterskull, Kodama, Shikigami, Datsue-Ba, Choronzon, Yaka**Bosses:** Eligor**NYX'S LOUNGE**

A bar run by the Queen of the Night, Nyx. Loki is a regular customer of hers. Nyx knows a lot about a lot, and likes to encourage young demons. As the bar has both Nyx and Loki in attendance, it's very unlikely any fights will break out. Out back, Loki has a private room where he keeps his collection of human relics. The room is guarded by a Troll.

GP N/A (TAKE IT OUTSIDE)**Common Demons:** N/A**Bosses:** Nyx, Loki, Troll**TSUKIJI**

A bay area that borders Ginza on the west and south. Nearly everything in this area is gone now, save for the Higashi Honganji Temple. Generally, the most you'll see in this area are patrol teams of Angels. Tsukiji also contains the sole bridge leading to Tokyo Bay land reclamation areas.

GP 18**Common Demons:** Zhen, Angel, Fomorian**Bosses:** Archangel, Badb Catha**TSUKISHIMA, KIBA, TOYOSU**

No buildings remain standing on the reclaimed land areas, making them strangely flat, desolate places. Isora prowl the beaches, while Fomorians stalk the land.

GP 20**Common Demons:** Angel, Fomorian, Zhen, Isora**Bosses:** Fomorian**HARUMI**

A now decaying warehouse district. The Great Underpass of Ginza can be accessed here, leading to Ikebukuro. Above ground, the ruins are stalked by Haunt clan demons. This area also serves as the other end point of the Rainbow Bridge, connecting to Shibaura. Divine demons patrol all around the bridge.

GP 18 (NEAR BRIDGE)**Common Demons:** Zhen, Angel, Fomorian**Bosses:** Archangel, Badb Catha**GP 20 (WAREHOUSE AREA)****Common Demons:** Manikin, Preta, Chatterskull, Choronzon, Yaka**Bosses:** Choronzon

GREAT UNDERPASS OF GINZA

Deep in the Great Underpass of Ginza is a colony of manikins who have escaped captivity. They play host to an Amala terminal, a Cathedral of Shadows, a Fountain of Life, and a Junk Shop. The Collector Manikin, whose intense interest in humans has driven him to form a collection of old human relics, also lives here. The Underpass also plays host to a number of Foul demons, who favor its darkness, and within the waterways, Isora can often be spotted. What the manikins fear most, however, is being invaded by Mantra Army demons from Ikebukuro.

GP 20

Common Demons: Manikin, Preta, Chatterskull, Choronzon, Yaka, Slime, Sudama, Nozuchi, Blob, Kodama, Fomorian
Bosses: Forneus

JUNK SHOP

This Junk Shop is run by a flamboyant manikin from the Underpass manikin colony.

JUNK SHOP

Item Name	Price
<i>Medicine</i>	100
<i>Chakra Drop</i>	600
<i>Revival Bead</i>	600
<i>Sacred Water</i>	200
<i>Dis-Poison</i>	150
<i>Float Ball</i>	400
<i>Marogareh</i>	2000
<i>Ankh</i>	2000
<i>Wadatsumi</i>	2000
<i>Hifumi</i>	4000
<i>Kamudo</i>	6000
<i>SIG-Sauer</i>	300
<i>Bullets x10</i>	100
<i>Shotgun</i>	200

ARIAKE

The oddity of the International Exhibition Center, once called the Mecca of Subculture, remains in this area, though now it is home to Succubi. All sorts of human relics can be found in this place, and many of them are of particularly strange or outright unknown purpose, so the Succubi leave them out as bait.

GP 25

Common Demons: Manikin, Lilim, Kodama, Sudama, Incubus, Fomorian, Chatterskull
Bosses: Succubus

DAIBA

This area, which once prompted the development of Odaiba island after a certain TV station moved here, is now no more than a deserted bit of land with the Rainbow Bridge passing overhead. The TV station, which once was the pride of the area, now has Haunts taking up residence within it. There are also rumors a certain Deity is lurking here as well.

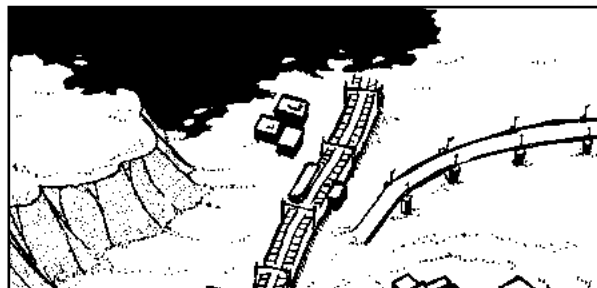
GP 18 (NEAR BRIDGE)

Common Demons: Zhen, Angel, Fomorian
Bosses: Archangel, Badb Catha

GP 20 (WAREHOUSES)

Common Demons: Manikin, Preta, Chatterskull, Choronzon, Yaka
Bosses: Choronzon

YURAKUCHO



The business center that this area used to be is now gone without a trace. Instead, this area contains the Yurakucho Tunnel, which leads to the Sanno-Nagatacho region. This tunnel ensures a path to the Diet Building, which is being prepped by the Assembly of Nihilo for the summoning of their sponsor god. Near the tunnel, a Kaiwan leads a group of Shikigami in making preparations.

Peculiarly within the tunnel, a soul named Shige searches for buried gold. Though he asks for the assistance of passing demons, those demons of the Assembly of Nihilo aren't particularly keen on helping.

GP 40

Common Demons: Shikigami, Manikin, Incubus, Succubus, Nozuchi

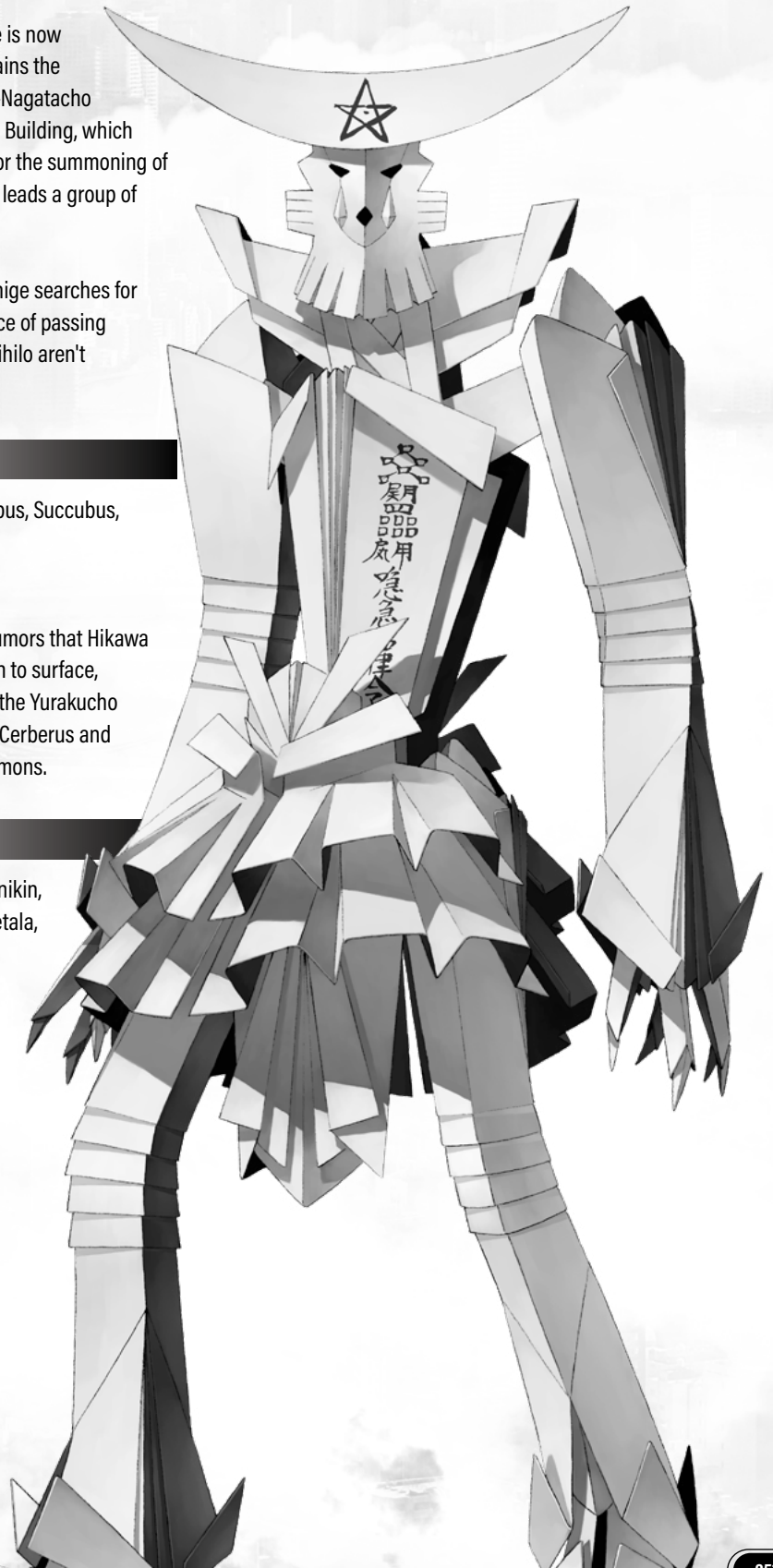
Bosses: Kaiwan, Shiki-Ouji

After the Yahiro no Himorogi is discovered, rumors that Hikawa has revived Shijima at the Diet Building begin to surface, leading to many demons streaming through the Yurakucho Tunnel to return to that Reason. The demons Cerberus and Dominion keep watch over that stream of demons.

GP 50

Common Demons: Shikigami, Shiki-Ouji, Manikin, Nozuchi, Kaiwan, Efreet, Loa, Quetzalcoatl, Vetala, Titan, Dakini, Gogmagog

Bosses: Cerberus, Dominion, Throne



IKEBUKURO-KABUKICHO REGION



REGION INFO

Due to the sharp cliffs throughout, this region is split into two: the environs around Ikebukuro, and then the Waseda to Kabukicho areas, which are covered in toxic miasma. While the region is under Mantra Army control, the Assembly's Divine demons have infiltrated the desert wasteland areas, putting the Mantra Army's activities in check.

KEY POINTS

- A** Zoshigaya Cemetery
- B** Ikebukuro
- C** Mantra Army HQ
- D** Kabukicho Prison
- E** Ikevukuro Tunnel

GP 15 (WASTELANDS)

Common Demons: Zhen, Angel, Nozuchi, Sudama
Bosses: Archangel, Badb Catha

ZOSHIGAYA

The Zoshigaya Cemetery is still here and serves as an exit point for the Great Underpass of Ginza. Within the cemetery itself, the corpses of manikins who have been wrung dry of Magatsuhi by the Mantra Army are littered about, decaying into the mud they were made from.

GP 20

Common Demons: Preta, Chatterskull, Yaka

Bosses: N/A

MEJIRO

Mejiro, south of Ikebukuro, is utterly destroyed now and there are few signs of life within it. The biggest of these are Mantra Army patrols on the lookout for escaped manikins.

GP 25

Common Demons: Oni, Nekomata, Jack-o'-Lantern, Taraka, Inugami, Bicorn, Yaka, Nue

Bosses: Yaksini, Orthrus, Badb Catha

TAKADANOBABA

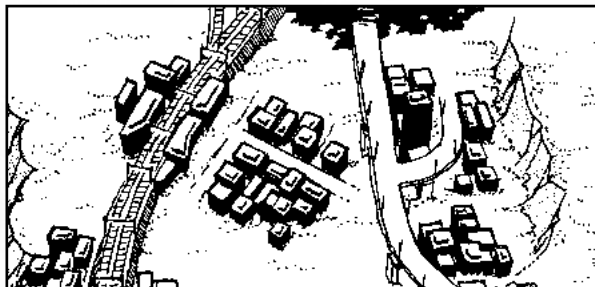
This former student neighborhood is now ruined with barely any of the buildings around the station remaining. Rumors persist of human survivors holed up in the BigBox shopping mall, but no one seems to know for certain. This area is strategically unimportant that both the Mantra Army and Assembly of Nihilo have abandoned it, so there are few demons there.

GP 25

Common Demons: Inugami, Bicorn, Yaka, Nue

Bosses: Orthrus

IKEBUKURO



The stronghold of the Mantra Army. The Sunshine 60 skyscraper serves as the Mantra Army's headquarters itself. The city is divided into the West Hall, the East Hall, and the Main Hall, with the skyscraper located in the Main Hall.

WEST HALL

The lower West Hall of Ikebukuro is fashioned with a terminal, a Fountain of Life, a Junk Shop, and a Cathedral of Shadows. Appropriately for the stronghold of the Mantra Army, who adhere to the creed of "strength is all," demons spoiling for a fight loiter around the area, and hostilities may break out at the drop of a hat. With Oni serving as guards, they're all too glad to dole out violence whenever possible. At times, one might see Yaksini or Taraka, sergeants in the Mantra Army, moving about.

GP 25

Common Demons: Inugami, Bicorn, Momunofu, Yaka, Nekomata, Manikin, Taraka, Oni

Bosses: Yaksini

JUNK SHOP

This Junk Shop is run by a flamboyant manikin. Suitable for the Mantra Army, this shop stocks a fair amount of items specialized for combat.

JUNK SHOP	
Item Name	Price
<i>Medicine</i>	100
<i>Revival Bead</i>	600
<i>Dis-Poison</i>	150
<i>Dis-Stun</i>	150
<i>Dis-Charm</i>	100
<i>Dis-Mute</i>	150
<i>Dis-Stone</i>	100
<i>Maragi Rock</i>	250
<i>Mabufu Rock</i>	250
<i>Mazio Rock</i>	250
<i>Mazan Rock</i>	250
<i>Poison Arrow</i>	300
<i>Makajam Rock</i>	200
<i>Float Ball</i>	400
<i>Light Ball</i>	600
<i>Manikin Clothes</i>	20

EAST HALL

Compared with the West Hall, the East Hall has largely been left in a state of disrepair and is more or less nothing but manikins doing warehouse labor. Some say that the East Hall is cursed, and that the soul of a monk who was killed there will appear and kill any who dare trespass within.

GP 25

Common Demons: Inugami, Bicorn, Momunofu, Yaka, Nekomata, Manikin, Taraka, Oni

Bosses: Yaksini

MANTRA ARMY HQ



The old high-rise skyscraper, Sunshine 60, now serves as the Mantra Army's headquarters. Gozu-Tennoh, the Mantra Army's leader, resides upon the highest floor of the building, and from here he leads his forces through a manikin shaman. The entrance to the building lies on the 2nd floor, where normally a number of Nue stand guard. Within the 2nd floor, one can also find a gate out to East Ikebukuro. On the 1st floor, there's the prison, as well as an unopenable treasure room. On the 3rd floor is the arena where they hold the trials by combat.

GP 25

Common Demons: Oni, Nekomata, Jack-o'-Lantern, Taraka, Inugami, Bicorn, Yaka, Nekomata, Nue

Bosses: Thor, Yaksini, Orhrus, Badb Catha (upper floors only)

After the Nightmare System destroys the Mantra Army, many of the strongest — Thor included — leave this area. Once the Assembly of Nihilo is destroyed, Tachibana Chiaki takes over the place, and establishes the Reason of Yosuga here, causing many Divine demons to convert.

GP 50

Common Demons: Angel, Archangel, Principality, Power, Virtue

Bosses: Dominion (upper floors only)

TRIALS BY COMBAT

The Mantra Army decides everything through strength.

Even crimes are handled this way, with one's innocence or guilt determined through a battle with certain select demons. This is true even for minor crimes, such as unintentionally wandering into the Mantra Army's HQ.

There are three judges for these trials, and surviving all of them is difficult at best. Should one survive them, they will be treated as one who has the strength the Mantra Army desires. Those strong few are given free rein to come and go through the Army's headquarters.

JUDGES

Bosses: Orthrus, Yaksini, Thor

UNOPENABLE DOOR

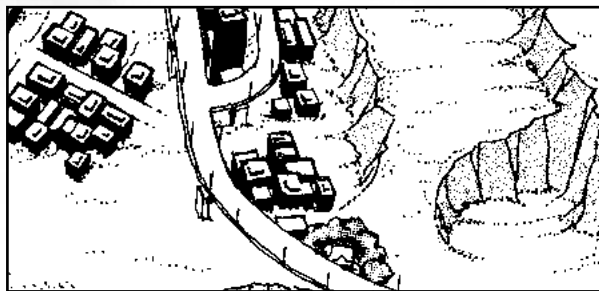
Within the prison there is an unopenable door, beyond which lies a treasure room containing the Magatama Gaea, a testament to the strength the Mantra Army craves. To obtain Gaea, one must open the unopenable door, but to do so requires one to have an unmodified Str stat of at least 24.

EASTERN PASSAGE

This gate leads to East Ikebukuro. As the only passage that leads to the Kabukicho prison, it's guarded by Yomotsu-Ikusa.

Bosses: Yomotsu-Ikusa

EAST IKEBUKURO



Ikebukuro's east end is nearly entirely destroyed. It still contains multiple destinations within. It has a connection to the Expressway, the only way to the southern toxic cloud-field areas. It also contains the Ikebukuro Tunnel. The Ikebukuro Tunnel is the connection between East Ikebukuro Station and Asakusa. This makes it a highly used route. Otsuka and Gokokuji are mostly uninhabited deserts, though colonies of escaped manikins can be found here and there.

GP 15

Common Demons: Zhen, Angel, Nozuchi, Sudama

Bosses: Archangel, Badb Catha

IKEBUKURO TUNNEL

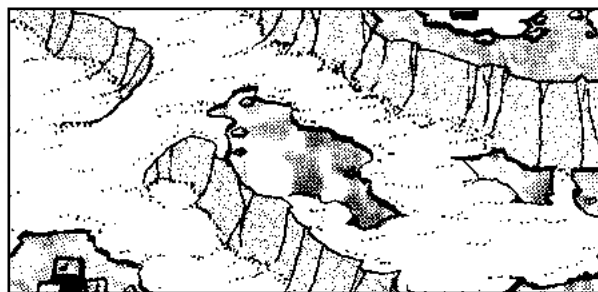
A tunnel that leads from Ikebukuro to Asakusa. It contains multiple dark zones, and dangerous demons like Mothman are lurking about. Demons to note here include the Four Oni, a group that were banished from the Mantra Army. Each of them ends their name with "-Ki." They claim the tunnel as their territory and are very unfriendly towards visitors.

GP 35

Common Demons: Kelpie, Black Ooze, Nue, Sarutahiko, Slime, Sudama, Yomotsu-Shikome

Bosses: Mothman, Sui-Ki, Fuu-Ki, Kin-Ki, Ongyo-Ki

TOXIC LANDS



The southern half of this region is a toxic land (damage zones), covered with miasma. As such, the demons who can be found here are usually ones with resistance to poison, such as Zhen or Divine demons. Central to this area is Toyama, which is littered with abandoned housing, and further southwards is Ichigaya, which is said to have the last human military base. To get to the Mantra Army's prison in Kabukicho means one must traverse the miasma.

GP 15

Common Demons: Zhen, Angel, Nozuchi

Bosses: Archangel, Badh Catha

TOYAMA

The mist of the toxic lands separates the old Toyama housing district, leaving it isolated. This makes it a relatively safe area, largely free from demons save for some Foul. Within the housing district is a church holding a secret colony. Former students from Waseda along with some young children are barely scraping by. However, the toxic mist here is slowly but surely bringing things to a tragic end.

GP 23

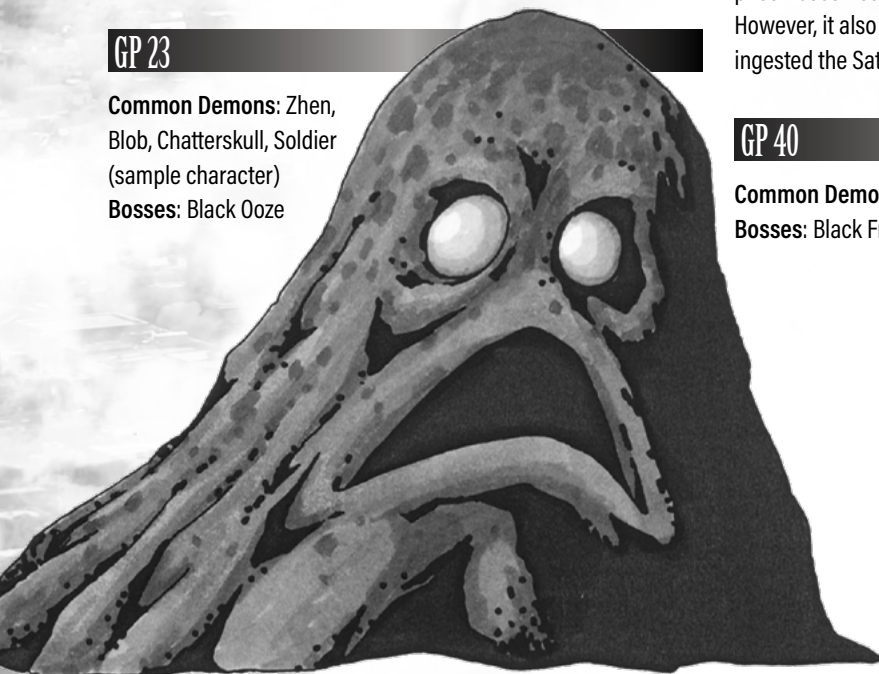
Common Demons: Zhen, Blob, Mou-Ryo, Preta, Chatterskull
Bosses: Black Ooze, Pisaca

ICHIGAYA

Kudanshita station has fallen into the void sea, and Yasukuni Shrine has been pulled over to the Marunouchi-Chiyoda region. At the former Japanese Ground Self-Defense Force base, a scant few of the JSDF's elite troops remain, preparing for a decisive offensive against demonkind. They aim to use the very last few combat vehicles left in the whole of the Vortex World to do this. Or at least, they had been. When the Nightmare System was activated, their plans for an offensive fell through, as they too had the life energy drained from them.

GP 23

Common Demons: Zhen, Blob, Chatterskull, Soldier (sample character)
Bosses: Black Ooze



KABUKICHO PRISON



This facility houses the Mantra Army's prisoners, which includes manikins, for the purpose of draining them of all of their Magatsuhi. Due to a special mirror, the prisoners have been sealed within a mirage world, making it impossible for them to escape. The manikin leader, Futomimi, is also imprisoned here. To enter the mirage, one must have an Umugi Stone, held by the wardens of the prison. A massive Mizuchi rules the prison with an iron claw.

GP 28

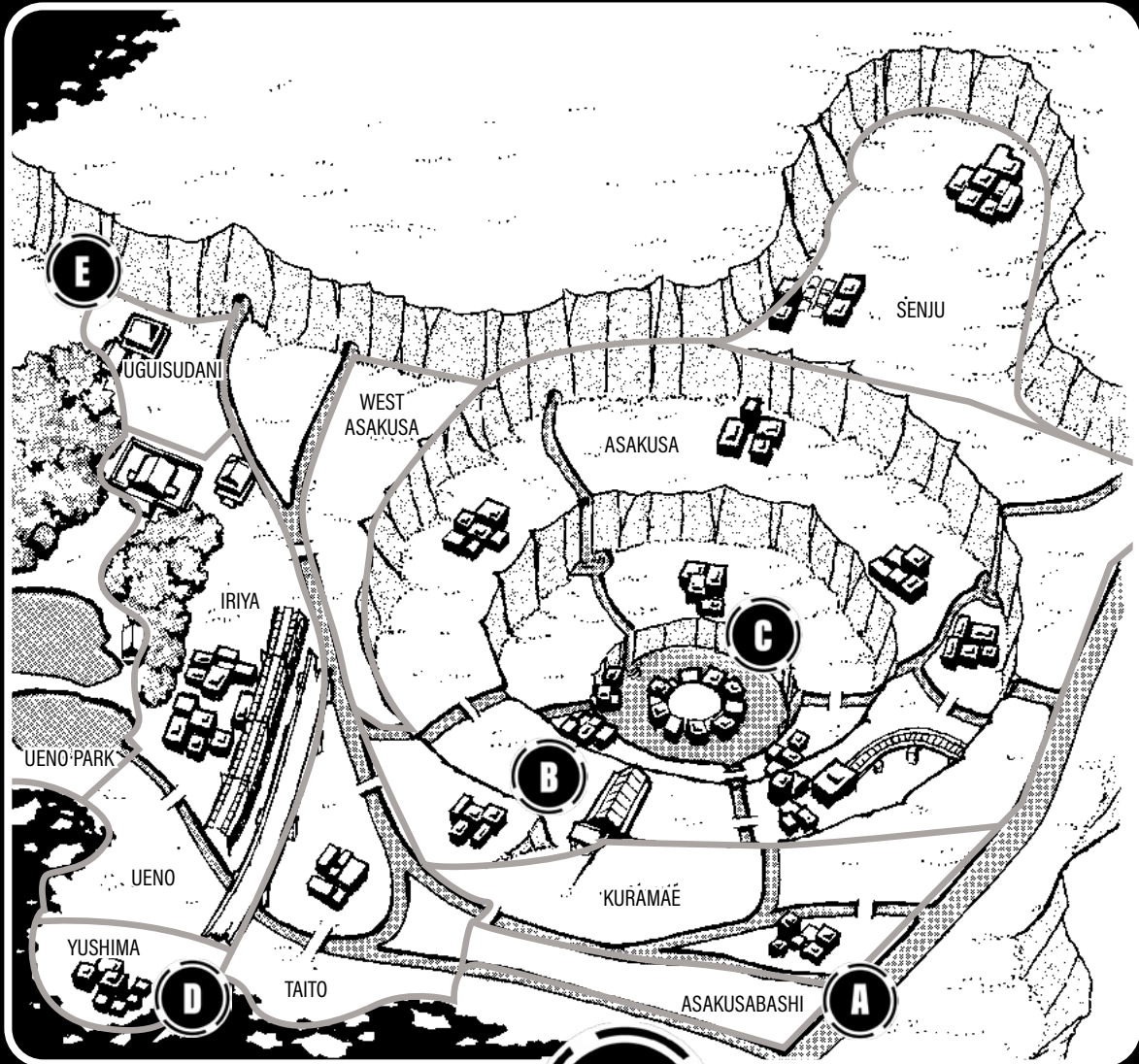
Common Demons: Naga, Yaka, Raiju, Pisaca
Bosses: Yaksini, Mizuchi

After the Mizuchi is defeated and the prisoners are freed, the prison becomes a shelter for displaced Mantra Army demons. However, it also comes under the control of a Black Frost that has ingested the Satan Magatama.

GP 40

Common Demons: Naga, Yaka, Raiju, Pisaca, Yaksini, Mizuchi
Bosses: Black Frost

ASAKUSA-YUSHIMA REGION



REGION INFO

This region is the last of the six major regions to see the touch of the Assembly of Nihilo. It gets restored as a place to live after the manikins escape Kabukicho prison. Why this region has been under neither the Assembly nor the Mantra Army's control is likely due to the one who resides at the Northern Temple. Until the forces of Yosuga invade, Asakusa is remarkably peaceful. Before that happens, the occasional scouting party from the Assembly of Nihilo is the greatest threat.

KEY POINTS

- A** Ikebukuro Tunnel
- B** Asakusa
- C** Mifunashiro
- D** Asakusa Tunnel
- E** Northern Temple

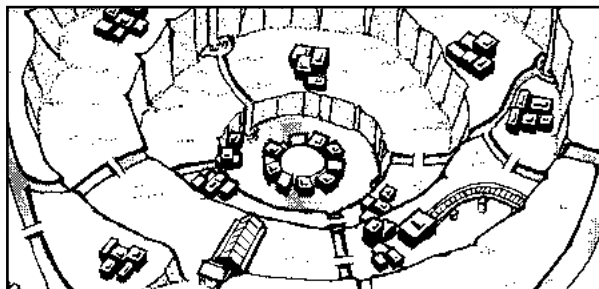
GP 23 (WASTELANDS)

Common Demons: Manikin, Angel, Archangel, Badb Catha
Bosses: Principality

KURAMAE

This area is the other end point to the Ikebukuro Tunnel. The old sumo arena is now an abandoned ruin. It's said that when night falls, the stands become filled with the souls of people who died, raising cheers for no clear purpose.

ASAKUSA



A ruined area within a crater. Some manikins who've escaped captivity live here, if one can call it living. At the heart of the crater is the manikin holy land, Mifunashiro. Once Futomimi and the other manikins escape from Kabukicho prison, the area is restored and is established as an independent, free city. After the Mantra Army is destroyed, Asakusa opens its doors to the Beast demons and other survivors from the Army.

Asakusa has an Amala terminal, a Fountain of Life, a Cathedral of Shadows, and a Junk Shop. Once Asakusa is restored by Futomimi, the Collector Manikin comes in to establish a second Junk Shop with a truly unique lineup. There's also a game center within the tunnel leading to Mifunashiro, and if you manage to beat all twenty levels of Puzzle Boy, you can obtain the Geis Magatama.

Eventually, a series of bizarre murders occurs in Asakusa, perpetrated by Sakahagi.

GP 12 (PRE-RESTORATION)

Common Demons: Manikin, Angel
Bosses: Badb Catha

GP 35 (POST-RESTORATION)

Common Demons: Orthrus, Hua Po, Pisaca, Nue, Yomotsu-Shikome, Kodama, Sudama, Nekomata, Black Ooze, Sarutahiko
Bosses: Titan, Futomimi, Sakahagi

Later on, the Divines of Yosuga, led by Tachibana Chiaki, assault the city and lay it to waste. During this period, demons formerly of both the Assembly of Nihilo and the Mantra Army stream into the city. This causes a much wider variety of demons can be met here. Weaker demons take shelter in the path to Mifunashiro. The city falls quiet, leading to the Junk Shops closing. Once Chiaki and her forces leave for the Tower of Kagutsuchi, the shops open up again.

GP 45

Common Demons: Sudama, Virtue, Archangel, Power, Sarutahiko, Troll, Setanta, Shikigami, Inugami, Nekomata, Kelpie, Momunofu, Oni, Principality, Nue, Yomotsu-Shikome, Naga Raja, Yomotsu-Ikusa, Dominion, Shiki-Ouji, Gogmagog, Titania, Titan, Suparna

ASAKUSA JUNK SHOP

This Junk Shop is run by a particularly fabulous manikin.

JUNK SHOP

Item Name	Price
<i>Medicine</i>	100
<i>Revival Bead</i>	600
<i>Dis-Poison</i>	150
<i>Dis-Stun</i>	150
<i>Dis-Charm</i>	100
<i>Dis-Mute</i>	150
<i>Dis-Stone</i>	100
<i>Mahama Rock</i>	300
<i>Mamudo Rock</i>	300
<i>Float Ball</i>	400
<i>Light Ball</i>	600
<i>Nirvana</i>	15,000
<i>Gehenna</i>	30,000

COLLECTOR MANIKIN JUNK SHOP

After Asakusa's restoration, the Collector Manikin eventually moves in to set up a Junk Shop. Many of the items are quite rare, and he even collects info about human relics.

JUNK SHOP

Item Name	Price
<i>Muscle Drink</i>	400
<i>Revival Bead</i>	600
<i>Sacred Water</i>	200
<i>Chakra Drop</i>	600
<i>Wagtail Plume</i>	400
<i>Narukami</i>	4,000
<i>Kamurogi</i>	45,000
<i>Vimana</i>	75,000
<i>Sophia</i>	120,000
<i>Hand Grenade</i>	50
<i>Incendiary Grenade</i>	100

MIFUNASHIRO

The manikin holy land at the heart of Asakusa. It is here that Futomimi shuts himself away and meditates, seeking a path to the future for all manikins. Outsiders are not permitted inside. Even if one were to make it to the entrance, the doors remain sealed. Both inside and out, Mifunashiro is protected by the gods of old Japan. Additionally Jirae demons are drawn to the location and are found in abundance. Then, during Yosuga's assault, higher-order Divines descend upon Mifunashiro in droves.

GP 45 (BEFORE ASSAULT)

Common Demons: Shikigami, Manikin, Sudama, Sarutahiko
Bosses: Futomimi, Shiki-Ouji, Titan, Gogmagog

GP 49 (AFTER ASSAULT)

Common Demons: Manikin, Sarutahiko, Power, Virtue, Titan
Bosses: Futomimi, Shiki-Ouji, Gogmagog, Dominion

SENJU

The unpopulated backyard of Asakusa. The manikin restoration efforts don't reach this area. There's still ruined human buildings leftover from the Conception dotted around. Despite the number of available ruins, the manikins avoid it, for the manikin-slayer Sakahagi is said to be lurking here.

GP 35

Common Demons: Orthrus, Pisaca, Nue, Yomotsu-Shikome, Black Ooze

Bosses: Sakahagi

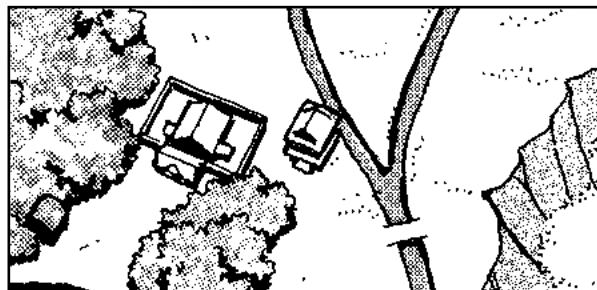
TAITO

This area serves as a kind of backdoor into Asakusa. The Collector Manikin's shop has an underground tunnel that lets out here. Once known for its wholesale markets and "downtown" feel, it's now lost both of those. All that stands among the sands are ruins. The drainage ditches that run nearby are said to be the birthplace of the manikins. From time to time, Assembly of Nihilo scouting parties can be seen here.

GP 18

Common Demons: Manikin, Shikigami, Angel, Badb Catha
Bosses: Archangel

UENO DISTRICT



The larger Ueno District remains relatively green, with Ueno Park itself being shrouded in tranquility. This is due to the protection of Bishamonten, who resides within the Northern Temple. Likewise, Bishamonten's presence means that the Mantra Army and the



Assembly of Nihilo both tend to leave the Ueno District alone. From Yushima, one can access the Asakusa Tunnel to continue on through to Gaien-Mae, and from there, access the eastern side of Yoyogi Park.

YUSHIMA & ASAKUSA TUNNEL

The old Yushima Tenjin Shrine is now on the brink of falling into the void. Underneath the scant number of remaining buildings lies the entrance to the Asakusa Tunnel, which connects to Gaien-Mae. At times, the demons lurking within the Asakusa Tunnel can crawl out into Yushima at large. The tunnel itself is narrow and treacherous. It has red mist which act as damage zones, as well as dark zones that prevent one from seeing.

GP 40

Common Demons: Naga, Kelpie, Black Ooze, Nue, Yomotsu-Shikome, Sarutahiko

Bosses: Naga Raja, Yomotsu-Ikusa

UENO PARK

This area maintains at least some of its greenery. With Bishamonten sealed inside of the Northern Temple close by, the Assembly Nihilo's Divines rarely get close. Badb Cathas can still be seen flying over the park, however.

GP 23

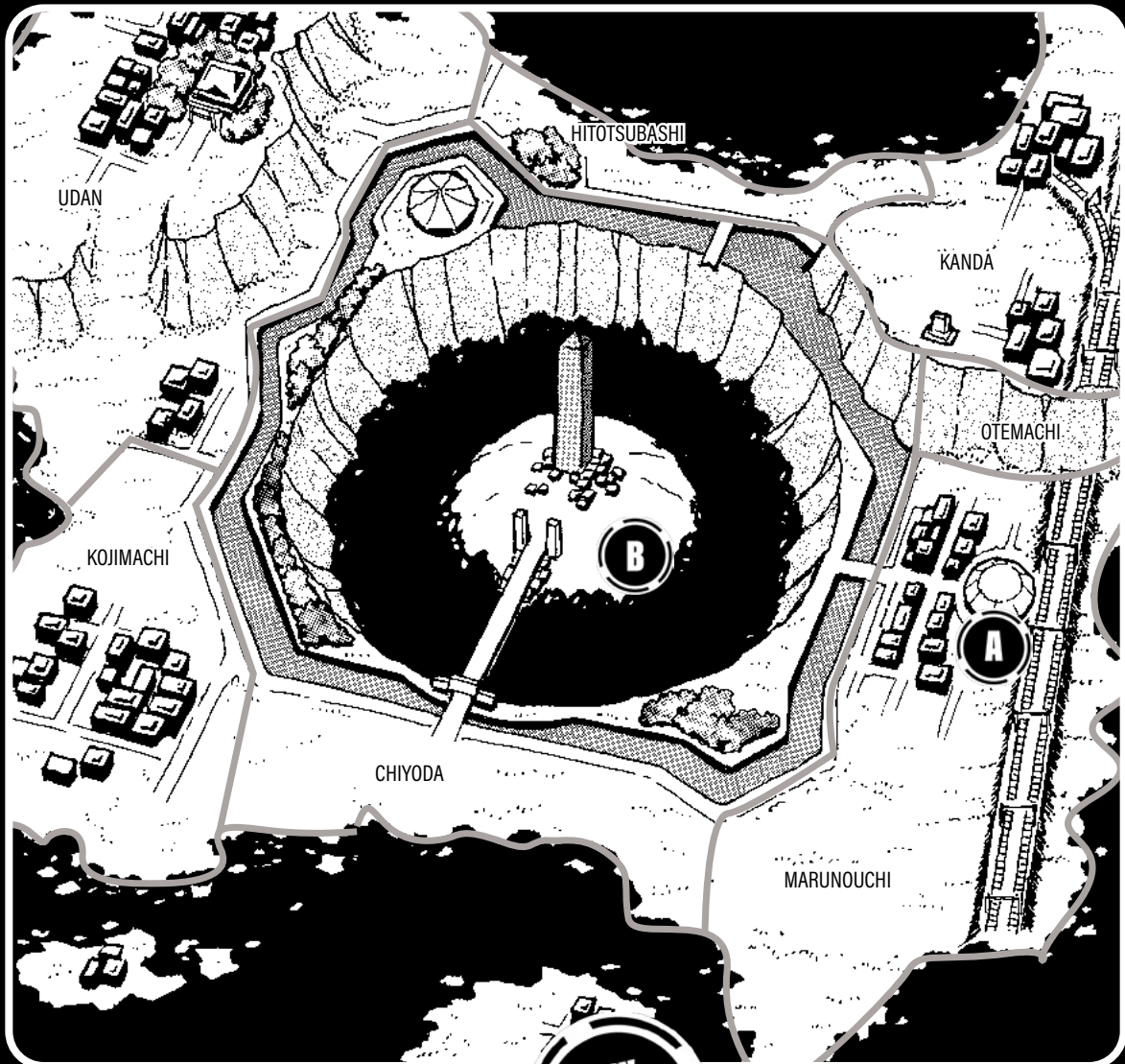
Common Demons: Badb Catha

UGUISUDANI

Beyond Ueno Park lies the Northern Temple, and it is here where Bishamonten lives in seclusion. The seal on the temple is so impenetrable that one can't hope to enter it without possessing the Kimon Stone, found in Yurakucho Tunnel.

Bosses: Bishamonten

MARUNOUCHI-CHIYODA REGION



REGION INFO

This region, once known for its office buildings, has been completely overhauled by the Assembly of Nihilo. This location is dedicated entirely now to constructing the Obelisk. As this region is completely under the Assembly's control, it's entirely common to see patrols of Divine demons flying around overhead.

KEY POINTS

- A** Assembly HQ (Marunouchi Entrance)
- B** Obelisk

GP 33

Common Demons: Principality, Power, Badb Catha

MARUNOUCHI & OTEMACHI

A former government district, Otemachi has been torn asunder. This split has separated Kanda from Marunouchi. Within Marunouchi is a line of abandoned buildings. The center building contains the Assembly of Nihilo's Marunouchi Entrance. It is heavily guarded by Divine demons, led by Virtues.

GP 35

Common Demons: Principality, Power, Badb Catha
Bosses: Virtue

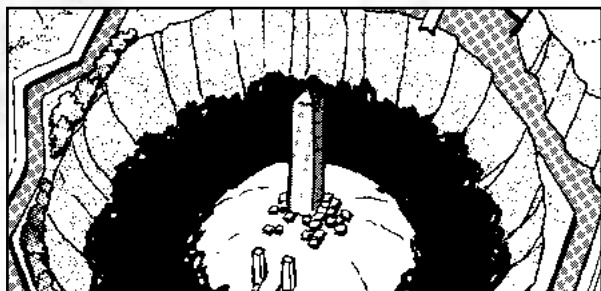
CHIYODA

The grounds of the Imperial Palace are now nothing but a crater that has no clear origin. At the heart of the crater stands the Obelisk, constructed by the Assembly of Nihilo.

GP 33 (OUTSIDE OBELISK)

Common Demons: Principality, Power, Badb Catha

OBELISK



The Obelisk serves as a site for the Assembly of Nihilo's world recreation ritual. The 160th floor—its topmost floor—contains a room where one can commune with creator gods. The room contains only Takao Yuko, the Maiden of Creation, while Hikawa is already off at the Diet Building, enacting his next scheme.

In the middle floors, a labyrinth making use of Kagutsuchi has been constructed to deter intruders. Should any make it to the 128th floor, the Moirae Sisters await to bring those intruders their doom. Also within the tower is an Amala terminal as well as a Fountain of Life.

Once the Yahiro no Himorogi is used at Amala Temple, the Tower of Kagutsuchi descends over the Obelisk, driving it into the ground and lowering its upper reaches. The final battle then begins. The Obelisk of this period is covered in the Tower of Kagutsuchi section.

GP 30 (LOWER FLOORS)

Common Demons: Koppa Tengu, Karasu Tengu, Arahabaki, Incubus, Eligor

GP 37 (MIDDLE FLOORS)

Common Demons: Koppa Tengu, Karasu Tengu, Arahabaki, Dis, Incubus, Eligor, Baphomet, Succubus, Ongkhot, Berith

GP 45 (UPPER FLOORS)

Common Demons: Koppa Tengu, Karasu Tengu, Arahabaki, Dis, Incubus, Eligor, Baphomet, Succubus, Ongkhot, Berith, Phantom, Pazuzu

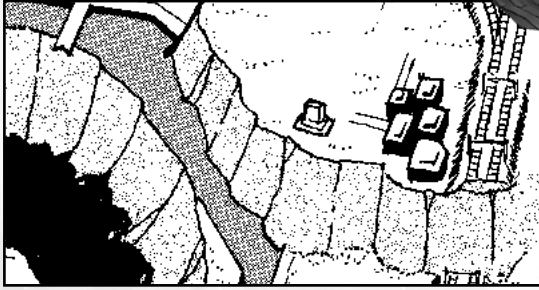
Bosses: The Moirae Sisters (Clotho, Lachesis, Atropos)

KUDAN



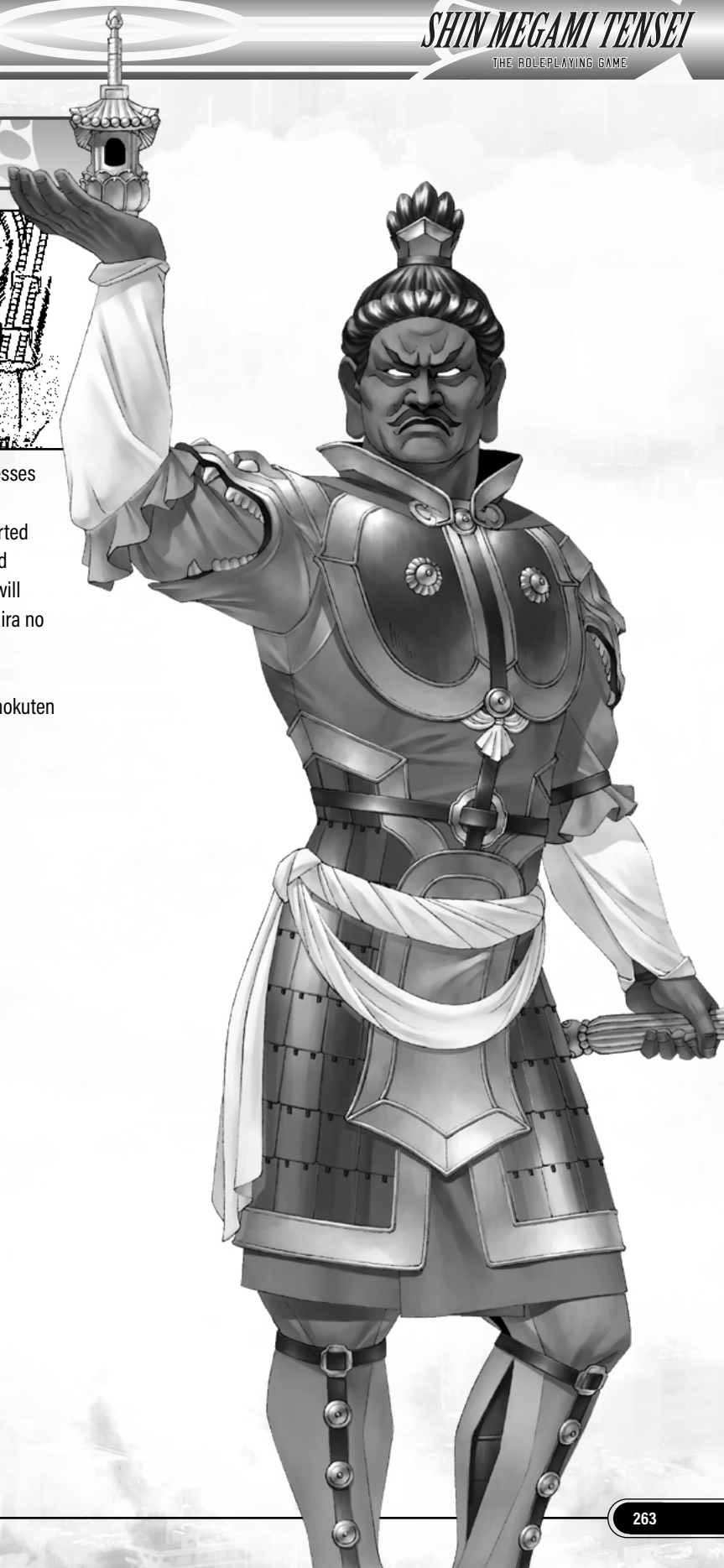
Yasukuni Shrine has been pulled into Kudan now, but no one can enter it due to a powerful barrier erected over it. As the whole area is rich in spiritual energy, the Divines of the Assembly of Nihilo do not often approach it.

KANDA

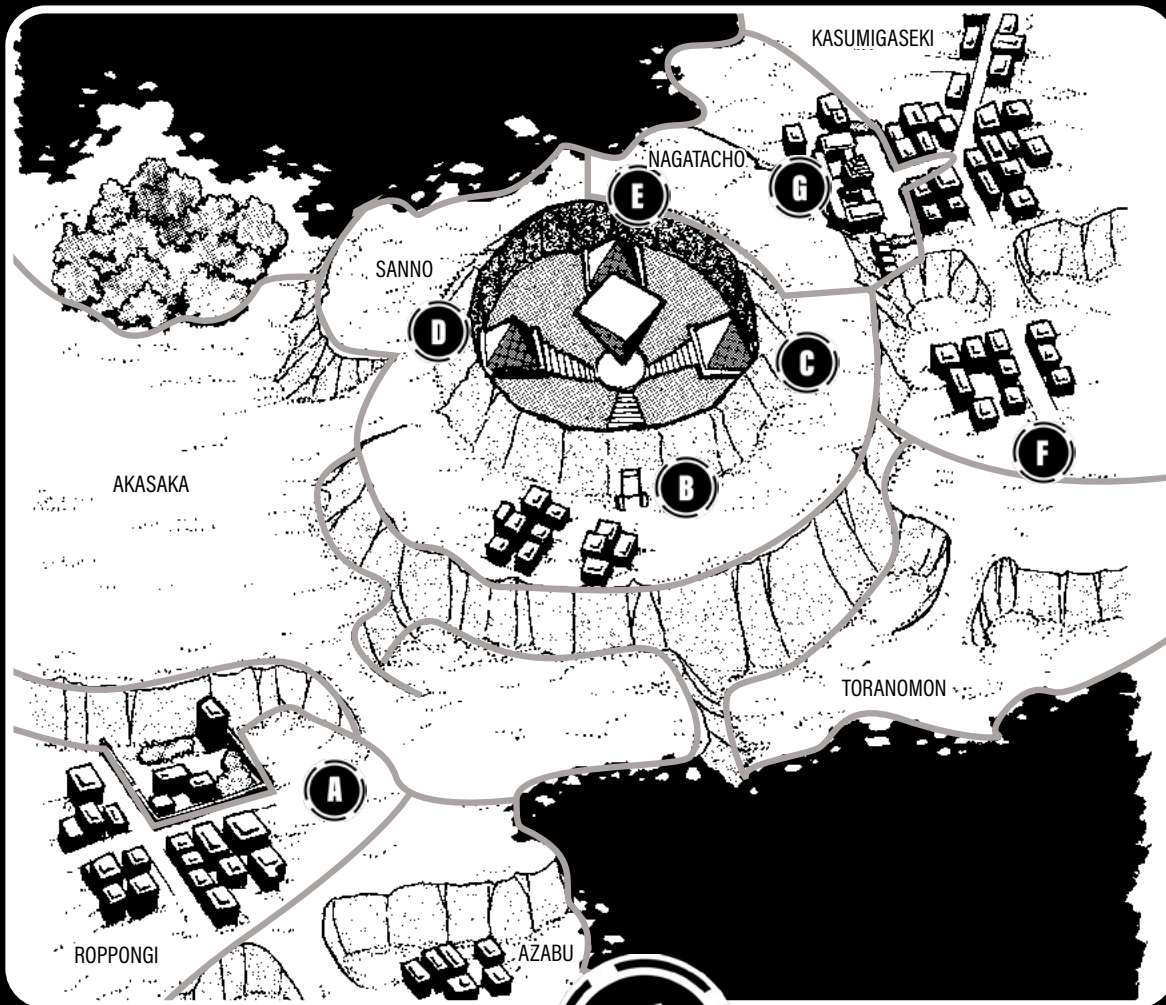


Another former government district. One who possesses the Lord's Blade and all Magatama can travel to Masakado's Grave. From there, they can be transported to the Bandou Shrine. There, this person is subjected to the trials of the four Devas. If they succeed, they will receive the ultimate Magatama, Masakados, from Taira no Masakado himself.

Bosses: Bishamonten, Zouchouten, Jikokuten, Koumokuten



SANNO-NAGATACHO REGION



REGION INFO

Due to sharp elevation changes, the Sanno side of this region is completely cut off from the Nagatacho side.

Within Sanno lies the Amala Temple, inside of which a foreign god is sealed. There aren't any direct routes that allow one access to the temple, so the only way to reach it is via the Amala Network. The neighboring areas of Akasaka and Roppongi are wastelands, with hardly any demons to be seen aside from Suparnas flying overhead.

On the Nagatacho side, the Assembly of Nihilo is quite

KEY POINTS

- | | |
|-------------------------------|---------------------------|
| A Amala Network (Exit) | E White Temple |
| B Amala Temple | F Yurakucho Tunnel |
| C Red Temple | G Diet Building |
| D Black Temple | |

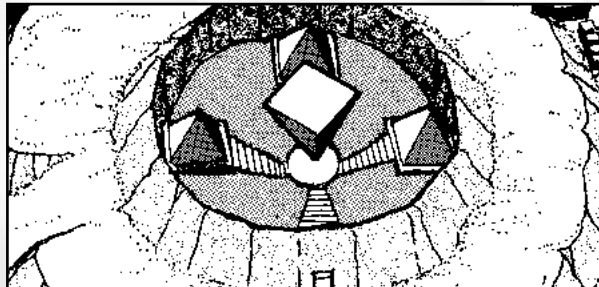
GP 50

Common Demons: Virtue, Dominion, Troll

Bosses: Suparna

active around Kasumigaseki. They have built up a nightmarish labyrinth, which they seek to populate with many Tyrant and Vile demons.

SANNŌ



The Amala Temple is in Sanno, with three subsidiary temples—Red, Black, and White—all protected by a guardian. Once the three guardians are defeated, a sponsor god can be summoned at the core temple. In the original game, it's here where Nitta Isamu summons the drifting god, Noah.

AMALA TEMPLE ENVIRONS

Demons abound throughout the Amala Temple, and in addition to the more usual demons, whenever Kagutsuchi is Full or New, Elements and Mitama may also appear.

GP 54

Common Demons: Virtue, Dominion, Troll, Choronzon, Phantom, Legion, Suparna, Oberon
Full/New Kagutsuchi: Eryths, Aeros, Aquans, Flaemis, Ara Mitama, Saki Mitama, Nigi Mitama, Kushi Mitama

WHITE TEMPLE

Within the White Temple lies the Entity, Albion. There are warp zone traps set up throughout the temple, teleporting any unlucky victims to another room entirely. A unique item, the Blessed Fan, hides away on the second floor.

GP 57

Common Demons: Titan, Titania, Gogmagog, Troll, Choronzon, Phantom, Legion
Bosses: Albion (plus 4 Zoas)

Full/New Kagutsuchi: Eryths, Aeros, Aquans, Flaemis, Ara Mitama, Saki Mitama, Nigi Mitama, Kushi Mitama

BLACK TEMPLE

Within the Black Temple awaits the Tyrant demon, Aciel. The whole temple is filled with darkness and many of its doors are sealed. To reach the Tyrant, one must first climb their way to the third floor and extinguish the black flame there.

GP 57

Common Demons: Pazuzu, Ose, Loki, Quetzalcoatl, Choronzon, Phantom, Legion
Bosses: Aciel
Full/New Kagutsuchi: Eryths, Aeros, Aquans, Flaemis, Ara Mitama, Saki Mitama, Nigi Mitama, Kushi Mitama

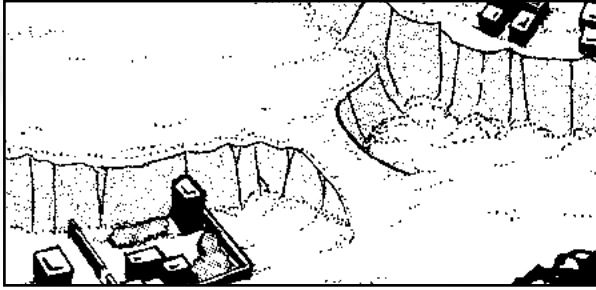
RED TEMPLE

Skadi lurks in the Red Temple. Shadows fall across the grounds of this temple, which also serve as warp zones. Stepping into a shadow will whisk you away to the land of shadows, wherein exist many damage zones. Escaping from the land of shadows requires touching a shaft of light.

GP 57

Common Demons: Yaksini, Efreet, Dakini, Choronzon, Phantom, Legion
Bosses: Skadi
Full/New Kagutsuchi: Eryths, Aeros, Aquans, Flaemis, Ara Mitama, Saki Mitama, Nigi Mitama, Kushi Mitama

BARRENS



On the Sanno side: the hilly, affluent residential neighborhoods of the Akasaka, Roppongi, and Azabu areas are no more, and instead all that remains are barren wastelands.

AKASAKA

The old business district is now entirely desert and none of its buildings remain. The only demons that would normally be caught here are the Suparna flying overhead. Even so, people who come to this area through the Amala Network must still contend with the barren sand dunes. In the north, the greenery of the Akasaka Estate is hanging on, and travelers may find a moment to rest there. It's said that something lives deep in the gardens here, but none have confirmed exactly what.

GP 50

Common Demons: Virtue, Dominion, Troll
Bosses: Suparna

ROPPONGI

This area, once held as a "nightlife district," is now nothing but desert. The Conception claimed Roppongi Hills and no trace of it remains anymore. When exiting the Amala Network into Sanno, travelers will find themselves in the middle of Roppongi's sand dunes. They also learn that they cannot return to the Amala Network the same way they came out.

The sparse ruins of the old world left in Roppongi include the old Defense Ministry building, which now seems to be shielded by some strange barrier. It's rumored that within the building lies some secret weapon of the JSDF. Perhaps because of that rumor,

Assembly of Nihilo scout teams led by Dominions will sometimes be seen nearby.

GP 50

Common Demons: Virtue, Dominion, Troll
Bosses: Suparna

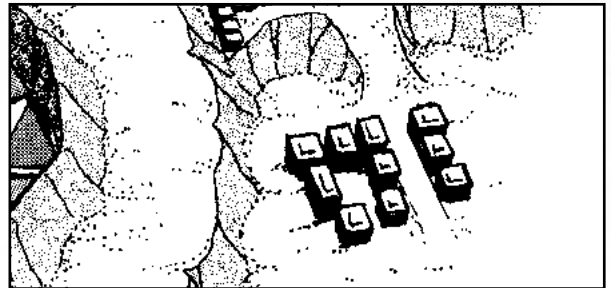
AZABU

Once an upper class, affluent residential district, now turned into a shoreline of ruins falling into the void. Some say that the souls of people who once lived there, now continue their lives among the ruins, entirely unaware of their deaths.

GP 50

Common Demons: Virtue, Dominion, Troll
Bosses: Suparna

NAGATACHO OUTSKIRTS



The Assembly of Nihilo is active in Nagatacho, preparing to summon the god of their Reason. Serving as the site for that ritual is the Diet Building. Tyrant demons inside have erected a nightmarish labyrinth, awaiting for the destined time.

KASUMIGASEKI & TORANOMON

While now abandoned, this former governmental district has retained nearly all of its buildings. Instead of politicians, it's now the Assembly of Nihilo's Divines who lord it over the area.

Kasumigaseki connects through to Shinbashi via the Yurakucho Tunnel. After the fall of Asakusa, demons flock here. They hear

of the Reason of Shijima established here. Within Kasumigaseki Station, Queen Mab and Eligor stand, watching those who come and go through the station.

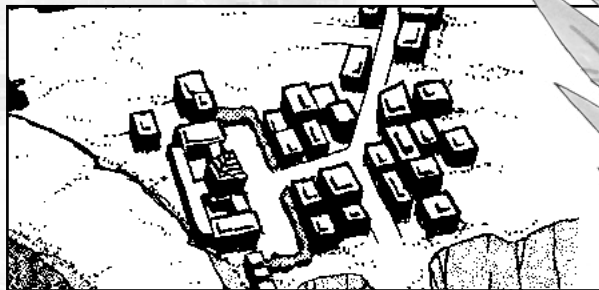
Toranomon is an isolated area, slowly falling into the void. The police department of the area is half sunken already, and now is nothing more than ruins where souls wander. It's possible one might unearth firearms and related supplies there.

GP 50

Common Demons: Virtue, Dominion, Troll

Bosses: Suparna, Queen Mab, Eligor

NAGATACHO



Here, one will find the Diet Building. No longer having power even in this place where laws were once made, the pitiful souls of pompous politicians linger, unable to let go of what they once had.

After the fall of Asakusa, many Vile and Tyrant demons are summoned to the Diet Building. To serve the cause of Shijima, they change the area into a labyrinth.

The Diet Building interior is divided into the following areas: Entrance, Central Tower, West Wing, East Wing, and Conference Hall. At the Entrance, Surt stands guard. The West Wing houses Mada, while the East Wing holds Mot. These make the building into a maze, misdirecting visitors with warp traps and illusions. At the Conference Hall, Mitra stands in judgment over any demons who have made it that far, and if he finds them guilty, he will try to kill them without fail.

Finally, the Central Tower serves as the place where Hikawa and Takao Yuko will try to summon Ahriman to advance their plans. Watching over them is another demon, Samael.

GP 61

Common Demons: Kaiwan, Pulukishi, Efreet, Queen Mab, Decarabia, Girimekhala, Cerberus, Jinn, Loa

Bosses: Surt (Entrance), Mada (West Wing), Mot (East Wing), Mitra (Conference Hall), Samael (Central Tower)



TOWER OF KAGUTSUCHI

Once the Yahiro no Himorogi is presented at the Amala Temple, the Tower of Kagutsuchi descends, uniting with the Obelisk. The Obelisk changes due to this, as though being crunched down, now allowing access to the 132nd floor directly from the ground. The 160th floor connects to the Tower of Kagutsuchi, and from there, continues on to the 666th floor.

Once the Tower of Kagutsuchi manifests, all that is left is for every faction to try and climb it.

One of three stones—the Heavenstone, the Earthstone, and the Netherstone—are granted to the three Reason forerunners, and then are ordered to assemble all three again. Only the one who gathers the three stones, ascends to the 666th floor, and offers them to the altars there, will be allowed to face the scrutiny of whether or not they are suited to be the creator of the new world by Kagutsuchi itself.

At the 223rd floor awaits Hikawa, merged with Ahriman. At the 329th floor awaits Nitta Isamu, merged with Noah. At the 426th floor awaits Tachibana Chiaki, merged with Baal Avatar. There is also at the 418th floor a level 80 Thor, who awaits a worthy challenger.

Lastly, a group of manikins who escaped from Asakusa have built a small settlement at the 402nd floor, setting up an Amala terminal, Cathedral of Shadows, Fountain of Life, and a Junk Shop. Other terminals are located throughout the tower.

GP 65 (NEARBY)

Common Demons: Dominion, Suparna, Decarabia, Gurulu, Virtue, Shadow, Queen Mab

Bosses: Hresvelgr

GP 60 (OBELISK 132F TO 160F)

Common Demons: Girimekhala, Decarabia, Pulukishi, Queen Mab

GP 75 (LOWER TOWER 160F TO 223F)

Common Demons: Gurulu, Shadow, Queen Mab, Throne, Surt, Legion, Girimekhala, Flauros, Pulukishi, Decarabia, Cerberus, Taotie

Bosses: Ahriman

GP 80 (MIDDLE TOWER 224F TO 401F)

Common Demons: Shadow, Taotie, Yurlungur, Flauros, Abaddon, Nyx, Surt, Queen Mab, Throne, Girimekhala, Decarabia, Cerberus, Gurulu, Rangda, Hresvelgr, Lilith

GP 80 (UPPER TOWER 402F TO 666F)

Common Demons: Aciel, Mada, Mot, Shadow, Yurlungur Flauros, Abaddon, Nyx, Surt, Queen Mab, Girimekhala, Cerberus, Rangda, Hresvelgr, Lilith

Bosses: Noah, Thor (Level 80), Baal Avatar, Kagutsuchi

JUNK SHOP

JUNK SHOP

Item Name	Price
<i>Medicine</i>	100
<i>Revival Bead</i>	600
<i>Dis-Poison</i>	150
<i>Dis-Stun</i>	150
<i>Dis-Charm</i>	100
<i>Dis-Stone</i>	100
<i>Dis-Mute</i>	150
<i>Sacred Water</i>	200
<i>Float Ball</i>	400
<i>Light Ball</i>	600
<i>Chakra Drop</i>	600
<i>Maragi Rock</i>	250
<i>Mabufu Rock</i>	250
<i>Mazio Rock</i>	250
<i>Mazan Rock</i>	250
<i>Mahama Rock</i>	300
<i>Mamudo Rock</i>	300
<i>Makajam Rock</i>	200
<i>Poison Arrow</i>	300
<i>Wagtail Plume</i>	400
<i>Kailash</i>	150,000

GUIDANCE: BEFORE THE CONCEPTION

When playing *Tokyo Conception*, you may end up wanting to run a scenario where you fight with Hikawa just before the Conception hits, or go on an adventure with a Pixie who's come fluttering into modern society. Here, you'll find guidance on how to do exactly that.

GENERAL RULE

This rulebook is dedicated to providing the information needed to reproduce the Vortex World, that is, the world of *Nocturne*. If you decide you want to do something prior to the Conception, the GM will need to do a lot of heavy lifting in figuring out the details of the setting.

When playing in this style, we recommend that you limit it to 1 or 2 scenarios, and then link those stories to the Vortex World such that, despite the PCs' efforts, the Conception happens regardless. Then the PCs survive into the next world.

SETTING

When playing before the Conception, the setting where the story takes place is for the GM to decide. They may also decide to limit the mechanics used to the following, rather than use the full book's mechanics.

EXTRA RULES

For sessions that are set only before the Conception, the following rules may be adopted as desired. In particular, the rules for contacts, as well as the special skills, Human Form and Closed World, are indispensable for making sure your story goes smoothly. If anyone at the table wants to play a fiend or a demon, then in addition to their normal starting skills, they gain the Human Form skill.

MONEY

All PCs gain an amount of yen equal to 20,000 times their Luck stat. When buying things, 1 macca is equivalent to 1,000 yen.

CONTACTS

For contacts prior to the Conception, each PC should decide on two people they are familiar with who are suited for the setting. Any particulars should be decided in conversation between the player and the GM.

Example: A teacher from school, the shopkeep from a local store, the boss or manager from a small company, a priest from a local shrine or church, a friend from the net, or someone involved in the same club or activity.

PUBLIC IDENTITY

Should you commit a crime, or if it's found out you're actually a demon or fiend, then you probably won't be able to live the same life you have been until then. While the identity is the PC's to decide, the GM decides when the identity might be burned.

ITEMS

No items other than Medicine exist.

CARRYING WEAPONS

PCs gain only the equipment and Gear they would normally start with, and anything beyond that comes from demons as item drops. As far as legality goes, anyone other than a soldier or police officer who is found carrying a firearm will be treated as a criminal and punished accordingly. For swords, one can try obtaining a permit to carry a katana from the government, but this may mean the police eye you, or even arrest and detain you, depending on how you use it.

Demons and other such things, of course, do not exist in society. The police, nor anyone really, will believe you when you say you were fighting one.

Special Skill: Human Form

Requires: Demon, Fiend

Category: Passive

Effect: You assume a human form. If you're a fiend, this form is what you looked like prior to being a fiend. If you're a demon, then you take on a particular, unique human form. This form is based on and suggestive of your original demon form. You may decide which form you enter a scene in, and may also change between them at any time. When you shift into human form, your clothes automatically return as well.

Regardless of form, your stats and TNs do not change. However, when using any skill that isn't a passive or talk skill, you must shift into and reveal your true form.

Special Skill: Professional

Requires: Human (or Human Form)

Category: Passive

Effect: This skill represents having a profession that allows you to make a living. Any time you would do something covered by that profession, you may automatically succeed at it, to the bare minimum acceptable, without having to roll a check. This is only a "bare minimum success," and as such producing any better of a result requires making a roll, using an appropriate stat.

This automatic success applies only to "everyday" things, such as a taxi driver being able to drive a car normally, or a chef being able to handle a kitchen knife. It never applies to combat, or to using magic. Furthermore, when you are wearing clothes relevant to your profession, you gain a +5% bonus to your Evasion TN. This bonus is lost if you equip armor.

Demons and fiends only benefit from this skill when in their Human Form. This skill can be acquired multiple times, but you cannot select the same profession twice.

Example: A character who has chosen nurse as their profession can do anything that would be common sense for a nurse to do, and does not need to roll to apply simple first aid, or to access medical knowledge. When equipped with a uniform suitable for a nurse, they gain the evasion bonus.

Special Skill: Favorite Subject

Requires: Human, Fiend

Category: Passive

Effect: Specify a keyword that represents your character's individuality and is suitable for the setting the GM has made. You gain a +20% bonus to checks related to that word. The keyword should generally come from fields like school subjects, hobbies, club activities, sports, or art. Practical examples of a keyword would be: linguistics, baseball, skiing, photography, or the like.

The bonus only is only gained when the check is appropriate to the keyword, and can never be applied to combat. Furthermore, when you are wearing clothes relevant to your favorite subject, you gain a +5% bonus to your Evasion TN. This bonus is lost if you equip armor.

Demons and fiends only benefit from this skill when in their Human Form. This skill can be acquired multiple times, but you cannot select the same keyword twice.

Example: A character who has chosen baseball as their keyword applies the bonus to any check related to playing baseball. The GM may even permit this bonus to apply to when throwing any object like a pitcher would. The bonus doesn't apply when taking a baseball bat to a monster, however. This character also gains the evasion bonus only when wearing a full baseball uniform, cleats included.

If one's keyword is science, then a suitable "uniform" would be like a labcoat. Wearing one would grant the evasion bonus. Meanwhile, things like linguistics or math don't have archetypical clothes assigned to them, and such can never gain the evasion bonus.

Boss-Exclusive Skill: Closed World

Effect: A boss demon severs a set space from reality, and converts it into a separate, closed world. The demon may selectively draw humans near to the severed space into the closed world, or alternatively, repel them from it.

The closed world cannot be perceived by humans in the real world. Naturally, whatever goes on within the closed world, they will also not be aware of it. PCs, as well as any NPCs the GM allows, can only dimly sense its existence.

The interior of the closed world and how it appears is entirely designed by the boss demon who created it. If the closed world ends somehow, the appearance it took while severed disappears, and it returns to normal.

Setup: Narratively speaking, using Closed World requires a large amount of Magatsuhi, as does expanding the area that has been severed. As such, a boss demon cannot maintain more than one closed world at a time, and if they want to expand it, they would need victims to drain, which means they tend to draw people inside the closed world more than not.

OPTIONAL SETTING: TOKYO, 200X

This option allows you to play an "occult action" kind of setting, where you exterminate demons or even fight against the Ring of Gaia in a modern day setting.

It is a time when the Ring of Gaia's schemes have yet to be discovered. Even so, Hikawa has already succeeded in summoning Baphomet, and has already found Takao Yuko, who will be his Maiden of Creation. Already, the world begins to fray at the seams, but few have noticed it yet. Those few being the PCs, of course.

THE PCS

Fiends, humans, and demons can all be used as PCs for a before the Conception story. Humans alone will have lived a life as normal up until now. Fiends and demons however will need the special skill Human Form. Take note that no PC is from an organization that can oppose the Ring of Gaia. Even if someone takes the Soldier sample character, their superior officers will never understand why they're doing what they're doing.

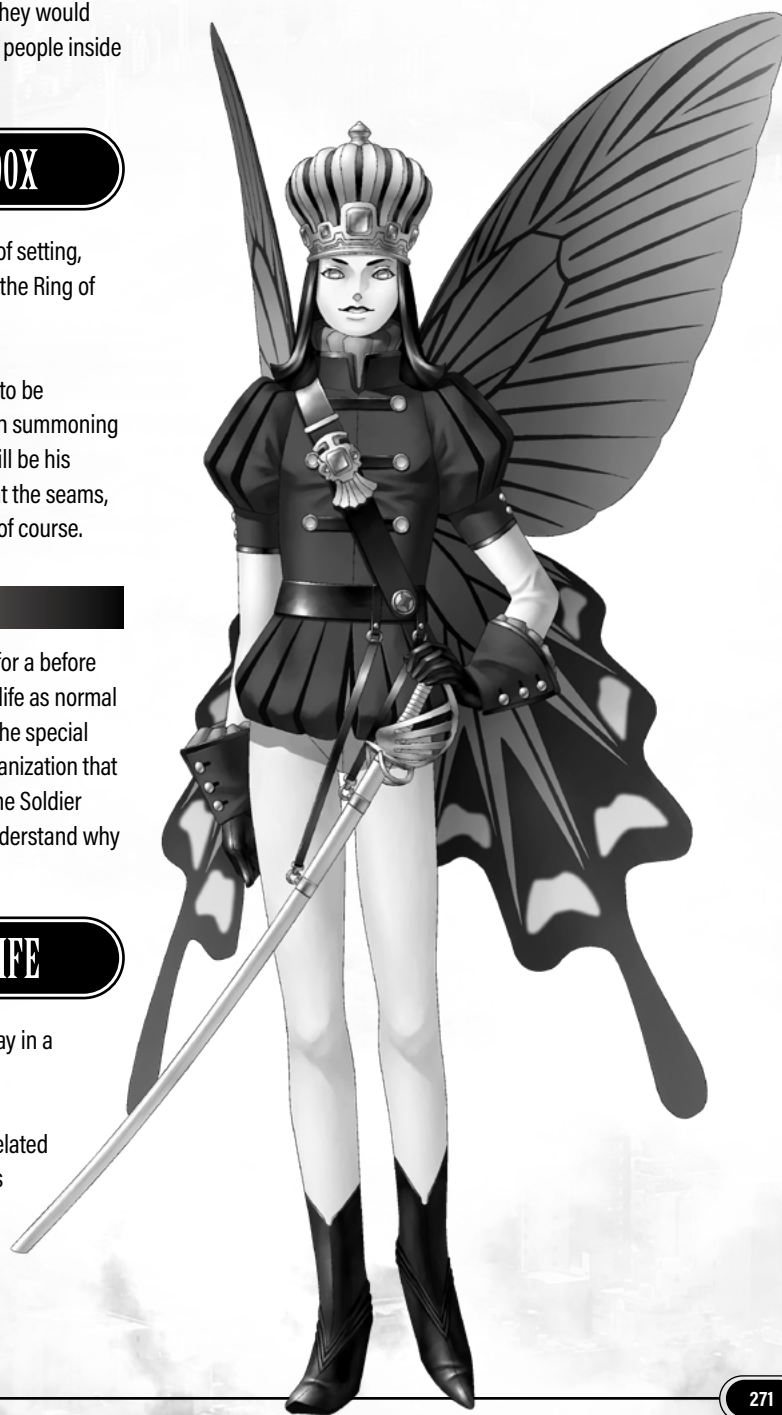
OPTIONAL SETTING: SCHOOL LIFE

With this option, you can use the Nocturne rules to play in a school fantasy action story.

PCs will be students at a Tokyo-area high school, or related staff like teachers. Within the school, bizarre incidents occur due to actions of a cult called the Ring of Gaia.

THE PCS

Though PCs can be humans, fiends, or demons, they are encouraged to be humans for this. For subclass, Soldier and Manikin can't be selected unless the GM approves it. Fiends and demons must take the Human Form skill. If playing a student, the PC may select the Expert skill once. If playing a teacher, then the PC takes the Professional skill, with that profession being teacher.



CHAPTER SEVEN

GAME MASTER



WHAT IS A GAME MASTER?

The Game Master (GM) in a TRPG has two roles: the first is a facilitator, keeping the game moving; the second, is a referee, making judgments about how to apply the rules of the game. The GM also prepares the scenario for the game and guides the players through that story.

It may be easiest to picture the GM as the director of a movie. Likewise, the players are both actors who appear in that director's movie and audience members who enjoy one another's acting skills. The GM works with their players as a sort of leader to create an even better story for the adventure.

THE IMPORTANCE OF THE GAME MASTER

Comparing the GM to the director of a movie highlights the specialness of story games like TRPGs. Story games aren't like "complete" games where players compete for supremacy within a bound set of rules; rather, they are more of an open game, constantly changing while incorporating elements outside of itself.

This book provides all kinds of rules and other information to help you run the game, but that alone isn't the game. The game happens only when the GM and players come together. You can make use of the scenario published in this book, but once it's over, the GM is left to create their own story.

However, even when running said scenario, no matter how closely one sticks to the rules set out in this book, there will be numerous differences that arise for each GM that runs it. In the same way, even though each story is based in the same Vortex World, those stories will all be different, session to session. The reason for this is that no two GMs are alike, and their players are all different as well.

So for all of you thinking of GMing, have confidence in the unique story within you, and take everyone on that adventure.

THE GM'S DUTIES

1. Connect Players with the Rules

The GM serves as the referee for this story game. Read through

the rules of the game, and when it comes time to make a ruling during the game, you'll know how to set TNs or decide which checks are necessary to make for a player's actions.

2. Create the Scenario

For each session, the GM is expected to create the scenario, use an existing scenario, or utilize a scenario idea, found later in this chapter. Only the GM should know what the scenario entails in full.

3. Tell a Story

The GM is at the heart of story games. Not only do they set the stage for the scenario, they handle the Opening phase of the story to provide direction to the players for the session, and while painting a picture for every scene, take on the role of each NPC that appears.

4. Run the Game

Both the GM and the players are responsible for keeping the game going. But whereas players are often preoccupied with playing their own characters, the GM is concerned with managing time, as well as keeping the game as a whole going.

5. Maintain the Tone

One of the GM's most important duties is to maintain the game's atmosphere, its tone. Story games live in the interactions between GMs and their players, but players don't always have a firm grasp on the tone intended for the scenario the GM (or another designer, if using a premade) created. Therefore, GMs should, both before the game and during it, consider how best to maintain the tone and also maintain the fun and allure of a story game.

RULE DECISIONS

During the game, the GM serves as a bridge, connecting the players with the rules. Often, you will need to know what rule to reference or which check does what, and so you will need to decide the proper check, the stats used, and what skills may apply. At times, you may not be sure what to do, so here are some guidelines to follow when that happens.

KEEP IT *NOCTURNE*

The biggest rule to follow when trying to make a rule decision is to interpret it in a way that makes the game *Nocturne*-like. Ask yourself, "What makes sense for the world of *Nocturne*?" If you make your interpretation along these lines, it will be easier for everyone to get on the same page.

MAKE IT PLAYER FRIENDLY

Whenever you're not sure how to interpret a rule, make sure that whatever you decide is kind to the players. This way, you'll keep things moving in a way that won't stop the fun.

MAKE IT FUN

At the end of the day, the GM has the final say and so can even decide to ignore parts of the rules. This should be done when you feel that doing so would make the game more fun.

BE CONSISTENT

Always be consistent with your rule decisions. If you change your mind every time, it's easy for the players to grow confused, and problems may arise.

DON'T REWIND

Often, you'll realize that a rule decision you made was in error. If you do so during a game, it's best not to pause and rewind time back before the decision. Don't dwell on the mistake, just go forward, knowing the proper rule for the future.

SCENARIOS

The Game Master needs to come up with a scenario, otherwise you have no game. A "scenario," in this case, is but an outline for the adventure you want to go on, and contains the NPCs that will appear in the story, any events that might happen, and also gathers together any relevant stat blocks or other data that you'll need for dealing with what the PCs may encounter on their journey.

GATE POWER

Every area you'll find in the Vortex World (detailed in the World Section) has a Gate Power listed for it, which provides a rough

estimate for how high of a level scenarios set in that area should be. Below, you'll find a guideline for what Gate Power means in relation to your PCs' levels.

GP-5

Weak enemies. If all the enemies in an encounter are this weak, you can have up to twice the number of PCs of enemies. Just be aware they'll likely be no more than fodder.

GP

Demons with a level at this level or below serve as a basic encounter for the PCs and can appear in equal numbers to the PCs.

GP +5 (ISH)

The standard for a mid-boss type demon. 1 or 2 of these will be enough.

GP +10 (ISH)

The standard for a boss. They should be accompanied by 1 to 3 minions.

GP +15-20 (ISH)

A powerful boss. They should appear without minions.

GP +20 OR MORE

May as well be undefeatable. Treat these like optional bosses, or ones with conditions, and never give them minions.

When making your scenario, compare the party level to the gate power of an area, and set your game appropriately.

HOW TO MAKE A SCENARIO

Creating a scenario for *Nocturne* rests primarily on two steps:

1. Choosing a Boss
2. Figuring Out Your Drama

1. CHOOSING A BOSS

One of the main appeals of Nocturne is that you can relive the battle you had with that cool powerful enemy that showed up in the original game, now in TRPG form. That is to say, you can tangle with the boss battle yourself and enjoy that thrill personally.

Choose a demon you want to have the PCs face, then figure out an appropriate stage and circumstances that would lead up to the final confrontation with it, to get everyone excited for it. All that remains after that is to plan out a Research and Opening phase that will provide the motivation to get the PCs there, ready and excited for the boss battle.

CREATING A BOSS DEMON

The demon statblocks starting on Pg. 126 are created with the intention to be reused as PCs. When you as the GM use them for enemies, you can grant them some skills that don't normally have. This is allowed.

When using a demon as a boss enemy, it's good to differentiate them from other demons of its type by giving them extra Skills, leveling them up, and generally raising them like one would a PC character.

For example, a Jack Frost who has learned the Heat Wave skill (like the sample character!) is no laughing matter. Likewise, raise a Pixie to be level 40 and see just how strong she becomes. Enough that she could handle nearly any trouble! You could also try fusing the demon with a Mitama or giving them extra buff and debuff skills to make them even stronger.

Demons raised in this way increase the EXP and macca they grant upon defeat by 10% per special effect added or per level increased. For example, adding 10 levels and 3 skills to a demon would increase both their EXP and macca amounts by 130%.

MINIONS

A simple way to make boss battles more exciting is to have some thematically appropriate subordinate demons appear alongside the boss. The Research phase may make it so that the PCs discover the boss's weaknesses too easily, leading to a boss battle that's over before it begins and, therefore, boring.

To avoid that, give the boss some underlings that have different affinities, and you'll challenge the PCs in a fun way. Demons with recovery, buff, or debuff skills can really make for powerful reinforcements for a boss.

BOSS TRAIT

As a GM, you can give any important NPC or demon the boss trait if it helps your scenario out. An enemy with the boss trait gains the following abilities. To make for a stronger boss battle, it may also be a good idea to place 1-4 demons close to the PCs' level in the fight alongside the boss. This is entirely up to your discretion as GM.

Bosses can perform 2 actions on their turn

These two actions can be any combination. For example, a boss could use an area effect spell followed by a basic strike or use a buff skill and then use an attack skill that makes use of that buff.

The GM should have bosses be as strategic as possible

At the start of the battle, bosses should use buffs and area effect attacks, then once they are buffed as much as they can be, switch to combining area attacks and targeted attacks.

Bosses can use fate points

Generally, these are best used to stop the boss from dying instantly to having their weakness exploited or removing ailments. Using them to prevent damage to a healer minion is good as well.

Bosses can use boss-exclusive skills

These shouldn't be used every turn.

Boss HP & MP increases

Usually, bosses have double the amount of HP and MP. The boss demons from the original game on Pg. 213 already have their HP and MP adjusted accordingly.

Bosses grant additional EXP & macca

In addition to their base EXP granted, boss versions of demons grant 10 times their level in additional EXP. The boss demons from the original game on Pg. 213 already have this amount added.

Bosses can use items

Bosses can use recovery items or even possess strange relics from the past human era.

Whenever the GM deems it appropriate, the following skills and abilities can be added to any boss demon.

Null Ailment

Because it simply isn't fun when a boss is rendered powerless with ailments, most bosses past the starting levels either null some ailments or all of them.

Null Light/Null Dark

It's best to avoid instant death attacks on your bosses.

Dekunda/Dekaja

These skills are particularly essential at higher levels due to the interplay between buff and debuff skills.

Boss-Exclusive Skills

Refer to the Skills & Equipment chapter for boss-exclusive skills.

Using Beast Eye or Dragon Eye when at half HP

This makes for something like an enrage trigger. Giving bosses more actions in a turn definitely qualifies as a threat. However, this is important enough to repeat: skills that grant additional actions, like Dragon Eye, should be limited to being used once per turn. If not, then strategically speaking, a boss would be able to take an infinite amount of actions.

MAGATAMA & DEMONS

Like Black Frost in the game, sometimes you'll see demons who have ingested a Magatama. PC demons who do this will end up becoming NPCs, but for boss battles, it's perfect. Demons who ingest a Magatama can power up their stats and skills all at once.

2. FIGURING OUT YOUR DRAMA

A TRPG is a game based on conversation, so many people can understand the appeal of conversing with NPCs and exchanging lines. With a TRPG based on an existing property like *Tokyo Conception* in particular, many of those same people will want to act just like they were in the original game itself. As such, first consider what kind of dramatic scenes you'd want to reenact, and then create your scenario to incorporate events that could lead to reproducing those scenes.

MOTIVE & SITUATION

To have a dramatic scenario, the most important things are having driving motivations and a situation where people can express feelings. Let's say, for example, you wanted a scenario where a man and a woman who were dating before the Conception meet again in the Vortex World but as enemies. You would need to provide both a motivation for them to fight and a situation where they can recall their shared love.

For the motive, you could say it's for survival, or perhaps their feelings for a Reason. For the situation, you'd need a memory. Maybe the two had a date at a park or along the beach or saw a certain movie together. All that's necessary is for the two of them to once again realize their feelings for one another. It's best if you can narrow this situation down to a single sentence for simplicity's sake.

From there, you can set these things up in the Opening, build them into Research, and finally, have it be resolved during the boss battle.

THE LOST SEEK ANSWERS

When boiled down, the original game's plot was a story of people who were lost, clinging to answers they'd found.

Takao Yuko's feeling that the world could not continue as it was, met with the ideals of Hikawa, who could not live with the chaos of modern society. From that, the conclusion of recreating the world arose. Yuko, unable to shake her lingering doubts and seeking other possible answers, turns to the protagonist as an irregular element.

Tachibana Chiaki's pride was shattered on realizing her powerlessness in her new reality, and so she became drawn to Yosuga, wherein the powerful would rule all. When she became a pseudo-fiend and gained unparalleled power, it only served to show how cruel she truly was.

With drama at the heart of the story, the answers the people of the Vortex World seek become an important consideration. The dramatic change of the end of the world makes the doubts of the characters all too real, forcing them to act, lest what they desire slip through their fingers. When the world moves on so rapidly it doesn't even allow time to reflect, people may find themselves pushed in directions they'd never have expected.

When sitting down to create a scenario, you should give proper consideration to how the feelings that will serve as your theme will change the Vortex World. For that, keep your players' Backgrounds and Bonds in mind always.

UTILIZING DRAMA

Scenarios that prioritize drama often spotlight a single player. Consider saying this ahead of time so that the other players understand where they stand in the scenario.

RANDOM ENCOUNTERS

To design random encounters, it's good to prepare two separate groups of enemies, divided by the amount of threat they pose to the PCs.

The first group should be a group of identical, weak demons that, while just strong enough not to be obliterated by the PCs, are still not much of a fight. This group exists largely to give the PCs more EXP, macca, and items. Take care, however, that if the PCs have area effect attacks or spells, this group's weak points aren't being battered such that they'll be put down instantly. You should aim for them to last roughly 3 rounds.

The second group should include a mixture of demons that are made to be fun to fight. Give them a mixture of weaknesses and attack methods, and you'll be well on your way already. However, if possible, be sure not to include any healing or debuffing demons and allow for only one buff-type demon. In this way, you can prolong the battle without damaging the thrill of the fight. You should aim for this group lasting around 4-5 rounds.

For both groups, use a number of demons equal to the PCs.

WARMUP & COOLDOWN

A GM's work doesn't lie solely in running the game during a session. Rather, it's the before and the after of a game—the Warmup and the Cooldown—which can make or break it. It's particularly important to know what kind of players you're working with when you are playing a game at conventions or other circles with people you may know all that well.

Tokita Yuusuke, the designer of this game, often runs demo games. He has some advice for prospective GMs based on his experiences.

As much as you can, during the Warmup phase, try to figure out your players' enthusiasm levels, their quirks, and how much experience they have. If you're playing a game of *Nocturne* with someone for the first time, the following questions are particularly useful.

1. EXPERIENCE WITH SMT3: NOCTURNE

Ask the player to briefly explain their familiarity with the original game and how much of it they've played. It'd be a shame if you were to accidentally spoil something. From their answers, you can gain a basic understanding of their knowledge of the world and how much you'll need to explain. Additionally, ask about what other games they've been playing recently to get a feel for their preferences.

2. EXPERIENCE WITH TRPGS

Next, I like to ask about their level of experience with TRPGs in general, whether they've any experience as a GM, and what their favorite TRPGs are. This can help you figure out the extent to which you'll need to explain the rules and help you to anticipate where misunderstandings might occur easiest. For example, even



if they've used similar dice before, they may not know how to read it in this game. In addition, their expectations for the story or how "heroic" the protagonists are expected to be may differ.

3. HOBBIES OUTSIDE GAMING

Lastly, I ask them for one hobby they particularly enjoy that has nothing to do with gaming. TRPGs are made up of many aspects and disciplines, much like how movies are, so figuring out a player's other hobbies will help you to understand what they might focus on. For example, people who like the occult or are lovers of mythology will get a kick out of the many demons that appear in *Tokyo Conception*. Conversely, someone who is into firearms and martial arts may feel disappointed that modern society no longer exists in the Vortex World. Make sure you help steer them in the right direction by explaining these sticking points beforehand.

If these questions and the conversations they provoke fire your players up, then that's all you need to have a good Warmup. From there, all that's left is to jump into the game proper by showing the trailer!

COOLDOWN

The Cooldown is when it's time to look back over the game. Once you've finished the clerical work such as handing out EXP, hand out the review sheets, and let the conversation flow to help everyone wind down.

SCENARIO: YOUR ENEMY IS SHIRANUI

SCENARIO OVERVIEW

This is a dramatic scenario designed for level 10 starting characters. In order to reclaim a himorogi, a fiend seeking to do battle with an oni reunites with an old friend in the heart of a hostile stronghold. But all the two have for each other is violence.

GAME RATING

Recommended Level: 10 (or 1100 EXP)

Recommended PCs: 4

Play Time: 4 - 5 Hours

RECOMMENDED CHARACTERS

Quick Start

PC	Background
PC 1: <i>Fiend (Marogareh)</i>	Searching (Friend)
PC 2: <i>Fiend (Ankh)</i>	Return Home
PC 3: <i>Fairy Pixie</i>	Lost Memories
PC 4: <i>Fairy Jack Frost</i>	Revenge

Full Scratch

PC	Background
PC 1: <i>Fiend (Marogareh, Kamudo)</i>	Searching (Friend)
PC 2: <i>Fiend (Ankh, Narukami, Wadatsumi)</i>	Return Home
PC 3: <i>Non-Force Demon (Supportive)</i>	Lost Memories
PC 4: <i>Weak to Fire Demon</i>	Revenge

Bond Arrangement

PC 1 > PC 2	Friendship
PC 2 > PC 3	Savior
PC 3 > PC 4	Friendship
PC 4 > PC 1	Hostility

TRAILER

"Get it back... take our himorogi back...!"

The Manikin settlement had sheltered them, and now it was reduced to ashes. With the elder's last dying wish in their hearts, a fiend and their companions take off in pursuit of the arsonists.

Once they catch up, however, they find an all too familiar face among their foes.

"What the hell are you doing?!"

No amount of pleading would reach their friend.

Does he think he can solve everything with flame?

Your enemy is Shiranui. There's no room for bargaining.

GAME PLAN

OPENING

Here, the PCs are granted their motivation. While the PCs are out dealing with a demon that's been lurking around the Manikin settlement they've been living at for the past while, a Mantra Army squad led by Taraka attacks the settlement and burns it to the ground. The PCs are then asked by the dying Manikin elder to take back the elder's himorogi.

RESEARCH

The PCs chase after the attackers. On the way, they learn of a Mantra Army detachment hanging out in a high-rise building at Shinjuku's west entrance. Among the clues that lead them to learn this, is the suggestion that a fiend works with the detachment. When the PCs look into this, they learn that the Mantra Army's fiend is none other than an old friend of theirs.

DUNGEON ATTACK

To take back the himorogi, the PCs raid the high-rise building where the Takara detachment is taking up residence. During this raid, they come face to face with their old friend, who is now a fiend. But all that comes of the meeting is a fierce battle.

BOSS BATTLE

Lastly, the PCs enter into a climactic final battle with Takara and the flame fiend. During the fight, Takara tells the PCs of their friend's secret. He's joined with the Takara squad all to keep his lover safe. Takara even tells them that his lover is, at this moment, still held captive by the Mantra Army. "So you get it now, I can't stop fighting. I have to protect Miki!"

OPENING 1: INDIVIDUAL INTRODUCTIONS

After the players have chosen their characters and have their character sheets ready, the game may begin. First, work through an individual opening for each character. Refer to the next section and conduct the scene like a conversation between the GM and the player. The GM may read the part out loud verbatim or hand each section over to the relevant player. This will serve as the opening for each PC.

Lost Time

PC
1

"You'll have to invite me to your wedding."

You said those words to Akira and Miki. It was the last time you went out for drinks together as students. While you'd meant to poke fun at the couple, it had instead rapidly turned serious.

"Yeah, man, we'd definitely want you there. You can give the speech," Akira shot back, laughing.

"I dunno, I'm not any good at that sort of thing. Couldn't I put on a show and split some bricks or something?"

Words were never your forte. But you were proud of your martial skill, which you'd trained at since you were young, right alongside Akira.

"Splitting bricks would be like saying you wanted them to split up, no way."

That was (PC2). She was Miki's friend, and another martial artist besides.

"All right, how about this? I'll dress up like Darth Vader and come to kidnap Miki, and Akira can come swooping in to save

her."

"Hey, I like that! I'll keep you safe, Miki, no matter what!"

Good memories. But before the ceremony could happen, the world ended.

"With this, you will join the ranks of demons." That's what the blonde-haired boy had told you. Then, the next thing you knew, you were lying in a desert. If PC2 and the fairies hadn't found you, you have no doubt in your mind you'd have been buried by the sand.

Together, you wandered until you found the Manikin village. The Manikins, previously slaves to demons until they had made their escape undetected, were now hiding in their corner of the desert. It was they who told you first that the world had been destroyed.

You were so glad that at least PC2 was there. It wasn't just you, all alone. That had to mean that maybe somewhere out there, Akira was still alive too.

And that's when it all started.

Reunion

PC
2

"You'll have to invite me to your wedding."

(PC1) said those words to Miki and Akira. He was Akira's best friend, so you'd been told. The two of them were in the Karate club at their university.

That was the last time you'd gone out for drinks as a student. Your own best friend, Miki, had dragged you along, saying she wanted you to meet her boyfriend.

"Yeah, man, we'd definitely want you there. You can give the speech," Akira had shot back, laughing.

"I dunno, I'm not any good at that sort of thing. Couldn't I put on a show and split some bricks or something?"

Maybe Akira's so-called best friend had been drunk or something, but PC1 was getting carried away. You called him on it, too.

"Splitting bricks would be like saying you wanted them to split up, no way."

"Oh, right?"

Without a hint of malice, PC1 laughed.

"All right, how about this? I'll dress up like Darth Vader and come to kidnap Miki, and Akira can come swooping in to save her."

"Hey, I like that! I'll keep you safe, Miki, no matter what!"

The boys sure got along well. How nice for them. But, when you looked at Miki, she seemed so happy. So you decided that was all that mattered.

Good memories. But before the ceremony could happen, the world ended.

"If you want to live, then you have to take this, I'm afraid!"

That was when a little fairy spoke to you and offered you a magatama. As the world was being consumed in lightning of purest black, accepting the offer was the only thing you could do.

Meeting PC4 and having PC3's guidance may have been what saved you. You needed something to give you the courage to keep living, and protecting the little fairies was enough. Eventually, you even found PC1 in the desert. It was proof you weren't the only person to survive.

Together, you wandered until you found the Manikin village. The Manikins, previously slaves to demons until they had made their escape undetected, were now hiding in their corner of the desert. It was they who told you first that the world had been destroyed.

And that's when it all started.

Fate

PC
3

"Thank you."

A very strange demon (PC2) spoke these words to you. What? You think. Why would this weird demon I found wandering the desert have thanked me? Huh? Her savior? What's that about?

Well, whatever. You were also wandering the desert and were a bit puzzled as to why, anyway. Why not make friends? Though... who are you? And where is this place?

While you were at it, you decided you'd take in a strange

snowman, too. Why not? Abandoning a poor creature like that would've left a bad aftertaste.

Yet, you weren't done finding the lost in the desert. Hey, this one looks like you!, you'd said to PC2. All stripey, just like the first strange demon.

In the end, you all became friends, a bunch of strange demons all around.

And that's when it all started.

Revenge

PC
4

"This is no place for weaklings like you."

The Femme Takara sneered as she said these words to you. As leader of a Mantra Army detached force, Takara is known for her cruelty. She's sometimes called the Onislayer Witch, and even orders around Oni much bigger than she is like they were nothing.

Wanting to get stronger, you went to the Takara squad hideout. Altogether, the Takara squad had herself, two Oni, and three Bicorn. But on top of thoroughly pushing you around, they beat you ragged and then cast you back out into Shinjuku.

You'd just wanted to take a look at the Shiranui magatama Takara was holding onto. Who wouldn't want Null Fire?

One day, you swore. One day, you would get back at her. You'd go from weakling to strongling and then show that Takara what for!

Fortunately, a strange demon (PC2) following around Pixie (PC3) saved you from the brink of death. Eventually, you even picked up another weirdo demon (PC1) laid out in the desert. Strange guy, but you felt there was really something interesting about him.

Well, you get busy living, or you get busy dying.

You knew of some Manikins who'd made a village out near Hatsudai and figured you all could rest up there.

What happened to the humans, your new friends asked.

"They were all wiped out some time ago now." There really weren't any left, you know? Ah, but that guy in charge of the Assembly of Nihilo, Hikawa, was totally a human. Beyond that, though, who could say?

And that's when it all started.

SCENE 01: DRAGON HUNT

SITUATION

"So that's the Snake that's been causing all the problems, huh? All right, let's do this!"

EXPLANATION

Scene 01 is an action scene, which will also serve to practice the combat rules. The PCs, wanting to help out the Manikins, have gone to take down a Nozuchi that's been causing problems near and around the village.

The PCs find the Snake in the middle of the desert, a bit away from the Manikin village, and engage it in combat. They'll face one Nozuchi at its starting level 14, so it can only use Lunge and Toxic Cloud. Tell the PCs ahead of time that there's no negotiating with this Nozuchi, so they focus on combat.

TROUBLESHOOTING

Assuming the PCs are aligned with what was recommended at the start of the scenario, this isn't really a fight they can lose. However, it's possible they might not adequately deal with a lucky critical hit, which could lead to feeling like they're in danger. If this happens, offer advice on how to use their fate points.

Should you have 5 or more PCs, increase the number of Nozuchi to 2.

SCENE 02: BURNING VILLAGE

SITUATION

The village is on fire.

The PCs find the heavily wounded village elder Manikin, who tells them, "It was the Mantra Army... they did this!"

"It was Takara and her Oni... and some flame-wielding demon I'd never seen before. He looked like you," he continues, indicating PC1 and PC2.

"They took everyone. Stole our himorogi..."

The himorogi is a container, holding all the Magatsuhi of the Manikins' beliefs within.

EXPLANATION

Members of the Mantra Army, hunting for Magatsuhi, assaulted the village, setting it ablaze and killing many of the Manikins there. The rest they took away to make them once more into slaves. They also stole the himorogi, a precious item for the village.

The PCs must now go and save the Manikins.

PC4 knows of a squad of Mantra Army Magatsuhi hunters who hang around Shinjuku's west entrance. If there was a Takara and her Oni, then there's no mistake it's the detached squad. Though, PC4 never saw this flame-wielding demon. Must be someone they added after they threw PC4 out. In fact, PC4 was explicitly kicked out because someone was being sent from the Mantra Army's HQ in Ikebukuro.

TROUBLESHOOTING

Of critical importance here is getting the PCs to accept that they need to go and save the Manikins. If they don't buy into this, then the story can't progress. If the two fiends look for other survivors, you can use this opportunity to suggest that the "flame-wielding demon" was another fiend, just like them.

SCENE 03: ESCAPEE

SITUATION

The PCs crest a sand dune close to the western Shinjuku ruins. Just before they do, a Manikin comes over the dune and tumbles down past them, crying out for help.

Once they turn to help the Manikin, they hear a voice from further up the dune.

"Hoho, so one of youse survived, eh?"

Looking back, the PCs spot a dark red-skinned, one-horned Oni. Mantra Army for sure.

"I didn't kill nearly enough of you, so it's a good thing I went and checked!"

EXPLANATION

This Oni belongs to the Shinjuku detached force, which went to deal with some escaped Manikins. The PCs can fight the Oni here.

The fight is with a single level 25 Oni. Alternate using the Oni's Berserk and basic strike. The first time the Oni takes damage to its HP, have it roar with laughter and say the following.

"Ooh, you're pretty good too, huh, stripey? Yeah, between you and that Akira kid, you stripeys are a real interesting bunch! Come on, let's have a little more fun!"

The Oni will not stop fighting, however by spending an action to talk (and succeeding at the Negotiation check), a PC can earn some information, as follows:

1. Flame-wielder? Ah yeah, that kid who got a Shiranui from Takara. Ikebukuro sent him to us. He said his name was Akira.
2. What, you asking about that kid? I dunno, he kept running his mouth about some girl, I don't remember. Miki or Mika or something like that.

TROUBLESHOOTING

This scene serves to strengthen the PCs' motivation. Here, they learn that Akira still lives, even though he is now the fiend Shiranui, and that he's been sent to a building in west Shinjuku. As a price for this information, the PCs face a fairly powerful opponent in the form of a Phys-resistant Oni fifteen levels higher than their own. But victory shouldn't be too difficult if they remember to apply ailments.

SCENE 04: RUMORS

SITUATION

After rescuing the Manikin, it thanks the party profusely and says:

"That uh, that fiend gave me this..."

It hands over a piece of paper. On it is written PC1's name, and beyond that, two simple words: **Stay Away**

EXPLANATION

The Manikin has a message from the now-fiend Akira. As Akira is now a member of the Takara squad, any further pursuit would mean unavoidable conflict. The reason for it being unavoidable is because Akira's lover, Miki, is being held prisoner underneath the Mantra Army's headquarters in Ikebukuro.

To prevent Miki from being sent to the prison camp in Kabukicho, Akira joined the Takara squad and ingested the Shiranui magatama.

At this point, the PCs might be considering that they might be able to sneak into the Takara squad's hideout and save Akira, despite his wishes. Regardless, the escaped Manikin will tell them the layout of the building, and also the route it took to flee.

1. The building is fifty stories tall. The other Manikins are being kept in the first-floor basement. There's an underground passage that would let the PCs sneak in from this level. The level is guarded by two Bicorn.
2. There's an Oni stationed on the 20th floor, along with another Bicorn.
3. Takara is up on the 50th floor, and Akira is usually with her. Takara keeps the himorogi with her at all times.
4. There is an Amala sub-terminal on the 50th floor, and it connects directly to the sub-terminal on the first floor of the Mantra Army HQ in Ikebukuro. It does not connect anywhere else.

Once the players decide to infiltrate the building, proceed to Scene 05: Underground Prison.

TROUBLESHOOTING

This is a scene where the PCs gain the vital information they need to fight with Takara squad. Because the information is gained so readily, there may be some who express doubt about how accurate it is. If this happens, point out that the Mantra Army is not at all known for its prowess at subterfuge.

SCENE 05: UNDERGROUND PRISON

SITUATION

Two Bicorn stand guard here. If you don't take them out, you won't be able to get the Manikin to safety.

EXPLANATION

The PCs will get into a fight with the two Bicorns standing guard at the prison. The PCs may express interest in ambushing the Bicorns. If so, the whole party will need to make an Agility check. Any PC that is successful can take a turn on Round 1. Then, combat begins in full starting at Round 2.

Once the Bicorns are down and combat is over, you can move on to the next scene.

TROUBLESHOOTING

Two Bicorns shouldn't be much of a challenge for the PCs. It's unlikely the PCs would be wiped out here, but should one or more PCs end up dead, have Akira enter and blow the Bicorns away with a Maragi.

SCENE 06: REUNION IN FLAME

SITUATION

The guards are downed. However, the underground prison is locked tight, and you can't get the door open.

"Give it up, (PC1)."

When you look, you see Akira. He bears the strange protrusions and blue-black striping characteristic of fiends.

"You won't find the key here."

Akira casts his hand out.

"We'll pretend I never saw you if you leave. Now, (PC1). I don't want to kill you."

Magic flares to life over his palm.

"You've been warned. Maragi!"

EXPLANATION

The fiend Akira makes his appearance, but only to warn PC1 to leave. PC1 can try to reason with Akira, but gets no response. The moment PC1 does anything but leave, Akira will hit the PCs with a

Maragi, and then summons the Oni and Bicorn that should've been up on the 20th floor.

Combat begins then.

Treat Akira something like a mid-boss who only uses his fate points. The first time Akira takes damage, or if one of his minion demons are defeated, he immediately flees from battle.

The Oni will say something along the lines of, "I got this!" and start using Berserk over and over.

Once the Oni and Bicorn are defeated, the PCs can finally take stock of the situation. Considering where everything else is, they can easily figure that the key to the prison must be up with Takara on the 50th floor.

With some searching, they can find a secret elevator that takes them all the way up to the 50th floor.

TROUBLESHOOTING

As this is Akira's first appearance, he of course needs to live to fight another day. Then, in the next scene at the final battle, he appears in perfect health.

SCENE 07: TAKARA'S CHANCE

SITUATION

"Kukuku, look how lively you lot are. Akira. Burn them to a crisp!"

EXPLANATION

Now comes the boss fight at the 50th floor.

Takara and Akira come at the party at full strength. During the fight, Akira will hesitate from using AoE spells, but then Takara pressures him by reminding him of "the hostage." Once that happens, Akira starts fighting without holding back.

If the PCs take down Takara first, they can talk Akira down from fighting. But if they take Akira down first, then Akira will beg them to save Miki before dying. Upon Takara's death, if the PCs stop fighting Akira, he'll immediately say he has to go save Miki and activate the sub-terminal.

"Goodbye, PC1. I have to protect Miki!"

With those being his parting words, Akira teleports to the Mantra Army headquarters. The PCs can likewise activate the terminal to head to the Mantra Army HQ themselves. If they do, proceed to Scene 08.

Lastly, with Takara down, the PCs can reclaim the himorogi and take the key to the underground prison as well.

TROUBLESHOOTING

Emphasize Takara's horrible personality, and make the PCs want to endure Akira's attacks and take out Takara first.

It may be the case that the PCs guess that the hostage Takara mentions is Miki and thereby want to contrive some method to help. This should be actively encouraged. However, you shouldn't allow the PCs to talk to Akira alone, not until Takara is dealt with.

The fight with Takara is not the true climax, after all. In order to save Akira, Miki must be rescued from the Mantra Army HQ.

SCENE 08: RESCUE

SITUATION

You teleport to the Mantra Army HQ, and you see Akira from behind, running. You chase him and follow him down through the base, into the underground prison area.

Suddenly, Akira cries out, "Guwah!"

As you catch up, you see beyond him a large figure looming at the entrance to the underground prison, with Akira laid out on the ground.

The figure, wearing a helmet and cape, can be none other than the might of the Mantra, Thor himself.

"Hmm. Friends of Akira, are you?"

Crouched beside Thor, you can see a massive beast. That would be Orthrus, one of the judges of the Mantra Army's trials by combat.

"Friends of this boy who's been tricked by that Takara, is it? And if you've made it this far, she must be dead. What a wonderful day! The Mantra Army isn't one to take hostages."

EXPLANATION

This is the true climactic scene.

Kishin Thor and Beast Orthrus appear just in front of Miki's cell, and with one blow Thor has rendered Akira unconscious. As Thor is level 76, even if he were only to use his initial skills of Avenge, Ziodyne, and Hades Blast, level 10 PCs are just no match for him. They would simply get beaten back.

The PCs will need to approach Thor and discuss getting Miki back. This will lead to Thor offering a trial by combat: the PCs versus Orthrus (level 34). Should they win, then Thor will release Miki. With Orthrus at base level, all it has to use is two skills and its fate points.

Both Thor and Orthrus consider Takara's methods of taking prisoners to be underhanded, not the strength Mantra seeks at all. As such, both feel this is a good opportunity to resolve the matter as warriors in a way befitting warriors.

TROUBLESHOOTING

This is the true final battle. Akira has been knocked out by Thor and thus cannot participate in the battle.

Should the PCs give in to desperation and simply attack Thor before arranging the trial, then feel free to allow that to happen. After they get completely wrecked, all that awaits them is a Bad End where they get sent to the Kabukicho prison camp.

Even if they secure a trial, the PCs will undoubtedly be a little torn up at this point. If they wish, they can spend macca with the Jack-o'-Lantern warden and recover as if using a Fountain of Life, first.

ENDING

SITUATION

"The victor has been decided. You shall have what it is you desire," says Thor in his usual grandiose way. "The gates of the Mantra Army will never be closed to victors. Go where you must, but should you ever desire to return, know that you are welcome here."

And so does Akira get Miki back.

As a group, you all return to the Manikin village in Hatsudai. The battle is over, and loved ones have been returned. But still, the world will not be returning.

EXPLANATION

And now, the ending. With victory in the trial, the PCs have earned permission to come and go from Mantra Army's HQ, as well as Akira and Miki's freedom.

The PCs can use the sub-terminal to return to the western Shinjuku building, and from there they, Akira, and Miki can set the Manikin free, and everyone can return to the village. Akira and Miki decide to stay in the Manikin village and recover for a while.

So does the case close, so was love protected, but so can the adventures within the Vortex World only now begin.

After this, give each player their individual closing scene, and then end the game.

Fiend Akira

Shiranui

LEVEL	CLASS	EXP	MACCA
20	Fiend	200	300

STATS

STRENGTH	6 + 1 = 7	TN: 55%	Physical Power: 27
MAGIC	13 + 5 = 18	TN: 110%	Magical Power: 38
VITALITY	4 + 0 = 4	TN: 40%	Save TN: 40%
AGILITY	4 + 4 = 8	TN: 60%	Dodge TN: 18%
LUCK	2 + 0 = 2	TN: 30%	Negotiation TN: 24%

HP	144	MP	114
PHYSICAL RESISTANCE	12	MAGICAL RESISTANCE	19
AFFINITIES	Null Fire, Weak Force		
FATE POINTS	5		

BASIC ATTACK

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Basic Strike	—	55%	27	1	Phys	

SKILLS

NAME	COST	TN	POWER	TARGETS	ELEMENT	Effect
Agi	3 MP	110%	79 (53)	1	Fire	
Maragi	8 MP	110%	72 (48)	All	Fire	
Fire Breath	9 HP	55%	55 (37)	All	Fire	
Fire Boost	—	—	—	—	—	Multiply Fire attack power by 1.5x
Provoke	20 MP	Auto	—	All	Support	Roll 1d10; lower resists and increase power
Scout	—	44%	—	1	—	Talk skill.
Zio	3 MP	90%	36	1	Elec	Shock 20%
Luck Smiles	—	—	—	—	—	1/session, nullify all effects to you from one attack

BACKGROUND 1	Fiend Reason → Gozu-Tennoh	BACKGROUND 2	Desire → Protect girlfriend
GOAL	Protect Lover	BOND	PC 1 (Friend)
CONTACTS	Kishin Thor		

SCENARIO IDEAS

USING THE IDEAS

As they are merely ideas—seeds, really—GMs will need to provide their own details. Feel free to adjust the levels for demons as needed for your PCs.

ESCAPE FROM SHINJUKU MEDICAL CENTER

Recommended Level: 10

Sample Characters: OK

Recommended PCs: 4-5 Players, of which there's a Fiend (Marogareh) and Pixie

In this idea, you play the Shinjuku Medical Center segment from the original game as-is. The first scenario could be waking up in the basement, up until you take the key from the Preta, and a second scenario could be the boss fight against Forneus. As Preta are fairly weak, you should elevate a Preta to level 10 and give it the Boss trait. This idea does allow you to start from level 1 if you like, but you should spend more time exploring the basement to build up.

JUNK COLLECTING

Recommended Level: Any

Recommended PCs: At least 1 PC with Lucky Find

One of the PCs' contacts asks them to find a particular item. The item in question is an old human relic, and it's located in a place guarded by powerful demons. An example of this would be the Troll guarding Loki's room. This idea can apply to a wide area of things, the more familiar with Tokyo hotspots you are.

PETER PAN

Recommended Level: 10+

Recommended PCs: Fairy demons

This idea centers on demons who don't want to evolve. A Pixie who doesn't want to become a High Pixie has gone missing, and the PCs are asked by the Fairy clan to find her. When they finally locate this Pixie, the PCs find she's ingested a powerful Kamudo Magatama and now is a murderer, much like Sakahagi. The PCs must defeat the Eligor that has orchestrated all of this and return the Pixie to normal.

GHOST OF THE GARDENS

Recommended Level: 5

Recommended PCs: Humans only

This idea uses the "Before the Conception" optional rules. A Ring of Gaia ritual transforms the mountains around a school into a demonic landscape, and tales of strange creatures begin to spread. The PCs, as high school students, go in search of these mountainous spirits and then are attacked by Will o' the Wisps and Pixies. The group defeats the Hua Po at the center of it all, finds a Magatama, and returns to the school. Just as the group debates what to do with the Magatama, the Conception occurs, and the world ends.

DEEP BELOW

Recommended Level: 10-15

Recommended PCs: Humans, Fiend (any starter Magatama)

The PCs are caught during the Conception riding



the subway and get thrown out into the Great Underpass of Ginza. Can the PCs escape from the underpass with all the strange, slimy creatures prowling around? Or will they be trapped down there forever?

Common Demons: Manikin, Preta, Chatterskull, Choronzon, Yaka, Slime, Sudama, Nozuchi, Blob, Kodama, Fomorian

Bosses: Forneus

THE LAST HURRAH

Recommended Level: 30

Recommended PCs: One Human (Soldier)

In order to fight the demons, a military officer in Ikebukuro is aiming to recover the artillery that remains in the Ichigaya JSDF Base. After shaking off pursuit from Divine demons, the PCs arrive at Ichigaya, only to meet with seven surviving JSDF soldiers who are protecting the last of their artillery cannons. Initially, they'll be wary of any demonic-appearing persons among the PCs, but with some persuading, can be convinced to hand them over. However, the Assembly of Nihilo, sensing the threat, sends demons led by Baphomet to intercept the cannons. The boss for this idea would be a Baphomet who can use items.

THE STRING WALL

Recommended Level: 40

Recommended PCs: One Human (Maiden)

In order to provide shelter to a Maiden who has escaped from the Ring of Gaia, the group heads to Jingu-Gaien, where Kikuri-Hime is said to be. When they finally arrive, the forest has been strung up by some strange barrier composed of strings. Kikuri-Hime, infected by the madness of Sakahagi and driven berserk, has unleashed the power of her "kukuri", which she once used to seal the world of the dead. To save her and the Maiden, the group needs to defeat Sakahagi.

NIGHTMARE SYSTEM

Recommended Level: 25

Recommended PCs: Mantra Army PCs, including fiends

"Annihilate the Assembly of Nihilo!" Such were Gozu-Tennoh's orders.

The PCs, while taking part in the assault on Shiodome, sense something strange in the actions of the enemy Koppa Tengu and Eligor. When they begin to pursue Kaiwan, they stumble upon an underground passage that leads them to the true heart of the Assembly of Nihilo, the Nightmare System. If the System is activated, then the Mantra Army will be destroyed. To prevent that, the PCs must defeat Kaiwan, Eligor, and Berith, and then lastly destroy the activation circuit to the System itself. Then there's the final enemy, Ose, to deal with.

TUNNEL TROUBLE

Recommended Level: 30

Recommended PCs: A neutral party that would help manikins

"To the new land!"

After the Mantra Army is destroyed by the Nightmare System, escaped manikins attempt to reach their former homeland of Asakusa. However, to get there, they must pass through the Ikebukuro Tunnel, where a blood-sucking Mothman has taken up residence. To help the manikins' flight, the PCs will need to exterminate the Mothman.

HACHIKO, MISSING

Recommended Level: 10-20

Recommended PCs: Any

Decarabia would always meet with his friend Forneus at the statue of Hachiko, a famous landmark in Shibuya. But now, someone has stolen it. Bewildered as to why anyone would steal the statue, Decarabia asks the PCs to retrieve it. The culprit proves to be a fiend with an unusual attachment to relics of the old human world. The PCs will need to track down the hideout of a new, rising faction and somehow secure the statue of the most loyal dog.

MAZE OF ILLUSION

Recommended Level: 28

Recommended PCs: Any

Someone important to a PC (a lover, a mentor) has been captured by the Mantra Army. To get them back, the PCs will need to enter the prison in Kabukicho, a labyrinth shrouded in illusion. Worse yet, they don't even know where this person might be within the prison.

HOROBI

Recommended Level: 50

Recommended PCs: Any

A fiend claiming to have established the fourth Reason of "Horobi" enters the Amala Temple to attempt to convert Aciel into the sponsor god for their Reason. Said Reason desiring the destruction of the Vortex World itself. The PCs are warned of this by Urthona, one of the Zoas of Albion. They must rush to the Black Temple in order to prevent the summoning that would bring about the world's destruction.

MURDER AT THE KAMINARIMON

Recommended Level: 40

Recommended PCs: Any

After Asakusa is restored, a bizarre string of murders occurs wherein manikins are found with their flesh entirely removed. Amidst increasingly persistent rumors that it's the work of Sakahagi, the "disgrace of the manikins," Futomimi, the leader of Asakusa, surprises everyone by asking the PCs to resolve the matter. In truth, an Incubus from the Assembly of Nihilo is at fault, attempting to destabilize Asakusa from within.

ASAKUSA ASSAULT

Recommended Level: 40

Recommended PCs: Any

After her transformation into a pseudo-fiend, Tachibana Chiaki revives the Mantra Army and establishes the Reason of Yosuga.

People in Asakusa have started to panic, and in order to bring some calm to the residents, Futomimi asks the PCs to go through the Ikebukuro Tunnel and do reconnaissance on the Mantra Army.

After defeating demons in the tunnel and emerging into Ikebukuro, the PCs learn that the Divine demons that once were members of the Assembly of Nihilo have now flocked to Ikebukuro, drawn to the Reason of Yosuga. When they infiltrate the Mantra Army headquarters, they likewise learn that Yosuga calls for a world ruled only by the strong and, worse yet, witness the launch of an all-out assault on Asakusa.

To save Asakusa, the PCs must race back to the city, dealing with Divines the whole way back. Even then, a storm of slaughter will descend upon the city.

THE DEMI-FIEND

Recommended Level: 50

Recommended PCs: Yosuga-Aligned

He's coming. The Demi-fiend, with nothing in his heart, comes to oppose our Lady Chiaki. A creature with no Reason. One who is human, yet also not human. He who cannot be saved.

The Demi-fiend is coming to challenge Chiaki, bringing along powerful friends as well. The PCs must protect the leader of Yosuga and stand against not just the Demi-fiend but his cohort of demons as well (level 55 Qitian Dasheng, level 55 Queen Mab, and level 55 Kushnada). The Demi-fiend himself is but a fiend, level 60, with all starter Magatama, as well as the Magatamas Murakumo and Djed all completely mastered.

NO PLACE FOR HEROES

Recommended Level: 30

Recommended PCs: Any

The PCs, in their conflict with the Assembly of Nihilo, have a hunting party dispatched specifically to take them down. The party is formed of Dis, Eligor, and Koppa Tengu and led by a Valkyrie. What can the PCs do to fight their way free from the pursuit of this powerful hunting party?

AMALA NETWORK

Recommended Level: 25
Recommended PCs: Any

A transport accident drops the PCs into the Amala Network, and to escape, they'll need to move fast. Specter is after its revenge, and it's going to try and revive a horrible Legion to do it with.

DAUGHTER OF THE DEVIL

Recommended Level: 50
Recommended PCs: Any

Lilim is the "daughter of the devil," who supposedly holds the fate of the world in her hands. Nyx asks the PCs to escort Lilim to the top floor of the Obelisk. Should they manage it, the PCs will be able to witness the creation of the "first woman," the world's strongest Night clan demon, Lilith.

PUZZLE WORLD

Recommended Level: 50
Recommended PCs: Any

There's a game center in the Asakusa underground mall. Beat all of a certain game's levels, and you can earn the Geis Magatama—and it's the only known way to get that one. Fortunately, Hijiri has another idea. Using the terminals, he can sneak the PCs into the virtual reality inside of the game itself. The only problem is, he didn't count on the demons Pazuzu and Mara to be lurking in wait there.

WRATH OF SHIVA

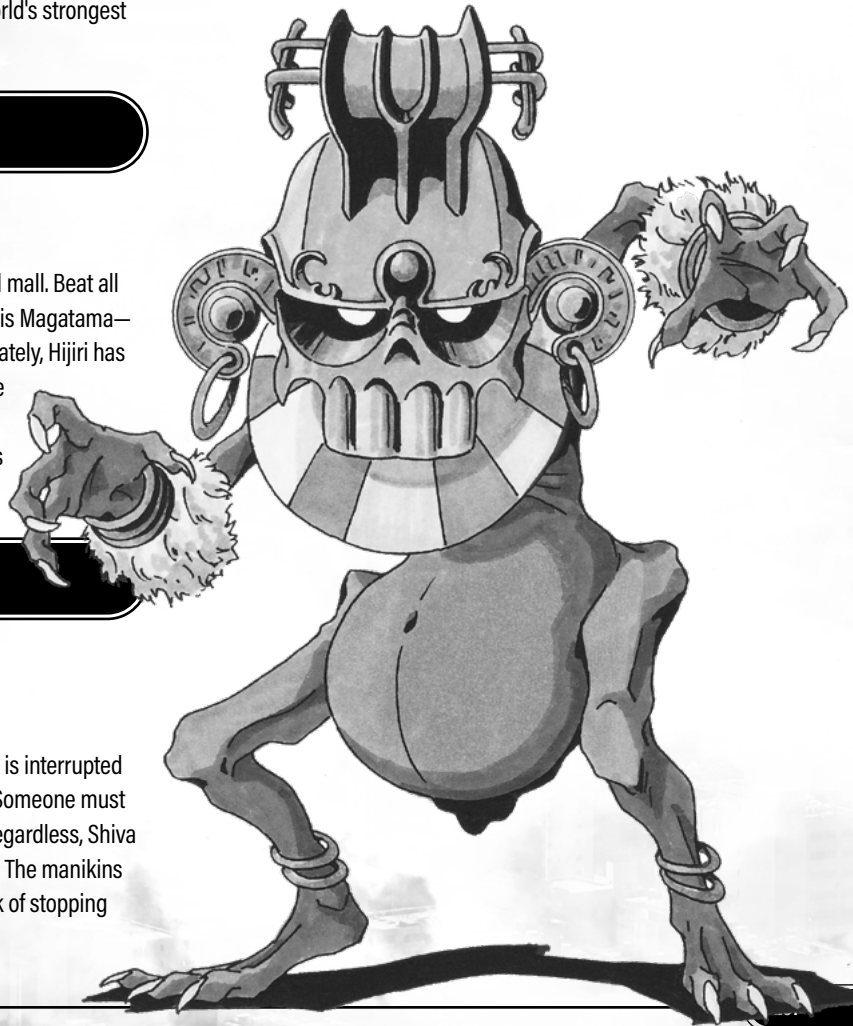
Recommended Level: 60
Recommended PCs: Any

The battle over creation at the Tower of Kagutsuchi is interrupted by the sudden intrusion of the mighty Fury, Shiva. Someone must have summoned him, but it's unknown who, and regardless, Shiva brings only slaughter and destruction to the Tower. The manikins ask the PCs to take on the absurdly dangerous task of stopping Shiva's rampage.

FOLLOW ME

Recommended Level: 43
Recommended PCs: Any

In order to become friends with (or at least earn the demon card of) Kushinada, the PCs have entered the gardens of the Akasaka Estate in northern Akasaka. There, Kushinada used her specialty skill on the PCs, Nag, to tell them to find her three special stones. These items, of course, are very rare stones held by what else but the most fearsome of demons.



CHAPTER EIGHT

INDEX



Name

Gender Age

BACKGROUND 1

BACKGROUND 2

CONTACT

Level EXP NEXT:

Endorsement Points

LAWFUL

CHAOS

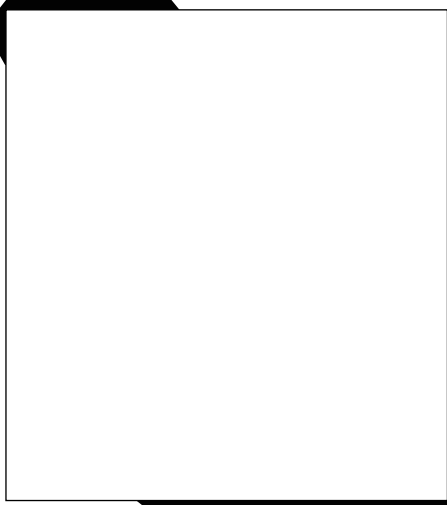
DARK

LIGHT

NEUTRAL

HEE-HO

Add a checkmark to which Alignment you are.



Fate Points
(Luck / 5) + 5

- ①
- ②
- ③
- ④
- ⑤
- ⑥
- ⑦
- ⑧
- ⑨
- ⑩
- ⑪
- ⑫
- ⑬
- ⑭
- ⑮

STATS

EQUIPPED MAGATAMA				BASE STAT				
BASE STAT	MAGATAMA	TOTAL	TARGET NUMBERS			HP	(Vi + LV) x Multiplier []	
St			%	Basic Strike Physical Attack	Strength TN	%	MP	(Ma + LV) x Multiplier []
Ma			%	Spell Magical Attack	Magic TN	%	BASE PHYSICAL POWER	Strength + LV
Vi			%	Save TN	Vitality TN	%	BASE MAGICAL POWER	Magic + LV
Ag			%	Dodge TN	Agility + 10	%	PHYSICAL RESIST	(Vi + LV) / 2
Lu			%	Negotiation TN	(Luck x 2) + 20	%	MAGICAL RESIST	(Ma + LV) / 2

CURRENT HP <input type="text"/>	CURRENT MP <input type="text"/>	AFFINITIES	PHYS	FIRE	ICE	ELEC	FORCE
			LIGHT	DARK	RUIN	NERVE	MIND

ALIGNMENTS

BASIC STRIKE / SKILLS	NAME	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL POWER	ELEMENT	EFFECT
	Basic Strike			-	%				Phys	
	1				%					
	2				%					
	3				%					
	4				%					
	5				%					
	6				%					
	7				%					
8				%						

NOTES

STATS

EQUIPPED MAGATAMA							BASE STAT			
BASE STAT	MAGATAMA	TOTAL	TARGET NUMBERS				HP	(Vi + LV) x Multiplier []		
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Ma			%	Spell Magical Attack	Magic TN	%	BASE PHYSICAL POWER	Strength + LV		
Vi			%	Save TN	Vitality TN	%	BASE MAGICAL POWER	Magic + LV		
Ag			%	Dodge TN	Agility + 10	%	PHYSICAL RESIST	(Vi + LV) / 2		
Lu			%	Talk TN	(Luck x 2) + 20	%	MAGICAL RESIST	(Ma + LV) / 2		

AFFINITIES	PHYS	FIRE	ICE	ELEC	FORCE	LIGHT	DARK	RUIN	NERVE	MIND	ALIGNMENT

BASIC STRIKE / SKILLS	NAME	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL POWER	ELEMENT	EFFECT
	Basic Strike			-	%				Phys	
	1				%					
	2				%					
	3				%					
	4				%					
	5				%					
	6				%					
	7				%					
8				%						

STATS

EQUIPPED MAGATAMA							BASE STAT			
BASE STAT	MAGATAMA	TOTAL	TARGET NUMBERS				HP	(Vi + LV) x Multiplier []		
St			%	Basic Strike Physical Attack	Strength TN	%	MP	(Ma + LV) x Multiplier []		
Ma			%	Spell Magical Attack	Magic TN	%	BASE PHYSICAL POWER	Strength + LV		
Vi			%	Save TN	Vitality TN	%	BASE MAGICAL POWER	Magic + LV		
Ag			%	Dodge TN	Agility + 10	%	PHYSICAL RESIST	(Vi + LV) / 2		
Lu			%	Negotiation TN	(Luck x 2) + 20	%	MAGICAL RESIST	(Ma + LV) / 2		

AFFINITIES	PHYS	FIRE	ICE	ELEC	FORCE	LIGHT	DARK	RUIN	NERVE	MIND	ALIGNMENT

BASIC STRIKE / SKILLS	NAME	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL POWER	ELEMENT	EFFECT
	Basic Strike			-	%				Phys	
	1				%					
	2				%					
	3				%					
	4				%					
	5				%					
	6				%					
	7				%					
8				%						

SHIN MEGAMI TENSEI

THE ROLEPLAYING GAME
TOKYO CONCEPTION

DEMON

Character Sheet

Name Demon Name

Gender Age Clan

BACKGROUND 1

BACKGROUND 2

CONTACT

Level EXP NEXT:

Endorsement Points

LAWFUL

CHAOS

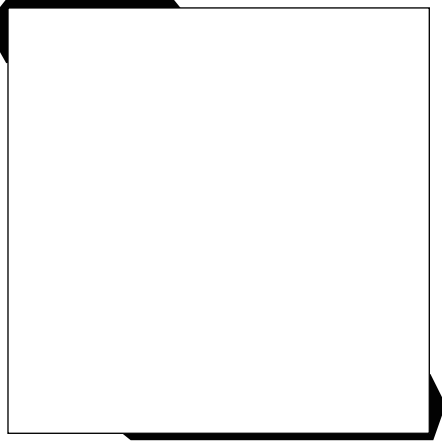
DARK

LIGHT

NEUTRAL

HEE-HO

Add a checkmark to which Alignment you are.



INEHERIT TRAITS	MOUTH	EYE	LUNGE	BITE	CLAW	WEAPON
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Evolve Path

STATS

BASE STAT	MAGATAMA	TOTAL	TARGET NUMBERS				BASE STAT	
St			%	Basic Strike Physical Attack	Strength TN	%	HP	(Vi + LV) x Multiplier []
Ma			%	Spell Magical Attack	Magic TN	%	MP	(Ma + LV) x Multiplier []
Vi			%	Save TN	Vitality TN	%	BASE PHYSICAL POWER	Strength + LV
Ag			%	Dodge TN	Agility + 10	%	BASE MAGICAL POWER	Magic + LV
Lu			%	Negotiation TN	(Luck x 2) + 20	%	PHYSICAL RESIST	(Vi + LV) / 2
FATE POINTS	(Luck / 5) + 5	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5 <input type="radio"/> 6 <input type="radio"/> 7 <input type="radio"/> 8 <input type="radio"/> 9 <input type="radio"/> 10 <input type="radio"/> 11 <input type="radio"/> 12 <input type="radio"/> 13 <input type="radio"/> 14 <input type="radio"/> 15					MAGICAL RESIST	(Ma + LV) / 2

CURRENT HP <input type="text"/>	CURRENT MP <input type="text"/>	AFFINITIES	PHYS	FIRE	ICE	ELEC	FORCE
<input type="text"/>	<input type="text"/>		LIGHT	DARK	RUIN	NERVE	MIND

ALIGNMENTS

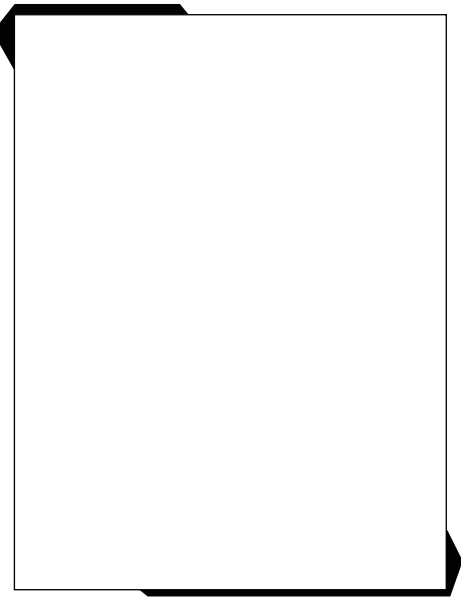
	NAME	TRAITS	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL POWER	ELEMENT	EFFECT
BASIC STRIKE / SKILLS	Basic Strike				-	%				Phys	
	1					%					
	2					%					
	3					%					
	4					%					
	5					%					
	6					%					
	7					%					
	8					%					

NOTES

Name					
Gender		Age		Subclass	
BACKGROUND 1					
BACKGROUND 2					
CONTACT					
Level		EXP		NEXT:	
Endorsement Points					

LAWFUL	<input type="checkbox"/>
CHAOS	<input type="checkbox"/>
DARK	<input type="checkbox"/>
LIGHT	<input type="checkbox"/>
NEUTRAL	<input type="checkbox"/>
HEE-HO	<input type="checkbox"/>

Add a checkmark to which Alignment you are.



STATS

BASE STAT	MAGATAMA	TOTAL	TARGET NUMBERS					BASE STAT												
St			%	Basic Strike Physical Attack	Strength TN	%	HP	(Vi + LV) x Multiplier []												
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Lu			%	Negotiation TN	(Luck x 2) + 20	%	PHYSICAL RESIST	(Vi + LV) / 2												
FATE POINTS	(Luck / 5) + 5		①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	⑬	⑭	⑮	MAGICAL RESIST	(Ma + LV) / 2	

CURRENT HP	CURRENT MP

ARMOR	NAME	SLOT	PHYSICAL RESIST	NOTES

ALIGNMENTS	
------------	--

AFFINITIES	PHYS	FIRE	ICE	ELEC	FORCE	LIGHT	DARK	RUIN	NERVE	MIND	ALIGNMENT

BASIC STRIKE / WEAPON	NAME	TYPE	TARGET	AMMO COUNT	TN	GEAR POWER	BASE POWER	TOTAL POWER	ELEMENT	NOTES
	Basic Strike				%	0			Phys	
					%					
					%					

SKILLS	NAME	TYPE	TARGET	COST	TN	POTENCY	BASE POWER	TOTAL POWER	ELEMENT	Effect
	1				%					
	2				%					
	3				%					
	4				%					
	5				%					
	6				%					
	7				%					
	8				%					

RULE SUMMARY

OVERVIEW

The PCs are people who live and journey within the Vortex World, the setting of *Shin Megami Tensei - The Roleplaying Game: Tokyo Conception*.

GOLDEN RULES

- When dealing with fractions or decimals, always round down.
- The GM has final say on how to deal with any rules or information not laid out in this summary. Generally, such decisions should be made according to what's easiest for the game.

STATS

- **Strength (St):** Used for power and hit checks of physical attacks.
- **Magic (Ma):** Represents ability with spells. Used for power and cast checks of spells, plus calculating MP.
- **Vitality (Vi):** One's physical durability and toughness. Used for calculating HP, and for making saves against ailments.
- **Agility (Ag):** Represents one's finesse and coordination. Used for dodge checks and when rolling for initiative.
- **Luck (Lu):** Used for any check not described above, such as awareness checks, perception checks, and negotiation checks. Used to calculate fate points.

DICE USED

This game uses two 10-sided dice (also called d10s).

CHECKS

When needing to know whether a certain action succeeds or not, make a percentile roll. Each roll has a target number or TN. Rolling equal to or less than the TN is a success. Rolling over the TN is a failure.

TARGET NUMBER

The following formula is used to determine most basic TNs.

$$\text{(Relevant Stat x 5) + Level}$$

PERCENTILE ROLL

A percentile roll is using two 10-sided dice and reading them a certain way to obtain a result between 1 and 100.

Designate one of the dice as your tens digit before rolling, then roll both dice at the same time. It's best to use differently colored dice, or some other means, to help you remember which die is the tens digit.

Special Results

Certain numbers rolled during a percentile roll will, regardless of the TN, be a success or a failure.

- 01 — Automatically succeeds regardless of the TN, and is also a critical.
- 96-99 — Automatically fails regardless of the TN.
- 00 — Automatically fails regardless of the TN, and is also a fumble.

Critical

When you roll equal to or less than 10% of the TN on a percentile roll, the roll succeeds and is also a critical. A critical success has various effects, such as doubling the force of an attack, or negating your target's resistances. Even if a TN is less than 10, rolling 01 is always a critical.

Fumble

When you roll double zeros (100) on a percentile roll, the roll fails, and is also a fumble. Fumbling on a hit check means your attack hits yourself or an ally, while fumbling on a dodge check will double the damage you take and negate your resistances. Additionally, characters who fumble are struck with extremely bad luck and are Cursed. This expands their auto-fail range to 86-99.

POWER ROLL

A power roll is rolling 1d10 and taking the number for something, usually damage. When you roll a 10 on a power roll, the dice explodes. Roll another 1d10, and add that number to the first number. If that's a 10 again, roll yet another 1d10. Exploding your dice can happen any number of times, as long as you keep rolling 10s. Add all dice together for the final power roll result.

FATE POINTS

For each fate point spent, you may select one of the following benefits to gain.

- You reroll a roll you just made.
- You may increase or decrease your TN by 20%.
- You may halve the damage you or an ally is about to take.

COMBAT

Initiative

All participants roll 1d10+Ag at the start of combat. 10s explode as normal. Participants then take their turn in order of highest to lowest initiative. When two or more people have the same initiative, they roll off using 1d10s, with the higher taking priority. This order is kept as-is until the end of the combat.

Actions

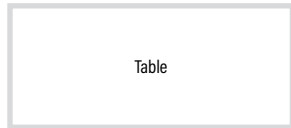
The following actions are possible: Basic Strike, Use Skill, Talk, Use Item, Escape, Aid, Concentrate, Defend. To make an attack, you either use Basic Strike, or use a skill to make a Physical Attack, Magical Attack, or cast a Spell.



DATE

GM

SEATING ARRANGEMENT



Write down Bonds between PCs.

GEMS

DEMON CARDS

GP

PARTY LEVEL

PLAYER CHARACTER NOTES

PC Name						
Player Name						
Class						
Level						
Subclass						
Magatama						
Demon Name						
Max HP						
Max MP						
Null / Repel / Drain						
Strong						
Weak						
Macca						
Medicine						
Rocks						
Beads						
Chakra Drops						
Revival Beads						

NOTES

Review Sheet

This sheet is for other players to provide you with their impressions of your character during the session. After the session, pass this to the other players and the GM for them to record their thoughts.

DATE	
GM	
PLAYER NAME	
PC NAME	

SESSION SUMMARY (FILL IN BEFORE HANDING OUT)

PC NAME	PLAYER NAME	ALIGNMENT EVALUATION	NOTES

PC NAME	PLAYER NAME	ALIGNMENT EVALUATION	NOTES

PC NAME	PLAYER NAME	ALIGNMENT EVALUATION	NOTES

PC NAME	PLAYER NAME	ALIGNMENT EVALUATION	NOTES

PC NAME	PLAYER NAME	ALIGNMENT EVALUATION	NOTES

GM NAME	ALIGNMENT EVALUATION	NOTES

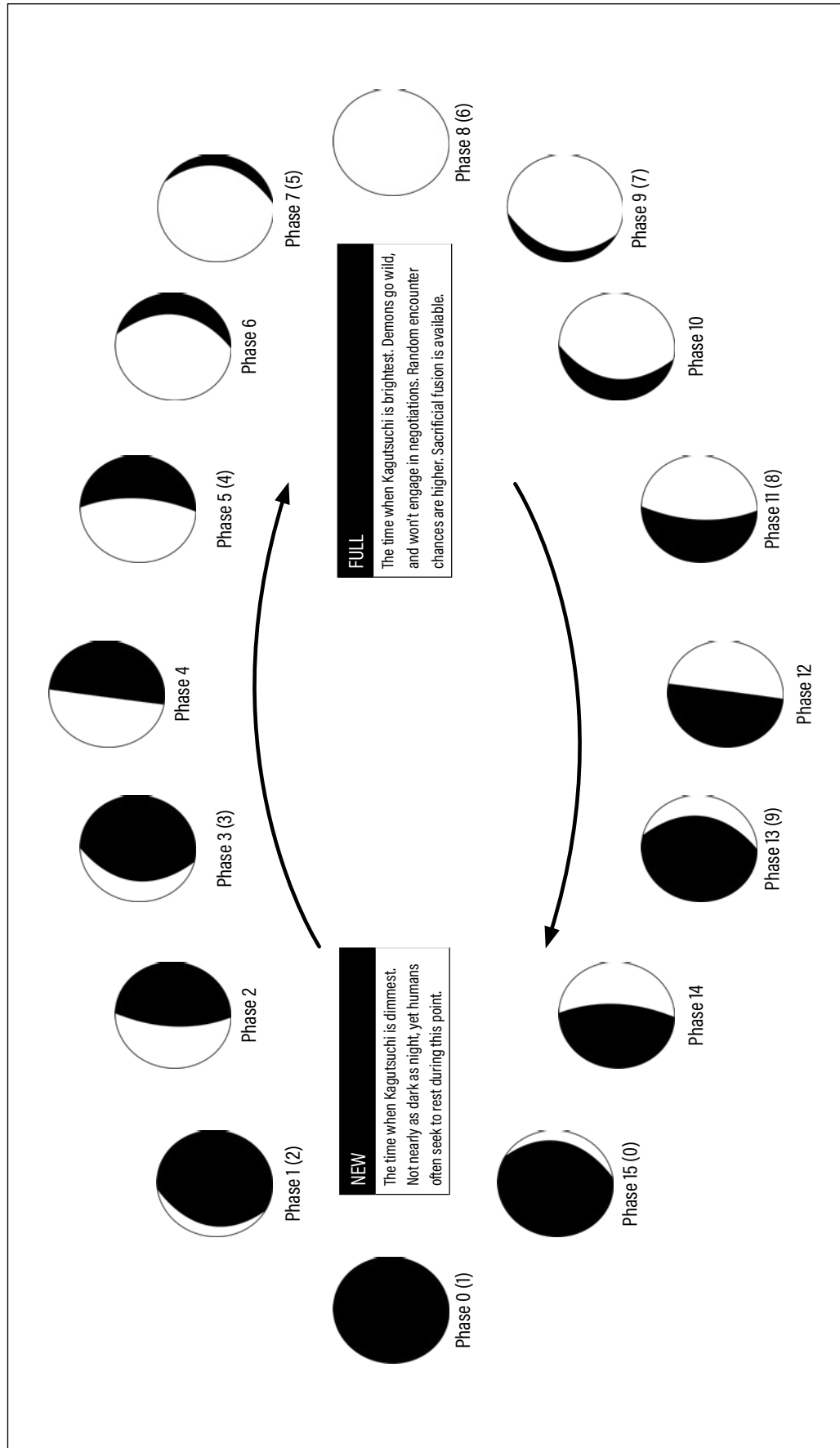
Kagutsuchi Chart

KAGUTSUCHI PROGRESSION

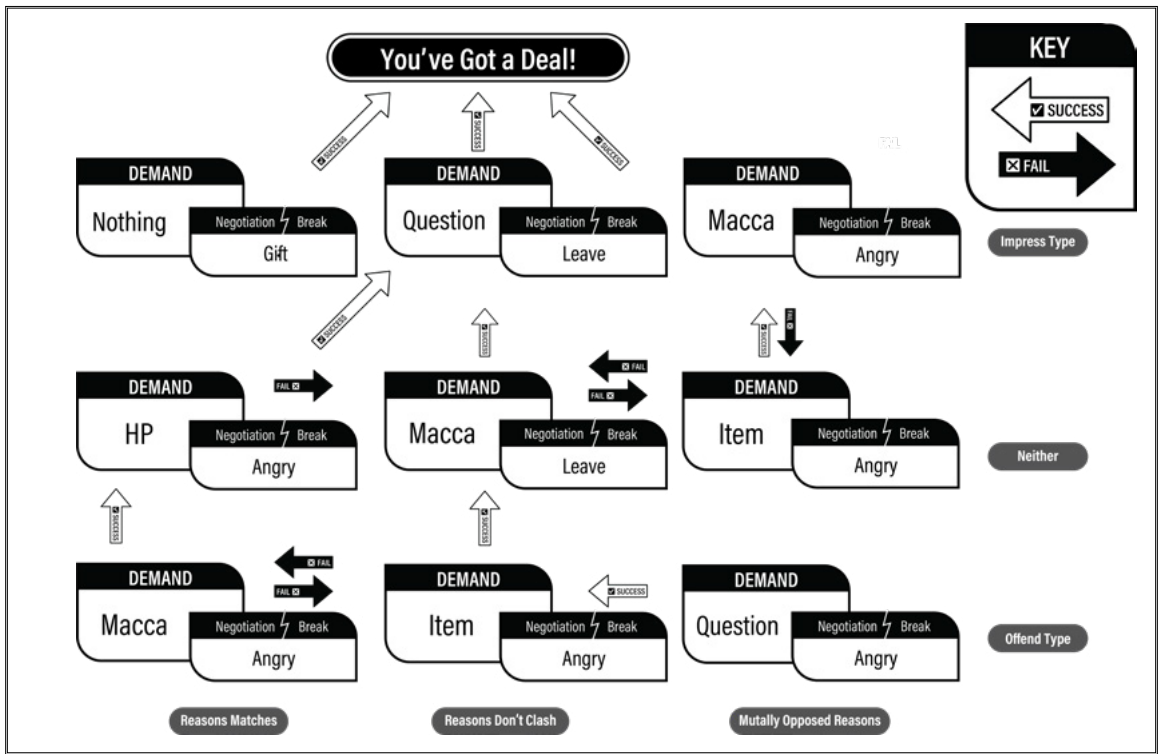
Outside of a dungeon, the GM may set the phase of Kagutsuchi as they like. During a Dungeon Attack, Kagutsuchi progresses in the following ways:

- Move 1 step on the Kagutsuchi Chart per scene.
- Move 1 step on the Kagutsuchi Chart per combat completed.

Each time you pass "New"/Phase 0, the PCs make a Luck check. If all PCs fail, or if one PC auto-fails or fumbles, the party encounters enemy demons. If a PC rolls a critical, something beneficial happens instead. They may meet friendly demons, or perhaps discover items they can pick up.



TALK FLOWCHART



USING THE TALK FLOWSHEET

When using the Talk action, demons will ask for what's written in the "Demand" field of a space as a price. The PC decides whether or not to satisfy that demand, then makes a Negotiation check (gaining a +20% bonus if they use an approach skill).

If Demand is Met:

- Critical: Move 2 spaces along white line.
- Success: Move 1 space along white line.
- Fail: Move 1 space along black line; if no black line, talks break down.

If Demand is Not Met:

- Success/Critical: Move 1 space along black line; if no black line, talks break down.
- Fail: Talks break down. Do as the word written in the "Break" field specifies.
- Fumble: Talks break down. Demon acts as though "Angry" was in Break field.

TALK OUTCOMES

- You've Got a Deal!** – You make a deal with the demon, gaining their demon card.
- Break** – The talks break down. If this causes the last demon to leave, combat ends.
- Gift** – Roll on the Gift Table and receive that item. The demon leaves.
- Leave** – The demon leaves.
- Angry** – You may not try talking to the demon again until after their next turn.

DEMON DEMANDS

- Nothing** – The demon asks for no price.
- Macca** – The demon asks for $[(\text{Demon's LV} \times 10) + (1d10 \times 10)]$ macca.
- Item** – Roll on the Item Demand table, the demon demands that item.
- HP** – The demon demands HP equal to 10% of their max HP. This damage cannot be reduced by resistances, fate points, or anything else.
- Question** – The demon demands the PC change their Reason. If they agree, they gain 1 endorsement point towards a faction determined by the GM. If they don't agree, their Reason won't change, but they do not count as meeting the demand.

GIFT TABLE

1d10	Gift
1-3	Cheering On The demon cheers you on! The GM may also grant a tip or other information
4-5	HP Recovery The PC who talked to the demon recovers HP equal to an effect roll + the demon's Spell Effect
6-7	Macca Gain the macca you would've gotten by defeating the demon
8-9	Item Gain the item(s) you would've gotten by defeating the demon
0	Gem Gain one random gem

RANDOM GEM TABLE

1d10	Gift
1	Sapphire
2	Ruby
3	Opal
4	Amethyst
5	Agate
6	Turquoise
7	Garnet
8	Onyx
9	Coral
0	Aquamarine

ITEM DEMAND TABLE

1d10	Demanded Item
1-4	Life Stone
5-7	Chakra Drop
8	Revival Bead
9	Bead
0	Gem, or any item the GM decides

AILMENT TABLE

Priority	Name	Description	Element	Dodge	Save	Effects	Status
0	Death	You are dead.	-	N	N	You are dead.	Magic or items end.
1	Stone	You are petrified.	Dark	N	N	Halve damage from non-Phys, Force, Almighty attacks. When hit with a Phys element attack, 30% chance to instantly die.	Combat ends, or magic or items end.
2	Fly	Bael's Curse has turned you into a fly.	Dark	Y	N	All stats other than Agility are 1. Double all damage taken.	Combat ends.
3	Stun	Your body is paralyzed.	Nerve	Y	N	Checks when attacking enemies are 25% at best. Can use recovery and support magic normally.	Magic or items end.
4	Charm	Magic has drawn you under another's control.	Mind	Y	Y	Temporarily become an NPC under the GM's control.	Combat ends, or magic or items end. Save allowed.
5	Poison	You've been poisoned, and are weakening.	Ruin	Y	N	Halve damage from your attacks. Lose 1d10 HP each non-reactive action you take, and for each phase of Kagutsuchi (each scene).	Magic or items end.
6	Mute	Your magic is sealed.	Ruin	Y	N	May not use spells or magic attacks.	Magic or items end.
7	Restrain	You can't move, as though bound.	Nerve	N	Y	Can take no actions. Phys element attacks received become critical hits.	Combat ends, or magic or items end. Save allowed.
8	Freeze	You're frozen solid and can't move.	Ice	N	Y	Can take no actions. Phys element attacks received become critical hits. Ignores Phys Repel, Null, Drain, and Strong; take Phys damage normally.	Combat ends. Save allowed. Can only fail save once; next turn automatic recovery.
9	Sleep	You've fallen asleep and can't wake up.	Mind	N	Y	Can take no actions. Recover Vitality+Level HP and MP at the start of your turns.	Combat ends, or magic or items ends. Save allowed. Ends on taking damage.
10	Panic	You're confused, and you aren't acting right.	Mind	?	Y	50% chance when taking any action at all to instead do something strange. Occurs even when choosing to do nothing.	Combat ends, or magic or items ends. Save allowed.
11	Shock	Your body is tingling, you can't move right.	Elec	N	Y	Can take no actions. Phys element attacks you receive become critical hits.	Combat ends. Save allowed. Can only fail save once; next turn automatic recovery.
*	Curse	Some curse has befallen you.	-	Y	N	30% chance when you take an action to have something bad occur. Auto-fail range becomes 86+.	Fountain of Life or similar.

AILMENT EFFECT RATE

Usually, attacks that inflict ailments will indicate a percentile chance, such as, "x% chance to inflict Stun." This is called the effect rate.

When being hit with an ailment attack, if you fail your dodge, make a percentile roll. If the number rolled is equal to or less than the effect rate, then you take the ailment. When a PC would take an ailment, that PC's player does the roll. When an NPC would take an ailment, the GM rolls.

When an ailment attack rolls a critical hit, the effect rate is doubled. It is also doubled if the dodge check fumbles. Otherwise, affinity ratings may adjust the effect rate. These modifiers all stack, but an effect rate can never be lower than 5%, nor higher than 95%.

AILMENT PRIORITY

When inflicted with multiple ailments, aside from Death and Curse, they do not stack. A character will only be affected by the highest priority ailment on the Ailment Table.

SAVING VS. AILMENTS

With the exception of Mute, Stun, Poison, Curse, and Death, characters suffering from an ailment can make a save against it. At the start of your turn, you may choose to make a save (usually a Vitality check), and if successful, you recover from the ailment. These ailments are always removed on combat's end, so even if you never succeed at the check, you recover from them naturally.

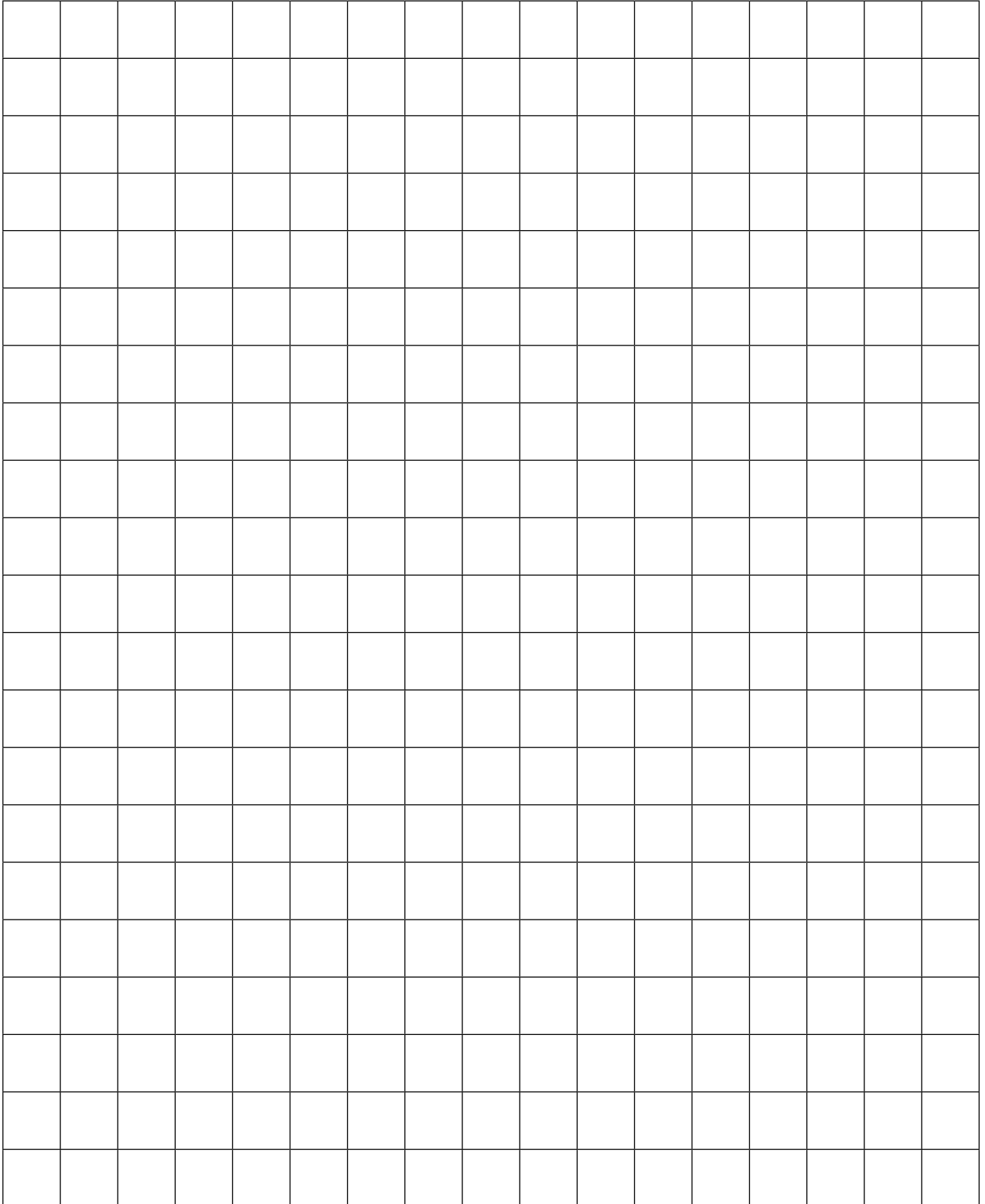
However, Mute, Stun, Poison, Curse, and Death cannot be naturally recovered from in this way. Only the use of applicable magic or items, or a trip to the Fountain of Life, will remove these ailments.

Enemy Demon Sheet

LVL												CLAN																														
	EVOLVE?					AFFINITIES																																				
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Use this for dungeon creation or the advanced combat rules.





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ABOUT THIS BOOK

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ABOUT THIS BOOK

3-5 Players + 1 GM | Play time: 1+ hours

Shin Megami Tensei - The Roleplaying Game: Tokyo Conception is a deep yet accessible TRPG for 3-5 players + 1 GM (Game Master) that perfectly captures themes of the original *Shin Megami Tensei* video game series, allowing players to wield familiar spells such as Agi and Megido against legendary demons like Jack Frost and the Moirae Sisters. *Tokyo Conception* further preserves the franchise's essence by incorporating staple elements such as demon negotiation, the Affinity system, and punishing status ailments like Poison and Stun while also introducing more typical TRPG mechanics such as critical hits, fumbles, and exploding dice, to ensure encounters are both challenging and rewarding.

FEATURES

- **EXQUISITE WORLD DETAIL** – *Tokyo Conception* is based on the world of *Shin Megami Tensei III Nocturne*. The game designers have recreated every region with great attention to detail. The book offers nearly 100 pages of stats for every demon, including bosses like Ahriman, Baal Avatar, Noah, and Kagutsuchi itself, and plenty of seeds for brand-new adventures.
- **A BOOK SUITABLE FOR ALL SKILL LEVELS** – For video game enthusiasts who enjoy Japanese RPGs and are interested in exploring the world of tabletop roleplaying games, *Tokyo Conception* is an excellent starting point, as no prior knowledge of the Shin Megami Tensei franchise is needed to enjoy the game. For existing and seasoned TRPG enthusiasts, *Tokyo Conception* contains plenty of familiar gameplay features, compelling pre-made scenarios, engaging mechanics, and a deep character advancement system that can be played over days, weeks, months, or longer!
- **CLASSES AND PROGRESSION** – In *Tokyo Conception*, players start out by choosing one of three character classes: Human, Fiend, or Demon, with each class possessing its own unique strengths and weaknesses.
- **DEMON NEGOTIATION** – Similar to the video game series, players must carefully navigate *Tokyo Conception's* Talk Flowchart and use an array of talk skills to engage in conversation and negotiate with demons to earn items, gems, or even acquire their Demon Cards. Make a wrong move, though, and the demon may attack or even flee entirely!

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