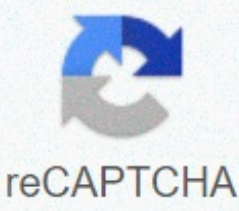




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## Persona 4 margaret fight

The Bonus Boss: A Date With Margaret So, if you have met all the requirements to fight the bonus boss I laid down last time, at the end of the game they will enter the Velvet Room and Margaret will give you a short story about her sister Elizabeth and challenge you to a duel. So, for those unfamiliar with Persona 3, here's an executive summary of the information we get: Elizabeth played Margaret in The Journey and The Answer. He leaves the Velvet Room after The Answer. Margaret knows why, but she won't say, and she thinks the reason was rather foolish. He intends to track her down and bring her back, but first he wants to fight us for reasons that will make absolutely sense later. Maybe. Anyway, Margaret will be waiting for us at the end of Paradise. This means we have to beat the bonus shadow there before we can fight it (you'd be CRAZY not to want the Chakra Ring for this fight anyway). You will notice that the atmosphere is extremely different when you approach the final sky if you have done everything right. And when you approach the platform, things will start... VIDEO- Showdown with Margaret Click here for the ultimate battle! I spoke to my master after you left. Looks like Elizabeth also requested a duel from our last guest. Although there's no way of knowing if the boy brought her on offer. \* Chuckle \* I called my sister stupid, but it looks like we're really close. Are you sure you're ready...? I'm ready. Like the one who rules power... I will fight with the utmost deference in your days. Show me what's beyond a simple exchange of words. Now, let's get started. Don't let me down! Hey... She's beautiful... Hey, Senpai? Who is she? How do you know..... What the!? It's floating!? His level of power is crazy! What is it!? Don't tell me you're going to fight it!? Bonus Boss: Margaret Margaret is a very special type of fight. The first thing to keep in mind is that its attack pattern is 100% predictable. You'll always know which attack will use the next turn, which is important. That's because it hits HARD. If it's not debilitated, it can do huge damage to your group. The second thing to keep in mind is that you can't use an almighty sphere on anyone during this fight. If you do, chain 9999 Megidoloans damage to death. The third thing is that it will do one of those rounds every 50, regardless of what, so you'll probably want to give your MC an accessory with Endure like the Partial Award for each case. It can be shot down by a critique, and unless you have something like Vile Assault you might as well take the All Out because you'll never dizzy it. It has 15000 hp which it is important to keep in your mind. So, two things control which attack Margaret will use. The first is his health, the second is a meter of the curves taken. While her health is over 80%, she will only attack people. It is harmful to an attack there's not much to worry about. When it gets to 80%, things get a little more exciting, because that's when its person cycle will begin. This is the cycle: Curve 1: Siegfried: Drain the Fire. Ability: Ragnarok, Meltdown (Mega Fire to Celebrate) Round 2: Loki: Ice Drain. Skill: Nifheim, Cocytus Pain (Mega Ice to Celebrate) Round 3: Okuninushi: Elec Drains. Ability: Thunder Kingdom, Narukami (Mega Elec at the Party) Turn 4: Cu Chulainn: Wind Drain. Skill: Panta Rhei, Divine Wind (Mega Wind to Celebrate) Turn 5: Oberon: Nulls Everything. Skill: Mental charge Curve 6: Ardha: Resists everything. Skill: Megidoloan And then he will return to Turn 1. What it will do is use mega group damage spells every turn unless you have someone weak for the element it is currently using, at which point it will use the single mega target damage spell on them THEN use the group one with its One More. Of course you have to look at yourself when he worries because the Megidoloan will kill you. After a while, Margaret's going to talk shit. I'm telling you now, discard any worries you may have for me. The main threat at this stage is to forget what it will do next. If you brought Teddie or Yukiko be very careful to guard them through their weakness when preparing to use it, or will lose their Endure and as we will see later having it can be very important later. Anyway, things get 50% more exciting. My apologies, but I'm even more anxious to defeat you now! And then she switches to Lucifer and throws Morning Star at you. This is like Megidoloan but uglier, more or less. It doesn't even matter which elements Lucifer is really vulnerable to, because at his next turn he will turn to Ardha and throw Diarahan. So now she's back in her 80% phase, but since she's in Ardha she'll take half the damage out of everything (even Almighty). One thing to keep in mind is that it will return exactly where it was in the sequence once it's below 80% again. Things normally proceed at that point until it reaches about 40% health. That's when Margaret stops playing with you. Oberon will start throwing power charge instead of Mind charge, and will have a whole new turn 6. Think about the worst thing he could do with a Power Charge, then look down. Turn 6 New Yoshitsune: Drena Phys. Skill: Hassou Tobi yes, starts using Power-laden Hassou Tobis as his sixth action. Weaker characters such as Naoto, Yukiko, or Teddie can die even if they guard unless they are debilitated and have rakukaja. Ideally you have a Trumpeter or Norn canceling physical one way or another, because this allows you to reformulate deactivate if you need to activate the turn it loads. If you don't, another option sacrifice someone to use an attack mirror on Souji. Keep scraping people and dragging them down in the best possible way. You will know that you are approaching when you see this: Now, show me ... Show me what beyond the battles...! Again, you have 50 rounds to kill her before she uses a 9999 megidoloan at the party. If you can stand it, you buy yourself another 50 shifts. In the unlikely situation where you're still fighting her at the age of 100, it will end mercifully with another 9999 megidoloan. Take it off, though, and congratulations. You beat the toughest enemy in the game. Before Elizabeth leaves... she told me. A soul asleep at the ends of the world - that of a young man who has dedicated himself to becoming a seal ... That soul is in danger of preventing humanity, which has lost the joy of living, from recalling the final destruction... He told me he was going to save him from that fate. Actually, I was wondering what kind of nonsense he was talking about. No... She was serious. She said that if she couldn't do it herself, she would combine her powers with those related to that soul to put in place a miracle. Maybe all he said was the truth... And that was his reason for leaving the Velvet Room... She must have come to understand what I now understand... You, a human, won against me, one who rules against power... You showed me your potential. Those who are looking for themselves... are none as long as the search continues. It's not empty, but unlimited potential... It means that the seeker can choose to be anything he wants. I planned to bring her back by force... But I'm not interfering with her anymore. His desire seems astounding to contemplate... But luckily, time chains are loosened for us residents. Even if there's not enough time in one era, and it takes its eons... He's going to fulfill his mission. This guy my sister took such a fantasy to... "chuckle \* I'm a little curious what kind of human he needs to be. Your victory was truly incredible. And I have to thank you, Souji. Of all the humans I've met so far, you've shaken my soul the most. This is proof of my reverence... Please accept that. &gt; got Raden Bookmark! With so much power and will, you can overcome any obstacle... If you ever came across your limits and feel you can't cross your borders, you'd lie to yourself. Just remember today's victory. No need to worry. Even if you have to miss everything... your soul will not be isolated. What if that happens... Just like Elizabeth did for the other guy, I'll do it for you. Well, then... I will return to the Velvet Room and start my original tasks. Let's meet again. So yes, Margaret describes for us what happens after The Answer now. Elizabeth leaves the Velvet Room and allys with Aegis (and perhaps the rest of the P3 crew but definitely Aigis). They decided to save the MC from P3 from its fate to be constantly from Erebus to prevent him from reaching the NYX. This is actually in principle possible if you could get rid of Erebus and I expect this to come back into a game at this point. P4 P4 Manga P4 Anime P4G Anime Live Action P4AU P4D PQ PQ2 Mysterious Woman (P3P)The Sadistic Stud-Keeping Secretary (P4AU)Mar-Garotte (PQ)Velvet Sapphire (PQ2) Bishamonten, Jikokuten, Zochoten, Komokuten, Mokoi, Neko Shogun, Nigi Mitama, Kusi Mitama, Ara Mitama, Saki Mitama, Clotho, Lachesis, Atropos, Pixie (P3P)Siegfried, Loki, Oukuninushi, Cu Chulainn, Ardha, Helel, Yoshitsune, Oberon (P4)Yoshitsune, Cu Chulainn, Ardha, Helel (P4AU) Michelle Ann Dunphy (Person 4)Yoshitsune, Cu Chulainn, Ardha, Helel (P4AU) Michelle Ann Dunphy (Person 4) , Persona 4 The Animation, Persona 4 Arena)Marisha Ray (Persona 4 Arena Ultimax, Persona Q: Shadow of the Labyrinth, Persona 4: Dancing All Night) The truth is something that only appears to those who have observed, considered and made a choice. At the end of the path you have chosen there is the truth... Believe in it, and continue without faltering. —Margaret to the protagonist after Igor gives the Sphere of Sight Margaret is a character in Person 4. Assistant to Igor, she is the only Velvet Room assistant in the original version of the game. In Persona 4 Golden, she is accompanied by Marie. Appearances[edit | edit source] Design[edit | edit source] Elegant lady and Velvet Room resident, Margaret has platinum blonde hair, pale skin and golden eyes; shared traits with his brothers and sisters. She is said to be incredibly beautiful, and Rise even expresses envy for her beauty when the investigative team meets her. Like her siblings, she is dressed entirely in dark blue with matching high-heeled shoes and uses black and gold accessories. In addition, Margaret carries around a blue book, entitled Le Grimoire. Margaret is | a professional and quiet individual and is significantly more mature than her younger brothers Elizabeth, Theodore and Lavenza, although she shares Elizabeth's sense of humor. However, it shows an angry side with her in Persona Q when Theodore accidentally gets her hair wet and in Persona Q2: New Cinema Labyrinth when Caroline and Justine had a meltdown incident. She is very concerned about Elizabeth's relationship with the protagonist of Persona 3, as she decided to leave the Velvet Room to find a way to save him from his fate. This also makes it clear that Margaret is very loyal to her master Igor. She can also be quite scary when she's angry, as even the usually haughty and arrogant Caroline and Justine wouldn't dare make her angry. Profile[edit | edit source] Persona 3 Portable[edit | edit source] Margaret in Vision Quest Hall. A new door will appear on the left side of the Tartar lobby when the protagonist (regardless of male or female) chases the good ending by not killing Ryoji. Margaret will be at the center of what appears to be another version of the Desert of Gates from the Abyss of Time. This is the Vision Quest, where challenges the party to face of Full Moon Shadows, as well as battles that test the abilities of Strength, Magic, Agility, Endurance, and Fortune. Winning these battles will grant items, gems, and magic cards as rewards (the type varies depending on the number of wins, and in some cases, some conditions must be met during the battle to earn specific rewards). If all challenges are successfully met, Margaret will serve as the second optional boss in the game. It gives the player the key jade bookmark item after its defeat, which has no use in the game, similar to the Raden Bookmark of Person 4. Persona 4[edit | edit source] Margaret is Igor's new assistant and resides in the Velvet Room. He



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