

Entry 125: [Demeter A?Nibiru](#)

If you wish to learn about any new Effects or Skills, please refer to the Demon Wish Catalogue.

Entry to Demon Wish Catalogue [here](#)

Elemental Resistances

- Neutral: Phys
- Weak: N/A
- Resist: Fire, Ice, Elec, Force
- Null: Light, Dark
- Repel: N/A
- Drain: N/A

Info

- Rarity: 5★
- Race: Megami ~~ERROR~~
- Grade: ?? (Treated as 96)
- AI: Attack

6★ Stats

HP:	1192
Vitality:	175
Strength:	81
Magic:	230
Agility:	151
Luck:	152
P.Atk:	500
M.Atk:	813
P.Def:	563
M.Def:	638

Innate Skills

- Epitome of <Fortitude> ~~Phantasma~~ (Passive):
 - +20% to max HP, -50% to Critical hit rate of damage received.
 - ~~+50% to EV.~~

- ~~-50% to Critical hit damage received.~~
- <Elusis's> ~~Red Dragon's~~ Blessing (Passive):
 - ~~Adds Fire/Dark Pierce~~
 - +50% to Max HP. Adds Null Mortal.
 - ~~Convert Innate/Awaken skills into different forms.~~
 - Activates the following Chain Effect at the start of the first turn:
 - Adds Bulwark with 1500 HP for all party members for 1 turn, and <restores 2 MP> ~~inflicts 1 count of Decay on all enemies.~~
 - Activates the following Chain Effect when a party member <(excluding the one with this skill) takes Physical, Magic or Fractional damage> ~~(including self) Nulls an enemy attack:~~
 - All party members gain Bulwark with 25% of their respective HP and <increase ATK, DEF, EV/AC of All Party Members by 20% for 1 turn> ~~inflicts 1 count of Decay to all enemies. (2 Turns)~~
 - While the one with this skill is alive, all party members will receive the following effect:
 - While party members have Bulwark, they will gain immunity to all status ailments and <take 20% less damage> ~~Null Attribute will function normally, even when the incoming attack has a pierce effect.~~
 - Lv2: +5% to max HP.
 - Lv3: +10% to max HP.
 - Lv4: +20% to max HP.
- <My> ~~Virgo's~~ Harvest (6MP):
 - <Inflict Almighty (Magic) damage (Power: 150) with Remnants to a single enemy.>
 - ~~Inflicts Fire or Dark damage (Magic, Power: 250) with Bulwark Pierce to a single enemy.~~
 - Activates the following Chain Effect if the attack is successful:
 - Grants all party members <a Bulwark with 20% of their respective HP values for one turn> ~~2 Counts of Fortify~~, and <all party members recover 2 MP> ~~heals 20% HP of all party members.~~
 - Lv2: +3% to damage dealt using this skill.
 - Lv3: +6% to damage dealt using this skill.
 - Lv4: +9% to damage dealt using this skill.
 - Lv5: +12% to damage dealt using this skill.
 - Lv6: +12% to damage dealt using this skill. + MP cost of this skill -1.

Archetype skills:

- Clear
 - Awaken:
- Aragami
 - ~~Red Dragon's~~ Judgement (9MP):
 - <Inflicts Almighty (Magic) damage with 100 power on All Enemies and increases own party's ATK 20% for 3 turns.>

- ~~Inflicts Fire or Dark damage (Magic, Power: 100) with Bulwark Pierce and Remnants to all enemies and reduces ATK by 20% and MP by 4. (6 Turns)~~
- Great Idea (Passive):
 - +20 to St, Ma, Vi, Ag and Lu.
- Protector
 - <Harvest's> ~~Virgo's~~ Blessing (Passive):
 - Activates the following Chain Effect at the start of <the first> enemies turn: +20% to DEF and EV/AC of all party members and -20% to ATK and EV/AC of all enemies. (1 turn)
 - 6th Sense Survivor (Passive):
 - -50% to Critical hit rate of damage received. HP stops at 1 HP upon receiving the first killing blow.
- Psychic
 - Almighty <Survivor> ~~Destroyer~~ (Passive):
 - <+15%> ~~+25%~~ to <Almighty> All damage <and HP stops at 1 HP upon receiving the first killing blow>.
 - ~~Activates the following Chain Effect when the one with this skill is about to act:~~
 - ~~Places the one with this skill into a state of Concentrate~~
 - Lunar Downfall (Passive):
 - Activates the following Chain Effect at the beginning of a battle if the enemy attacks first:
 - Reduces all enemy ATK and EV/AC by 20%. (1 turn)
- Elementalist
 - Null <Elec-Force> ~~Elements~~ (Passive):
 - Adds <Null Elec/Null Force> ~~Null Fire/Ice/Elec/Force~~.
 - Life Surge (Passive):
 - +30% to Max HP.

Spirit Panel Merge Upgrades

- Panel 1: HP +250
 - ~~While the one with this skill is alive, all enemies receive the following effects:~~
 - -20% to all damage <received by the one with this skill> ~~dealt to enemies~~ while their Bulwark is active.
- Panel 2: Mag ATK +100
 - Activates the following Chain Effect at the start of enemy turn: Grants all party members <a Bulwark with 20% of their respective HP> ~~2 levels of Attribute~~

~~Affinity Reinforcement~~ for 1 turn, and reduces ATK of all enemies by 20% for 1 turn.

- Panel 3: HP +250
 - +20% to Almighty damage.
 - +20% to Max HP.
 - ~~Adds Null Phys.~~

Only available during Banner specific events

Available as a gacha

Only available during an Event

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If you have any questions or requests, please comment on this post and feel free to have discussions about this Demon.

Compendium Entry: "A Greek <goddess> ~~destroyer~~ whose name means <"Mother Earth."> ~~"Red Dragon."~~ <She> It is <Zeus's elder sister> ~~Virgo's dragon~~ and has a long history of worship. Though known as a gentle <goddess> ~~dragon~~ of fertility who taught humans to cultivate grain, <she> it brings famine if angered. Of <her> it, even Zeus is wary. Because <her> ~~it's~~ knowledge helped birth civilization, and civilization requires <law> ~~death~~, <she> it is also known as the bringer of <law> ~~death~~"

And as always, thanks for reading, please do not hesitate to tell me how I did.