Hidden Generic Spell List

**Anima Magic:**

(Fire Tree)

* Fire
  + Mana Cost: 1
  + Element: Fire
  + Damage: Mag + 40
  + Targeting: Single
  + Effect: N/A
    - Upgrades to Flame at lv. 7
  + Flame
    - Mana Cost: 2
    - Element: Fire
    - Damage: Mag + 85
    - Targeting: Single
    - Effect: N/A
      * Upgrades to Cinder at lv.15
    - Cinder
      * Mana Cost: 4
      * Element: Fire
      * Damage: Mag + 115
      * Targeting: Single
      * Effect: 10% chance to burn
        + No Upgrade

(Ice Tree)

* Ice
  + Mana Cost: 1
  + Element: Ice
  + Damage: Mag + 40
  + Targeting: Single
  + Effect: N/A
    - Upgrades to Chill at lv. 7
  + Chill
    - Mana Cost: 2
    - Element: Ice
    - Damage: Mag + 85
    - Targeting: Single
    - Effect: N/A
      * Upgrades to Frost at lv. 15
    - Frost
      * Mana Cost: 4
      * Element: Ice
      * Damage: Mag + 115
      * Targeting: Single
      * Effect: 10% chance to freeze
        + No Upgrade

(Thunder Tree)

* Thunder
  + Mana Cost: 1
  + Element: Electric
  + Damage: Mag + 40
  + Targeting: Single
  + Effect: N/A
    - Upgrades to Thunderbolt at lv. 7
  + Thunderbolt
    - Mana Cost: 2
    - Element: Electric
    - Damage: Mag + 85
    - Targeting: Single
    - Effect: N/A
      * Upgrades to Lightning at lv. 15
    - Lightning
      * Mana Cost: 4
      * Element: Electric
      * Damage: Mag + 115
      * Targeting: Single
      * Effect: 10% chance to paralyze
        + No Upgrade

(Wind Tree)

* Wind
  + Mana Cost: 1
  + Element: Wind
  + Damage: Mag + 40
  + Targeting: Single
  + Effect: N/A
    - Upgrades to Gust at lv. 7
  + Gust
    - Mana Cost: 2
    - Element: Wind
    - Damage: Mag + 85
    - Targeting: Single
    - Effect: N/A
      * Upgrades to Whirlwind at lv. 15
    - Whirlwind
      * Mana Cost: 4
      * Element: Wind
      * Damage: Mag + 115
      * Targeting: Single
      * Effect: N/A
        + No Upgrade

**Seraphim Magic:**

(Light Tree)

* Shine
  + Mana Cost: 4
  + Element: Light
  + Damage: Mag + 60
  + Targeting: Single
  + Effect: Costs 10% Hp to cast
    - Upgrades to Radiate at lv. 10
  + Radiate
    - Mana Cost: 8
    - Element: Light
    - Damage: Mag + 130
    - Targeting: Single
    - Effect: Costs 20% Hp to cast. Absorb 30% of damage dealt
      * Upgrades to Purify at lv. 20
    - Purify
      * Mana Cost: 15
      * Element: Light
      * Damage: Mag + 180
      * Targeting: Single
      * Effect: Costs 30% Hp to cast. Absorb 50% of damage dealt
        + No Upgrade

(Dark Tree)

* Shade
  + Mana Cost: 4
  + Element: Dark
  + Damage: Mag + 50
  + Targeting: Single
  + Effect: Costs 10% Hp to cast
    - Upgrades to Darken at lv. 10
  + Darken
    - Mana Cost: 8
    - Element: Dark
    - Damage: Mag + 100
    - Targeting: Single
    - Effect: Costs 20% Hp to cast. Calculates damage as if enemy(s)’s Res is 70% its original value.
      * Upgrades to Taint at lv. 20
    - Taint
      * Mana Cost: 15
      * Element: Dark
      * Damage: Mag + 150
      * Targeting: Single
      * Effect: Costs 30% Hp to cast. Calculates damage as if enemy(s)’s Res is 50% its original value.
        + No Upgrade