

"Now, for my next trick, I will make you all... disappear!"

Kefka Palazzo
FINAL FANTASY VI

Magic is a fundamental and natural part of the world, manifest in all things animate and inanimate. The flow of magical energy, or *mana*, in the world as a whole is essential to its well-being; only so long as the power of the elements is unchecked can the wind continue to blow, the earth continue to be fertile, the cycle of life and death go on. All of the world's inhabitants, whether conscious of it or not, have some small part of this force inside them; with training, it can be turned into a weapon more powerful than mere blade or brawn, more devastating than all but the farthest-reaching technologies.

Most worlds contain at least some degree of 'background magic' — enough mana to sustain life on the world itself, but a far cry from the sheer amount of free energy needed to fuel true spellcasting. The existence of Mages depends heavily on the presence of objects that reinforce and amplify this weak level of natural magic to the point where it can be actively shaped.

MAGICITE

Certain kinds of naturally-occurring crystals have been found to be curiously sympathetic to the flow of mana, able to focus, store and even amplify natural elemental forces. Such crystals are known as *magicite*, and can vary widely in both size and power. At its smallest, magicite can be little more than a microscopic powder trapped within larger rock formations, creating unusual phenomena through pent-up mana. A stone charged with a modest amount of Fire energy, for instance, would feel unusually warm to the touch, though its sorcerous uses are next to nil. Conversely, genuinely titanic magicite formations such as the legendary Four Crystals are magical reservoirs without peer, capable of raising and destroying nations with equal ease.

Magicite can be used for any number of purposes, ranging from powering machinery to enriching soil. Most magically-empowered equipment is constructed by binding the rush of energy freed by the destruction of magicite fragments into the item during the creation process; more powerful arms and armor may be made of pure magicite crystals, and are capable of absorbing and channeling significant amounts of magical power.

BATTLE ITEMS

Almost all creatures have some amount of magicite in their bodies,

allowing them to channel mana for their own uses. Upon death, part of the magical energy that has passed through the creature may linger in its magicite; parts of the creature that have particularly high concentrations of magicite can even be harvested to make a Battle Item. Such 'frozen' magic is typically more common in the remains of creatures of arcane origin, such as Bombs; virtually any fragment of their bodies can be used to unleash a small spark of offensive spellcasting in the right hands.

ECOLOGIES OF MAGIC

Even as it sustains life, magic in turn creates its own ecology, ranging in scale from animal-like nature spirits to the primitive elementals, creatures 'birthed' by large masses of elemental energy converging on a single location. At the tip of the proverbial totem pole are the Summons, known by a million and one names throughout the universe; such creatures typically dwell on planes of pure power connected to a world by only the most tenuous of links, drawn into material existence by the persuasive talents of Caller and Summoner alike.

The environment, too, interacts with raw flows of magic, resonating where the elements are most sympathetic. The heat of a volcano, for instance, can tie together many streams of Fire Elemental energy, creating a reservoir of mana favorable to arcane creatures and spellcasters alike. Similarly, a lightning strike during a ferocious thunderstorm attracts Lightning Elemental energy; a torrential rainfall leads to the accumulation of Water Elemental power. For those who rely on the might of the elements, careful consideration of one's surroundings is an important factor in effectively shaping these energies.

SPELLCASTERS

Active wielders of magical power vary wildly in shape and scope. With sufficient training and physical discipline, warriors can channel elemental flows into their techniques; to them, this force is known as *chi* and accounts for much of their power in battle. However, such applications are rigid, depending as much on the warrior's physical prowess as on their awareness of the magical basis underlying them. A true Mage can actively twist and focus raw flows of magic into physical, visible forms; dark mists, freezing gales, howling storms, and scorching waves of fire.

The spellcasting procedure itself depends on the power and experience of the mage in question. Beginners rely heavily on sub-vocalized incantations to focus the power necessary to unleash their Spell of choice; more advanced practitioners can invoke magic with nothing more than a simple hand-gesture. Once prepared, all Spells

can be activated by a spoken word — usually the spell's name, such as 'Cura!' — or a more grandiose command, such as *"Star fire, awaken and deliver your judgment! Firaga!"* However, it should be noted that such pronouncements are usually delivered more for intimidation value than actual practicality; in both cases, the results are the same.

"Faolos cheos de vanda! Zorda ramud feolio... Zomal, Reeve of Time, by oath unto you am I bound. Timeless, cross you now the vastness of Time's gulf. Throw wide Her gates that we may pass!"

Loffrey Wodring
FINAL FANTASY TACTICS

Casting magic also has a visual aspect, as mana drawn by casters from the immediate environment solidifies into motes of light just before entering the caster's body. How noticeable this is depends on both the power of the caster and the amount of mana required by the Spell; particularly adept magicians can disguise these 'mana signatures' to make even high-intensity spellcasting effectively invisible.

THE ELEMENTS OF MAGIC

The classification of magic has occupied scholars for centuries. Even to this day, the finer details of magical taxonomy can be fuel for considerable debate. Certain aspects, however, are considered to be universally agreed on. Among them is the fact that mana is the basic building-block of magic; though further diversified and refined, raw mana can be used to drive a wide variety of helpful and harmful effects. From here, all magic can be broadly broken up into three major groups of forces — *Elemental*, *Cosmic* and *Life*.

The Elemental forces are sometimes also called 'natural forces', deriving that designation from the fact that they are inextricably tied to natural phenomena. The most common of these involve the four basic elements — *Earth*, *Fire*, *Wind* and *Water* — which in turn combine to form the distinctive 'para-elements' of *Lightning* and *Ice*. To these are added *Bio*, *Holy* and *Shadow*. The inclusion of the latter two is problematic for those who see them as supernatural rather than mundane forces. As a result, in some quarters the latter three are not considered elements at all, and simply excised from the reckoning. The collective grouping of these nine — Earth, Fire, Air, Water, Lightning, Ice, Bio, Holy and Shadow — is referred to as the Combat Elements; spells focusing their power are intended for harm and destruction more often than not.

Outside the domain of the elements is the force of *Cosmos*; its components are *Time* and *Gravity*, the distortion of which forms the basis of the Time Mage's curious powers. In many cases, the end result is a roundabout way of accomplishing what elemental magic will easily do in skilled hands; rather than launch a fireball, a Time Mage will twist the forces of Time and pluck a comet shower from distant antiquity just long enough to bombard their opponents into submission.

The final component of the magical spectrum is another overarching force, *Life*, given power by the cycle of birth and death and the migration of souls. Though not inherently a magical thing, its interactions with raw magic have allowed White Mages and other practitioners of healing to use it in the same fashion as its wilder elemental counterparts. As a result, its inclusion remains a point of contention.

SPELL CLASSIFICATIONS

For the sake of clarifying effects and offering an organizational thread to tie various Spells together, each Spell belongs to a distinctive category.

ELEMENTAL MAGIC

Elemental Magic is a term used to describe any Spell that deals damage associated with one of the nine Combat Elements.

ARCANE MAGIC

Any Spell that directly deals damage to an opponent but is not affiliated with a Combat Element belongs to the category of **Arcane Magic**. Arcane Magic can deal either Physical or Magical damage; which of the two is noted in the 'Type' field.

RECOVERY MAGIC

Recovery Magic describes any Spell that recovers HP or MP to a target — usually the caster, or one of the caster's allies — or removes negative Status Conditions. Recovery Magic can have unexpected effects on *Undead* monsters — and combatants afflicted with the Status Condition *Zombie*.

STATUS MAGIC

Any Spell that inflicts one or more Status Conditions as a result of its casting, beneficial or otherwise, is known as **Status Magic**. For the sake of calculating Immunities, these Spells are divided into seven categories — *Mystify*, *Toxin*, *Seal*, *Time*, *Transform*, *Fatal*, and *Weak* — based on the Status Conditions they inflict. There are also two positive Status Categories, *Barrier* and *Strengthen*.

SUPPORT MAGIC

Support Magic covers Spells that do not have a direct effect on either the caster, the caster's allies, or their opponents. The Spell *Sight*, which allows a White Mage to get an overview of an area, is a prime example of this kind of magic.

SPELLBLADE MAGIC

Spellblade Magic is the specialized category of magic used by Magic Knights and their ilk. Rather than directly affecting opponents, such Spells instead use the caster's weapon as a conduit.

FORMAT

The Spell listings over the remainder of the Chapter are set out as follows:

The first thing listed is the Spell's casting name. Due to differences in translation between **Final Fantasy** games, players may know some of these by alternate names — *Blizzara*, for instance, is occasionally called *Ice 2*. To avoid creating confusion, only one name is given for each Spell.

The **MP Cost** is given to the right of the spell's name, and lists the number of Magic Points required to cast the Spell. Casting cost is subtracted from the Mage's current MP when the Spell is cast.

Target shows which combatants the Spell affects.

Type indicates which Spell Category that particular Spell falls under, used for the purposes of calculating Immunities.

The **R** or **NR** indicate whether a Spell is affected by the Status Condition *Reflect* (R) or not (NR).

Prerequisite lists which other Spells the Mage must have learned in order to be able to obtain this particular Spell, where applicable.

BLACK MAGIC

Black is the color of destruction. Practitioners of Black Magic have mastered control of the elements, shaping these into any number of offensive devices.

Level 1

BLIND 5 MP
Target: Single **Type:** Status (Seal) **R**

A blinding cloud of thick black fog surrounds the target, robbing it of all senses. *Blind* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Blind* on the target (6).

BLIZZARD 7 MP
Target: Single **Type:** Elemental (Ice) **R**

A flurry of high-speed ice particles is launched at the target, inflicting (4 x MAG) + d8, M. Armor Ice Elemental damage.

FIRE 7 MP
Target: Single **Type:** Elemental (Fire) **R**

A burning sphere of fire rushes towards the target, exploding on impact. *Fire* inflicts (4 x MAG) + d8, M. Armor Fire Elemental damage.

POISON 9 MP
Target: Single **Type:** Elemental (Bio) **R**
Status (Toxin)

A frothing cloud of sickly violet bubbles swarms over the target with suffocating force. *Poison* inflicts (4 x MAG) + d8, M. Armor Bio Elemental damage; in addition, *Poison* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Poison* (∞).

SLEEP 5 MP
Target: Single **Type:** Status (Seal) **R**

Clouds of light mist play around the target as the apparition of a moon appears overhead to shower soft starlight upon it. *Sleep* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Sleep* (6).

THUNDER 7 MP
Target: Single **Type:** Elemental (Lightning) **R**

A brilliant bolt of lightning tears down from the sky, striking the target with barely-contained energy. *Thunder* inflicts (4 x MAG) + d8, M. Armor Lightning Elemental damage.

Level 2

DARK 18 MP
Target: Single **Type:** Elemental (Shadow) **R**

A sphere of utter blackness launches at the target, dissipating into a dark mist as it strikes. *Dark* inflicts (8 x MAG) + 2d8, M. Armor Shadow Elemental damage.

ELEMENT SPIKES 16 MP
Target: Single **Type:** Status (Strengthen) **R**

The target is surrounded by a shimmering barrier of elemental energy capable of solidifying into cruel spikes at the touch of a weapon. *Element Spikes* inflicts the Status Condition *Element Spikes* (6); declare which element the *Spikes* will be tied to — Fire, Ice or Lightning — when casting this Spell.

LOCK 10 MP
Target: Single **Type:** Status (Weak) **R**

At the caster's command, a set of crosshairs begin to glow around the target's body, illuminating weak points and tracking movements. *Lock* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Lock* on the target (6).

RASP 15 MP
Target: Single **Type:** Arcane (Magical) **R**

Inexorably drawn by the lure of magical power, translucent spheres of violet energy spiral in towards the target, sapping all mana out of the surrounding area before rushing away. *Rasp* reduces the target's current MP by (8 x MAG) + 2d8, M. Armor.

WATER 18 MP
Target: Single **Type:** Elemental (Water) **R**

Water begins to filter out of the air, forming a solid ball around the target that lifts it off the ground before bursting in a shower of liquid. *Water* inflicts (8 x MAG) + 2d8, M. Armor Water Elemental damage.

Level 3

BLIZZARA 22 MP
Target: Single/Group **Type:** Elemental (Ice) R
 The air around the target condenses to freezing point in an instant, encasing it in a towering spire of ice. *Blizzara* inflicts (12 x MAG) + 3d8, **M. Armor** Ice Elemental damage.
Prerequisite: *Blizzard*

FEAR 30 MP
Target: Single **Type:** Status (Weak) R
 A sinister, screaming visage wavers into life above the target, letting loose a bone-chilling howl before fading away. *Fear* has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Power Down* (6).

FIRA 22 MP
Target: Single/Group **Type:** Elemental (Fire) R
 A furious explosion tears through the air as a column of incandescent fire erupts under the target. *Fira* inflicts (12 x MAG) + 3d8, **M. Armor** Fire Elemental damage.
Prerequisite: *Fire*

THUNDARA 22 MP
Target: Single/Group **Type:** Elemental (Lightning) R
 Electric-blue thunderbolts crash into the ground, creating a deadly array of ball lightning to encircle all targets. *Thundara* inflicts (12 x MAG) + 3d8, **M. Armor** Lightning Elemental damage.
Prerequisite: *Thunder*

ZOMBIE 30 MP
Target: Single **Type:** Status (Transform) R
 The target disappears, swallowed by a wave of miasmic green smoke seeking to steal away its life force. *Zombie* has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Zombie* (6).

Level 4

BIO 44 MP
Target: Single/Group **Type:** Elemental (Bio) Status (Toxin) R
 Virulent green orbs begin to bubble out of the ground, quickly overwhelming the target with a deadly shower of toxins. *Bio* inflicts (15 x MAG) + 4d8, **M. Armor** Bio Elemental damage; in addition, *Bio* has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Poison* (∞) – roll separately for each eligible combatant.
Prerequisite: *Poison*

DEBARRIER 30 MP
Target: Single **Type:** Support NR
 A beam of dazzling blue light strikes the target, blasting away all

protective magics in the blink of an eye. *Debarrier* has a CoS of (M. ACC - 50), **M. Evasion** of canceling all Barrier-type Status Conditions except *Shield* currently active on the target.

DESPAIR 35 MP
Target: Single **Type:** Status (Weak) R
 Columns of red and black smoke dance around the target, wrapping it in choking, fuming spirals. *Despair* has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Conditions *Armor Down* (4) and *Mental Down* (4).
Prerequisite: *Fear*

DRAIN 34 MP
Target: Single **Type:** Recovery NR
 Blood-red orbs circle the target, growing larger and more livid as they draw out the very essence of the target's life; once full, the orbs return to the caster, releasing their payload of stolen vitality on contact. *Drain* inflicts (15 x MAG) + 4d8, **M. Armor** Magical damage; the caster regains a number of Hit Points equal to the amount lost by the target.

OSMOSE 1 MP
Target: Single **Type:** Recovery NR
 Orbs of blinding pink energy form around the target, growing larger and more luminous as they draw mana from the target; once full, the orbs return to the caster, transferring the stolen energy upon contact. The target's current MP is reduced by (15 x MAG) + 4d8, **M. Armor** MP; the caster regains a number of MP equal to the amount lost by the target.

WATERA 38 MP
Target: Single/Group **Type:** Elemental (Water) R
 The ground buckles and cracks as a column of water erupts, violently immersing all targets before dispersing again. *Watera* inflicts (15 x MAG) + 4d8, **M. Armor** Water Elemental damage.
Prerequisite: *Water*

Level 5

BLIZZAGA 60 MP
Target: Single/Group **Type:** Elemental (Ice) R
 Particles of frost and snow accelerate towards the target, rapidly sealing it in layer after layer of solid ice before the entire edifice shatters. *Blizzaga* inflicts (18 x MAG) + 5d8, **M. Armor** Ice Elemental damage.
Prerequisite: *Blizzara*

CURSE 55 MP
Target: Single **Type:** Status (Seal) R
 A sinister black circle materializes under the target, streaming multi-colored lights and gases before winking shut. *Curse* has a CoS of (M. ACC - 50), **M. Evasion** of inflicting the Status Condition *Curse* (4).
Prerequisite: *Despair*

FIRAGA 60 MP
Target: Single/Group **Type:** Elemental (Fire) R
 A colossal sphere of white-hot fire crashes onto the target, sparking a furious explosion that engulfs it in a cloud of ash and cinders. *Firaga* inflicts **(18 x MAG) + 5d8, M. Armor** Fire Elemental damage.
Prerequisite: *Fira*

SCOURGE 65 MP
Target: Group **Type:** Elemental (Shadow) R
 A long shadow creeps over the ground, darkening the area as wicked spikes of unholy energy burst through to skewer all targets. *Scourge* inflicts **(18 x MAG) + 5d8, M. Armor** Shadow Elemental damage.
Prerequisite: *Dark*

STONE 65 MP
Target: Single **Type:** Status (Seal) R
 Fingers of stone burst forth from the ground, snatching shut around the target in a shower of flying stones and dirt before shattering. *Stone* has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Stone* (∞).

THUNDAGA 60 MP
Target: Single/Group **Type:** Elemental (Lightning) R
 A deafening peal of thunder rolls across the battlefield as lightning bolt after lightning bolt crashes to earth, trapping all targets in a sizzling sphere of electrical energy before dissipating again. *Thundaga* inflicts **(18 x MAG) + 5d8, M. Armor** Lightning Elemental damage.
Prerequisite: *Thundara*

Level 6

DEATH 80 MP
Target: Single **Type:** Status (Fatal) R
 A decaying, hooded figure emerges from the ground in a cloud of dark smoke, raising a massive scythe to cleave the target's life force in twain before fading away with a blood-curdling laugh. *Death* has a CoS of **(M. ACC - 50), M. Evasion** of reducing the target to 0 HP, regardless of current HP, ARM or M. ARM values, or the Damage Cap.
Prerequisite: *Debarrier*

FLARE 86 MP
Target: Single **Type:** Arcane (Magical) R
 Globes of pure magical energy blast into the target in a relentless stream, setting off one chaotic explosion after another before rushing out again. *Flare* inflicts **(24 x MAG) + 4d10, M. Armor** Magical damage.

QUAKE 70 MP
Target: All **Type:** Elemental (Earth) NR
 A violent tremor tears through the length of the battlefield, breaking up the ground into shuddering, crumbling fragments and yawning crevasses. *Quake* inflicts **(21 x MAG) + 5d8, M. Armor** Earth Elemental damage; *Floating* and *Flying* targets are immune to its effects.

SYPHON 70 MP
Target: Single **Type:** Recovery NR
 Orbs of golden energy surround the target, growing larger and more brilliant as they sap at its vital and magical forces; once large enough, they return to the caster, dissolving in a shower of pale light. The target suffers **(21 x MAG) + 5d8, M. Armor** damage, split evenly between HP and MP; the caster regains an amount of HP and MP equal to that lost by the target. If the target has no MP, all damage defaults to the target's HP instead.

WATERGA 78 MP
Target: Group **Type:** Elemental (Water) R
 Winding streams of airborne water race towards all targets, quickly enclosing them in an immense liquid dome before dissolving into a foaming tidal wave. *Waterga* inflicts **(21 x MAG) + 5d8, M. Armor** Water Elemental damage.
Prerequisite: *Watera*

Level 7

FREEZE 115 MP
Target: Single **Type:** Elemental (Ice) R
 Status (Fatal)
 Chilly vapors float over the battlefield as fragments of blue ice cascade down on the target, imprisoning it in a jagged, glacial prison. *Freeze* inflicts **(27 x MAG) + 4d12, M. Armor** Ice Elemental damage; in addition, it has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Frozen* (2).
Prerequisite: *Blizzaga*

NUKE 115 MP
Target: Single **Type:** Elemental (Fire) R
 Status (Fatal)
 Spheres of orange flame rush towards the target, engulfing it in an ever-growing explosion with the heat and fury of a newborn star. *Nuke* inflicts **(27 x MAG) + 4d12, M. Armor** Fire Elemental damage; in addition, it has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Heat* (2).
Prerequisite: *Firaga*

PAIN 85 MP
Target: Single **Type:** Status (Special) R
 Oily clouds of black and violet smoke engulf the target, obscuring it from view entirely. *Pain* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Conditions *Blind* (4), *Poison* (∞), and *Silence* (4); roll separately for each Status Condition.

TOAD 75 MP
Target: Single **Type:** Status (Transform) R
 Four columns of orange smoke erupt around the target, spewing forth until the victim is nothing but an indistinct shadow in the vapors. *Toad* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Toad* (4). If the target is already under the effects of *Toad*, a second casting of *Toad* cancels the Status Condition.

VENOM 100 MP
Target: Group **Type:** Elemental (Bio) Status (Toxin) R
 A pool of vile ooze begins to form, steaming toxic gases as bubbles of liquid venom rise up to shower all targets. *Venom* inflicts (24 x MAG) + 4d10, M. Armor Bio Elemental damage. In addition, it has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Venom* (4) — roll separately for each eligible combatant.
Prerequisite: *Bio*

Level 8

BREAK 150 MP
Target: Single **Type:** Elemental (Earth) Status (Special) R
 The ground beneath the target explodes in a seismic nightmare of dust, soil and rocky spires. *Break* inflicts (30 x MAG) + 4d12, M. Armor Earth Elemental damage; in addition, it has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Stone* (∞). If successful, make an additional d% roll; there is a (M. ACC - 50), M. Evasion chance that the violent shaking will have shattered the petrified combatant, reducing the target to 0 HP, regardless of current Hit Points, ARM or M. ARM values.
Prerequisite: *Quake*, *Stone*

SCATHE 175 MP
Target: All **Type:** Elemental (Shadow) NR
 A fiery agglomeration of rock flashes into existence above the battlefield, gathering fragments of onyx and dark energy to it before beginning its descent to earth, crackling with malevolent energy as it crashes down. *Scathe* inflicts (36 x MAG) + 5d12, M. Armor Shadow Elemental damage.
Prerequisite: *Scourge*

DOOMSDAY 175 MP
Target: Group **Type:** Status (Fatal) R
 A wall of dark smoke sweeps across the battlefield, cloaked shadows

and glowing eyes visible through the oily tendrils before the dark scene fades away. *Doomsday* has a CoS of (M. ACC - 50), M. Evasion of reducing all affected targets to 0 HP, regardless of current HP, ARM or M. ARM values. Roll separately for each eligible target.
Prerequisite: *Death*

MELTDOWN 150 MP
Target: Single **Type:** Arcane (Magical) Status (Weak) NR

A high-speed stream of heat and energy assails the target, immersing it in furious, bone-searing temperatures. *Meltdown* inflicts (33 x MAG) + 5d10, M. Armor Magical damage; in addition, it has a CoS of (M. ACC - 50), M. Evasion of adding the Status Condition *Meltdown* (4).
Prerequisite: *Flare*

ULTIMA 250 MP
Target: Group **Type:** Arcane (Magical) NR
 An eerie calm falls over the battlefield as the sky grows dark, shading the combatants in blue and black. Only one sound breaks the silence; a single note, gaining in pitch as a dome of purest blue energy forms underneath the targets, growing outwards in an unstoppable, destructive rush that engulfs the area whole. As the sound reaches ear-splitting frequencies, the dome flashes out of existence, and all becomes still once more. *Ultima* inflicts (42 x MAG) + 5d12 Magical damage; unlike other Black Spells, *Ultima* is not affected by the Damage Cap and may exceed 999 damage.
Prerequisite: *Meltdown*

WHITE MAGIC

The power of White is that of life itself. As a foil to the destructive excesses of Black Magic, White Magic heals where Black injures, protects where Black weakens. White Mages are restricted in terms of direct offense, but their support ability is second to none.

Level 1

AERO 7 MP
Target: Single **Type:** Elemental (Wind) R
 A vicious gust of wind assails the target, tearing into it with razor-sharp debris. *Aero* inflicts (4 x MAG) + d8, M. Armor Wind Elemental damage.

CURE 5 MP
Target: Single **Type:** Recovery R
 An iridescent spark of blue light spirals around the target, trailing glowing specks in its wake. *Cure* restores (4 x MAG) + d8 HP.

ELEMENT GUARD 10 MP
Target: Single **Type:** Status (Strengthen) R
 Strings of luminous violet light encircle the target, trailing long

streaks of mystical energy as they orbit before vanishing. *Element Guard* bestows the status Condition *Element Resist* (6); the caster must specify which Element is affected when casting the Spell. Additional castings of *Element Guard* may add additional Elements; casting *Element Guard* for an Element the target already has a Resistance towards, however, will not produce any additional effect.

POISONA 3 MP
Target: Single **Type:** Recovery R

A slurry of dull purple spheres washes over and through the length of the target, canceling all Toxin-type Status Conditions currently afflicting it.

SCAN 3 MP
Target: Single **Type:** Support R

Ghostly crosshairs settle upon the target, surrounding it in a dance of arcane letters and numbers spelling out its every secret. *Scan* reveals the target's Level, Monster Type (if applicable) current and maximum HP and MP values, Absorbances, Immunities, Resistances, Weaknesses and Status Immunities. At the GM's discretion, it may also give additional information on the target's background, tactics, and behaviors.

SIGHT 3 MP
Target: Self **Type:** Support NR

The caster's surroundings seem to melt away, shrinking in a rush of magical energy until the entire area is visible at bird's eye view. Upon casting *Sight*, the caster 'sees' every detail of the landscape for an area of (1000 x MAG) square meters, centered upon the caster, as if viewing it from the air. This vision overrides the caster's normal senses; they will not be able to see from their 'own' eyes until they voluntarily elect to dispel *Sight*.

Level 2

BERSERK 12 MP
Target: Single **Type:** Status (Mystify) R

Wavering streams of red energy assail the target, driving its primal fighting instincts to critical levels. *Berserk* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Berserk* (6).

BLINK 10 MP
Target: Single **Type:** Status (Strengthen) R

Fluorescent rays of magical energy twist in complicated spirals around the target, distorting vision and light to bestow the Status Condition *Blink* (6).

FADE 18 MP
Target: Single **Type:** Elemental (Holy) R

A blazing pillar of light issues forth from the ground beneath the target, growing skywards until the victim is wholly consumed by its sacred power. *Fade* inflicts (8 x MAG) + 2d8, M. Armor Holy Elemental damage.

FAITH 15 MP
Target: Single **Type:** Status (Strengthen) R

A translucent shield of gold encloses the target, slowly rotating as golden motes dance around it in graceful circles to bestow the Status Conditions *Armor Up* (4) and *Mental Up* (4).

STONA 10 MP
Target: Single **Type:** Recovery R

Needles of rainbow light stab into the target, showering dust as stone cracks and splinters under the onslaught. *Stona* cancels the Status Conditions *Stone* and *Petrify*.

Level 3

AERA 22 MP
Target: Single/Group **Type:** Elemental (Air) R

Howling green winds encircle the target, drawing together in an ever-tightening funnel of air before disappearing. *Aera* inflicts (12 x MAG) + 3d8, M. Armor Wind Elemental damage.

Prerequisite: *Aero*

CURA 20 MP
Target: Single/Group **Type:** Recovery R

Twin specks of glowing green light twine around the target, trailing a dusting of soothing magical energy to restore (12 x MAG) + 3d8 Hit Points.

Prerequisite: *Cure*

BRAVERY 30 MP
Target: Single **Type:** Status (Strengthen) R

Shining globes of golden-blue light streak towards the target, creating a strengthening barrier that suffuses it with fighting spirit, granting the Status Condition *Power Up* (4).

Prerequisite: *Faith*

NULL ELEMENT 30 MP
Target: Party **Type:** Status (Strengthen) R

A shimmering barrier of magical energy rises up to cover the party, glowing in a variety of hues as streaks of elemental energy run over its surface. *Null Element* bestows the status Condition *Element Immune* (6); the caster must specify which Element is affected when casting the Spell. Additional castings of *Null Element* may add additional Elements; casting *Null Element* for an Element the target already has an Immunity towards, however, will not produce any additional effect.

Prerequisite: *Element Guard*

PROTECT 20 MP
Target: Single **Type:** Status (Barrier) R

Four dull-blue crystalline shapes wink into existence around the target in perfect symmetry, glowing as they radiate a barrier of magical energy to bestow the Status Condition *Protect* (6).

SILENCE 22 MP
Target: Single **Type:** Status (Seal) R
 A shining sigil appears under the target amidst a flurry of yellow lights, flashing white before fading away again. *Silence* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Silence* (6).

Level 4

BASUNA 36 MP
Target: Single **Type:** Recovery R
 A gentle mist of green and gold blows over the target, canceling the Status Conditions *Berserk*, *Blind*, *Poison*, *Sleep*, and *Zombie*.

CONFUSE 32 MP
Target: Single **Type:** Status (Mystify) R
 Streams of multicolored notes and wild flashes of prismatic energy assault the target, overwhelming all senses in a thrice. *Confuse* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Confuse* (6).

DISPEL 43 MP
Target: Single **Type:** Support NR
 A shimmering blue mist engulfs the target, its power tearing away beneficial enchantments in an instant. *Dispel* has a CoS of (M. ACC - 50), M. Evasion of canceling all Strengthen- and Barrier-type Status Conditions, save *Shield*.

RAISE 38 MP
Target: Single **Type:** Recovery NR
 Spirals of twinkling red light encircle the target, showering it with a gentle drift of ghostly, radiant feathers. *Raise* restores any target whose current HP is 0 or lower to 10% of their maximum HP. Undead monsters targeted by *Raise* — as well as combatants affected by the Status Condition *Zombiè* — will not be revived; if their current Hit Points are greater than 0, they have a CoS of (M. ACC - 50), M. Evasion of being instantly reduced to 0 HP, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

RUSE 35 MP
Target: Single **Type:** Status (Strengthen) R
 A six-faceted crystal of pure energy appears around the target, shattering in a brilliant confusion of mirror images to bestow the Status Condition *Ruse* (6).
Prerequisite: *Blink*

SHELL 35 MP
Target: Single **Type:** Status (Barrier) R
 Twelve pearls of softly-glowing light enclose the target in twinned hexagons, adding the Status Condition *Shell* (6).

Level 5

AERAGA 60 MP
Target: Single/Group **Type:** Elemental (Wind) R
 Lashing tendrils of wind wrap around the targets, forming a howling vortex that mercilessly spins and tumbles its captives about before finally relinquishing its grasp. *Aeraga* inflicts (18 x MAG) + 5d8, M. Armor Wind Elemental damage.
Prerequisite: *Aera*

BANISH 65 MP
Target: Group **Type:** Elemental (Holy) R
 Beams of blazing white light saturate the area, touching off a chain of searing explosions which tears through all targets in short succession. *Banish* inflicts (18 x MAG) + 5d8, M. Armor Holy Elemental damage.
Prerequisite: *Fade*

PROTECTGA 50 MP
Target: Party **Type:** Status (Barrier) R
 Gray-blue crystals of magical energy form around the party, raising a protective barrier to grant them the Status Condition *Protect* (6).
Prerequisite: *Protect*

CURAGA 57 MP
Target: Single/Group **Type:** Recovery R
 A brilliant constellation of blue and violet light encircles the target's body, restoring (18 x MAG) + 5d8 HP before fading away.
Prerequisite: *Cura*

MINI 55 MP
Target: Single **Type:** Status (Transform) R
 Circles of white-blue energy mushroom out of the ground, quickly saturating the area; when they finally make contact with the target, a blinding flash obscures the area, engulfing the target in the process. *Mini* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Mini* (4). If the target is already under the effects of *Mini*, a successful second casting of *Mini* will cancel the Condition.

RERAISE 65 MP
Target: Single **Type:** Status (Strengthen) R
 Borne by miniature cherubs, a single spark of golden light drifts down towards the target, glowing softly as it settles on its destination. In a radiant burst of light, spark and cherubim fade away, granting the Status Condition *Reraise* (∞).

Level 6

ABSORB 80 MP
Target: Party **Type:** Status (Strengthen) R
 Thick, muddy bubbles of spell energy splash over the party, glowing in rainbow hues as they swallow a sudden influx of elemental energy.

Absorb confers the Status Condition *Element Absorb* (4); the caster must specify which Element is affected when casting the Spell. Additional castings of *Absorb* may add additional Elements; casting *Absorb* for an Element the target already has an Absorbance towards, however, will not produce any additional effect.

Prerequisite: *Null Element*

AURA 75 MP
Target: Single **Type:** Status (Strengthen) R

The target glows with a magnificent golden light as it is blessed with the Status Condition *Aura* (4).

Prerequisite: *Bravery*

CHARM 77 MP
Target: Single **Type:** Status (Mystify) R

A cluster of shocking pink hearts surrounds the target, circling in a slow, hypnotic orbit as an alluring melody wafts through the air. *Charm* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Charm* (4).

Prerequisite: *Confuse*

ESUNA 67 MP
Target: Single **Type:** Recovery R

Beams of warm violet light emerge from the ground around the target, cleansing away all debilitating magics and malicious enchantments. *Esuna* cures any negative Status Conditions, except those explicitly stated to be immune to its effects.

SHELLGA 65 MP
Target: Party **Type:** Status (Barrier) R

A chain of ghostly pearls twines around the party; a moment later, thin links of magical energy join them together in a series of elaborate hexagons, granting the Status Condition *Shell* (6).

Prerequisite: *Shell*

VANISH 77 MP
Target: Single **Type:** Status (Strengthen) R

Four ghostly mirrors with surfaces like mercury flash into existence around the target, rapidly spinning until they – and the target – disappear, granting the Status Condition *Vanish* (4).

Prerequisite: *Ruse*

Level 7

ARISE 100 MP
Target: Single **Type:** Recovery NR

Glowing particles of light shower down on the target, raising up a beam of golden-red life force to revive it in a shower of fathers. *Arise* restores any target whose current HP is 0 or lower to 100% of their maximum HP. Undead monsters targeted by *Arise* and combatants affected by the Status Condition *Zombie* will not be revived; if their current Hit Points are greater than 0, they have a

CoS of (M. ACC - 50), M. Evasion of being instantly reduced to 0 HP, regardless of Armor or M. Armor.

Prerequisite: *Raise*

REFLECT 85 MP
Target: Single **Type:** Status (Barrier) R

A shower of green light splashes over the target, solidifying into layer after layer of shimmering magical protection to grant the Status Condition *Reflect* (4).

Prerequisite: *Shellga*

RENEW 110 MP
Target: Single **Type:** Recovery R

Brilliant blue lights descend onto the target, releasing a burst of radiant golden energy upon contact to restore the target's HP to its maximum value. Undead monsters targeted by *Renew* and combatants affected by the Status Condition *Zombie* will not regain HP; if their current Hit Points are greater than 0, they have a CoS of (M. ACC - 50), M. Evasion of being instantly reduced to 0 HP, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

Prerequisite: *Curaga*

RESIST 85 MP
Target: Single **Type:** Status (Strengthen) R

Multi-colored bubbles of magical energy surround the target, granting it the Status Condition *Resist* (2).

WALL 85 MP
Target: Single **Type:** Status (Barrier) R

Columns of radiant red light emerge from the ground around the target, rotating slowly as they wrap it in a shell of protective magic before disappearing, granting the Status Condition *Wall* (4).

Prerequisite: *Protectga*

WEAKEN 120 MP
Target: Single **Type:** Status (Weak) R

A wavering beam of colorful elemental energy slams into the target, broadening as more power pours into it until all defenses have been overwhelmed. *Weaken* inflicts the Status Condition *Element Weak* (4); the caster must specify which Element is affected when casting the Spell. Additional castings of *Weaken* may add additional Elements; casting *Weaken* for an Element the target already has a Weakness towards, however, will not produce any additional effect.

Prerequisite: *Null Element*

Level 8

HOLY 150 MP
Target: Single **Type:** Elemental (Holy) R

Motes of brilliant blue light begin to circle the target, moving in a deceptively lazy fashion as they gain in intensity; as the light reaches

blinding levels, beams of holy energy erupt from the ground, blasting the target in a series of powerful explosions. *Holy* inflicts **(36 x MAG) + 5d12, M. Armor** Holy Elemental damage; unlike other White Spells, *Holy* is not affected by the Damage Cap and may exceed 999 damage.

Prerequisite: *Banish*

REBIRTH 175 MP
Target: Group **Type:** Recovery **NR**

A golden, cloudy sunset hovers over the battlefield as rays of light strike the dead and wounded, gentle drifts of feathers falling in each beam's wake. *Rebirth* restores all eligible targets whose current HP is 0 or lower to **50%** of their maximum HP. Undead monsters targeted by *Rebirth* — as well as combatants affected by the Status Condition *Zombie* — will not be revived; if their current Hit Points are greater than 0, they have a CoS of **(M. ACC - 50)**, **M. Evasion** of being instantly reduced to 0 HP, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

Prerequisite: *Arise*

SHIELD 200 MP
Target: Single **Type:** Status (Barrier) **NR**

Glowing fragments of golden energy converge on the target, forming the outlines of a shield over its body before disappearing in a flash of light to grant it the Status Condition *Shield* (2).

Prerequisite: *Reflect, Wall*

WHIRLWIND 150 MP
Target: All **Type:** Elemental (Wind) **NR**

A distant rumble is heard as the sky darkens and fierce winds begin to whip around the caster. As the gale picks up strength, a violent twister erupts from the sky, tearing through the immediate area without mercy. *Whirlwind* inflicts **(33 x MAG) + 5d10, M. Armor** Wind Elemental damage on all eligible targets.

Prerequisite: *Aeraga*

VACCINE 115 MP
Target: Party **Type:** Status (Strengthen) **R**

A varicolored veil of magical bubbles swirls around the caster and their allies, granting the Status Condition *Resist* (2).

Prerequisite: *Resist*

TIME MAGIC

Sometimes referred to as 'Cosmic Magic' or 'Effect Magic', Time Magic derives its power from the manipulation and distortion of both space and time.

Level 1

BURN RAY 7 MP
Target: Single **Type:** Arcane (Magical) **R**

The air around the target condenses, compressing into a tight ball until it explodes. *Burn Ray* inflicts **(4 x MAG) + d8, M. Armor** Magical damage.

HOLD 7 MP
Target: Single **Type:** Status (Time) **R**

At the caster's command, a globe of dull gray energy encloses the target, freezing it in time for a split-second. *Hold* has a **(M. ACC - 50)**, **M. Evasion** chance of reducing the target's Initiative by **50%**.

SPRINT 5 MP
Target: Single **Type:** Status (Strengthen) **NR**

A series of red rings materialize around the target's legs or equivalent anatomy, glowing with suffused power before fading away again, bestowing the Status Condition *Accelerate* (6).

ESCAPE 8 MP
Target: Self **Type:** Support **NR**

The caster winks out of existence, rematerializing a short distance away a split-second later. *Escape* allows the caster to immediately move **(MAG x 2)** meters in any direction of their choosing, passing through any solid objects — such as walls — without ill effects. However, the *Escape* will fail if the caster's destination is inside a solid structure or occupied by another person or object; in this case, MP and time are still spent as normal. If used in combat, a successful casting of *Escape* has effects equal to a successful Escape Action.

TRACTOR 10 MP
Target: Single **Type:** Support **NR**

Ruby rings of gravitational force shower down on the target, dragging it back down to earth. *Tractor* cancels the Status Conditions *Float* and *Flight* where applicable; they also cancel out natural *Float* and *Flight* for a limited period of time (6).

YAWN 6 MP
Target: Single **Type:** Status (Weak) **R**

A series of gray circles spiral around the target's legs or equivalent anatomy, briefly flaring up before disappearing once again. *Yawn* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Agility Down* (6).

Level 2

FLOAT 15 MP

Target: Party **Type:** Status (Strengthen) **R**

Shining motes sparkle around the caster's allies as they are buoyed into the air on golden rings of anti-gravitational energy, bestowing the Status Condition *Float* (6).

GRAVITY 25 MP

Target: Single **Type:** Status (Fatal) **NR**

The caster launches a dark bubble of energy, wholly enclosing the target before subjecting it to a brief burst of crushing gravitational force. *Gravity* has a CoS of (M. ACC - 50), M. Evasion of reducing the target to 75% of its current HP. This damage is not modified for ARM or M. ARM, but is still subject to the Damage Cap.

METEORITE 18 MP

Target: Single **Type:** Arcane (Magical) **NR**

The caster tears a small meteorite free from the cosmos to crash into the target. *Meteorite* inflicts (8 x MAG) + 2d8 Magical damage.

SLOW 12 MP

Target: Single **Type:** Status (Time) **R**

A ghostly clock appears behind the target, hands counting time as normal before suddenly slowing down. *Slow* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Slow* (6).

SPEED 13 MP

Target: Single **Type:** Status (Strengthen) **R**

Expanding circles of glowing red energy surround the target, speeding reaction time and impulses to grant the Status Condition *Agility Up* (6).

Level 3

IMMOBILIZE 20 MP

Target: Single **Type:** Status (Time) **R**

The target is encased in a bubble of reddish-orange light, freezing time for the target's legs or equivalent anatomy. *Immobilize* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Immobilize* (6).

RAY BOMB 22 MP

Target: Single/Group **Type:** Arcane (Magical) **R**

Brilliant spheres of energy appear before the caster, joining together into a single searing burst of destruction. *Ray Bomb* inflicts (12 x MAG) + 3d8, M. Armor Magical damage.

Prerequisite: *Burn Ray*

REGEN 25 MP

Target: Single **Type:** Status (Strengthen) **R**

Green motes shower down on the target, speeding up its natural

healing processes to grant the Status Condition *Regen* (6).

RESET 30 MP

Target: Single **Type:** Support **NR**

A glittering globe of barely-suppressed temporal energy appears over the target, capturing a few precious seconds of time ready to be released at the caster's beckoning. Until the end of the battle, the target's player may re-roll any one die roll *once*, keeping the more favorable result of the two rolls. After this has been done, *Reset*'s effects expire. The effects also expire if no reroll is made before the end of combat, or if the combatant is targeted by *Dispel* or *Temporal Shift*. If cast on an opponent, the caster may choose which roll to 'reset'. Multiple castings of *Reset* do not increase the number of rerolls available; the Spell will only have an effect if the target is not already eligible for a reroll.

TELEPORT 10 MP

Target: Party **Type:** Support **NR**

The air ripples, beginning to glow as the party dematerializes, reappearing a distance away just seconds later. Targets affected by *Teleport* immediately move (MAG x 5) meters in a direction of the caster's choosing, passing through any solid objects — such as walls — without ill effects. However, the *Teleport* will fail if the caster's destination is inside a solid structure or occupied by another person or object; in this case, MP and time are still spent as normal. If cast in a multi-level or -story structure, *Teleport* will automatically move the Party one level up or down; if used in combat, a successful casting of *Teleport* has effects equal to a successful Escape Action for all Party members.

Prerequisite: *Escape*

Level 4

COMET 44 MP

Target: Special **Type:** Arcane (Magical) **R**

The caster reaches towards the heavens, pulling a comet out of time to crash down in a shower of fire and molten rock. When casting *Comet*, roll a d% for each opponent on the battlefield twice; the combatants with the highest rolls in each instance will be targeted by the Spell. Make standard M. ACC rolls against both opponents' M. EVA scores to determine whether the Spell hits; each successful strike inflicts (8 x MAG) + 2d8 Magical damage. If there is only one eligible target, it will be struck twice for the listed damage.

Prerequisite: *Meteorite*

DEMI 50 MP

Target: Single **Type:** Status (Fatal) **NR**

An opaque gray sphere encloses the target; seconds later, crushing gravitational forces compress, releasing the target only once the sphere has shrunk to a speck of its former self. *Demi* has a CoS of (M. ACC - 50), M. Evasion of reducing the target to 50% of its current HP. This damage is not modified for ARM or M. ARM, but is still subject to the Damage Cap.

Prerequisite: *Gravity*

FLIGHT 40 MP
Target: Single **Type:** Status (Strengthen) **NR**

A shower of amber lights sparkles around the target, revealing the faint outline of an angelic pair of wings before disappearing again, bestowing the Status Condition *Flight* (6).

Prerequisite: *Float*

HASTE 35 MP
Target: Single **Type:** Status (Strengthen) **R**

The ground beneath the target glows with brilliant light as the outline of a ghostly red clock materializes around them, hands accelerating before the magic fades away, bestowing the Status Condition *Haste* (4).

Prerequisite: *Speed*

SLOWGA 50 MP
Target: Group **Type:** Status (Time) **R**

A giant, hazy silver clock appears over the battlefield, spinning lazily as it slows down by the second. *Slowga* has a CoS of (M. ACC - 50), M. Evasion of afflicting all eligible targets with the Status Condition *Slow* (6).

Prerequisite: *Slow*

Level 5

DISABLE 50 MP
Target: Single **Type:** Status (Time) **R**

The target is encased in a bubble of turquoise light, freezing time for the target's arms or equivalent anatomy. *Disable* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Disable* (6).

EXIT 55 MP
Target: Party **Type:** Support **NR**

A wave of yellow light engulfs the party, dematerializing them to reappear a distance away just seconds later. Targets affected by *Exit* immediately move (MAG x 20) meters in a direction of the caster's choosing, passing through any solid objects — such as walls — without ill effects. However, the *Exit* will fail if the caster's destination is inside a solid structure or occupied by another person or object; in this case, MP and time are still spent as normal. If cast in a dungeon or other large enclosed structure, *Exit* will automatically move the Party to its entrance; if used in combat, a successful casting of *Exit* has effects equal to a successful Escape Action for all Party members.

Prerequisite: *Teleport*

FLARE STAR 65 MP
Target: Group **Type:** Arcane (Magical) **R**

Drawing on the forces of the cosmos, the caster bathes the battlefield in the light of a dying star, searing all opponents with pure stellar energy. *Flare Star* inflicts (18 x MAG + 5d8), M. Armor

Magical damage on all targets.

Prerequisite: *Ray Bomb*

REMOVE 50 MP
Target: Single **Type:** Status (Fatal) **NR**

The fabric of reality ripples and twists around the target, trying to tear them free of time and space entirely. *Remove* has a CoS of (M. ACC - 50), M. Evasion of instantly *Ejecting* the target from the battle.

TIME SLIP 45 MP
Target: Single **Type:** Status (Time) **R**

Hazy lights encircle the target as wavers and fades, body suddenly out of synch with time around it. *Time Slip* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Sap* (6).

Level 6

HASTEGA 80 MP
Target: Party **Type:** Status (Strengthen) **R**

A glowing red clock materializes below the caster's allies, hands spinning at normal speed but increasing by the second before it fades in a flash, bestowing the Status Condition *Haste* on all targets (4).

Prerequisite: *Haste*

QUARTER 75 MP
Target: Group **Type:** Status (Fatal) **NR**

Spheres of black and violet surge out to enclose all opponents, crackling with audible force as the gravity inside the bubbles increases a hundredfold. *Quarter* has a CoS of (M. ACC - 50), M. Evasion of reducing the target to 25% of its current HP. This damage is not modified for ARM or M. ARM, but is still subject to the Damage Cap.

Prerequisite: *Demi*

QUASAR 82 MP
Target: Group **Type:** Arcane (Magical) **NR**

The skies part, drawing down a searing shower of celestial debris and radiation to bombard the battlefield. When casting *Quasar*, roll a d% for each opponent on the battlefield four times; the combatants with the highest rolls in each instance will be targeted by the Spell. Make standard M. ACC rolls against all affected opponents' M. EVA scores to determine whether the Spell hits; each successful strike inflicts (8 x MAG) + 2d8 Magical damage. If there is only one eligible target, it will be struck four times for the listed damage.

Prerequisite: *Comet*

STOP 67 MP
Target: Single **Type:** Status (Time) **R**

A ghostly metallic clock shimmers into existence over the target, enveloping it in a dull pink glow as its hands slow, then stop completely, shattering the clock. *Stop* has a CoS of (M. ACC - 50), M.

Evasion of inflicting the Status Condition *Stop* (4).

Prerequisite: *Slowga*

TEMPORAL SHIFT 75 MP

Target: All **Type:** Support **NR**

In an instant, the caster is surrounded by ring after ring of translucent clocks, circling in a slow pattern before speeding up and shattering. The glittering debris hovers in mid-air for a moment, drawing the lines of an ethereal clock face before winking out of existence. *Temporal Shift* cancels all Time-type Status Conditions currently active on the battlefield, negative or otherwise.

Level 7

WARP 100 MP

Target: Party **Type:** Support **NR**

Energy ripples around the caster and their allies as they wink out of existence, reappearing an instant later many miles away. *Warp* must be cast twice in order to be effective; the first time it is cast, an arcane circle of energy forms around the caster, marking the immediate area before fading away — this is the Time Mage's Home Point, whose location should be noted at the time the Spell is cast. The second time *Warp* is cast, the caster — and all allies in the immediate area — are teleported back to the Home Point, regardless of how much distance separates their current location with the Home Point. If this effect is used in combat, it has effects equal to a successful Escape Action for all Party members. Once the Party arrives back at the Home Point, the arcane circle winks out of existence; to set a new Home Point, *Warp* must be cast again.

Prerequisite: *Exit*

QUICKEN 103 MP

Target: Single **Type:** Support **NR**

The target blurs as it slides sideways in time, seeing the battlefield frozen in its tracks for a brief moment. *Quicken's* target may make an Action as soon as the Spell is cast, even if they have already used their allotment of Actions for the Round or are currently resolving an Action with a Charge Time. Taking this Action will not count towards their limit of Actions for the Round; if the chosen Action has a Charge Time, resolve it immediately and subtract the Charge Time from the combatant's current Initiative count.

RETURN 85 MP

Target: Party **Type:** Support **NR**

The battlefield seems to fold up as time is compressed and enclosed in a glowing globe that continually replays captured moments on its rippling surface. Until the end of combat, the caster and all allies on the battlefield may each re-roll any one die roll they make, keeping the more favorable of the two; after this has been done, *Return's* effects expire for them. The effects also expire if no reroll is made before end of the battle, or if a combatant under the effects of *Return* is targeted by *Temporal Shift* or *Dispel*.

Prerequisite: *Reset*

SHOCKWAVE PULSAR 100 MP

Target: Group **Type:** Magical **R**

Gravity suddenly ceases to function as a glowing sphere of stellar energy and gases materializes above the battlefield, drawing the targets into its embrace before exploding in a violent burst of light and heat. *Shockwave Pulsar* inflicts (27 x MAG) + 4d12, M. Armor Magical damage on all targets.

Prerequisite: *Flare Star*

X-ZONE 125 MP

Target: Group **Type:** Status (Fatal) **NR**

The fabric of reality splits open in a flash of white light, revealing the alien stars beyond for brief instant. *X-Zone* has a CoS of (M. ACC - 50), M. Evasion of *Ejecting* all eligible targets into the Cleft of Dimensions, a space outside the realm of human comprehension; roll separately for each target. Anything targeted by the Spell may voluntarily choose to travel to the Cleft; if so, no roll is necessary.

Prerequisite: *Remove*

Level 8

BLACK HOLE 150 MP

Target: Single **Type:** Status (Fatal) **NR**

A spinning vortex of gravitational energy forms above the battlefield, crackling as it begins to direct crushing pressure on the target. *Black Hole* has a CoS of (M. ACC - 50), M. Evasion of reducing the target to 10% of its current HP. This damage is not modified for ARM or M. ARM, and may exceed the Damage Cap.

Prerequisite: *Quarter*

CELESTIAL STASIS 125 MP

Target: Group **Type:** Status (Time) **R**

A hazy clock face shimmers into existence across the battlefield, hands shuddering as they begin to slow, eventually stopping dead. For a moment, the second hand wavers, almost seeming to move backwards before the clock explodes in a shower of fragments. *Celestial Stasis* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Stop* upon all targets (4).

Prerequisite: *Stop*

METEOR 200 MP

Target: Group **Type:** Arcane (Magical) **NR**

With a single motion, the caster splits the skies above the battlefield to reveal the stars and planets beyond — and a single fiery meteor hurtling towards the battlefield below, crashing down in a shower of rock and flame. When casting *Meteor*, roll a d% for each opponent on the battlefield six times; the combatants with the highest rolls in each instance will be targeted by the Spell. Make standard M. ACC rolls against all affected opponents' M. EVA scores to determine whether the Spell hits; each successful strike inflicts (8 x MAG) + 2d8 Magical damage. If there is only one eligible target, it will be struck six times for the listed damage.

Prerequisite: *Quasar*

OLD

Target: Single

Type: Status (Weak)

100 MP
R

A current of time swirls around the target, stirring up dust and decay as it pushes the unfortunate forward into old age and disability. *Old* has a CoS of (M. ACC - 50), M. Evasion of inflicting the conditions *Agility Break* (4), *Armor Break* (4), *Magic Break* (4), *Mental Break* (4), *Power Break* (4) and *Spirit Break* (4).

Prerequisite: *Time Slip*

QUICK

Target: Self

Type: Support

200 MP
NR

A translucent clock encases the caster, creating a pocket of localized time for a few precious seconds before shattering. *Quick* allows the caster to make two Actions as soon as the Spell is cast; if the Actions have a Charge Time, it is ignored. In addition, casting *Quick* a second time while under the influence of *Quick* brings the caster back into normal time, canceling the effects of both Spells. After the second Action has been taken, the caster's Initiative drops to 0, regardless of whether or not the caster would normally be eligible to make additional Actions.

Prerequisite: *Hastega*

RED MAGIC

A utilitarian blending of various schools of magic, Red Magic picks a wide variety of spells from Black, White, and Time Magic for unparalleled flexibility on the battlefield.

Table 8-1: Red Magic

Red Magic Spells by Level
Level 1: <i>Aero, Blind, Blizzard, Cure, Fire, Poison, Poisons, Scan, Sleep, Thunder</i>
Level 2: <i>Berserk, Blink, Element Spikes, Float, Lock, Rasp, Slow, Stona, Water</i>
Level 3: <i>Aera, Blizzara, Cura, Fira, Immobilize, Protect, Regen, Silence, Thundara, Zombie</i>
Level 4: <i>Basuna, Bio, Confuse, Dispel, Drain, Haste, Osmose, Raise, Ruse, Shell, Slowga, Watera</i>
Level 5: <i>Aeraga, Blizzaga, Curaga, Disable, Firaga, Mini, Protectga, Stone, Thundaga, Time Slip</i>
Level 6: <i>Charm, Esuna, Flare, Hastega, Quake, Syphon, Shellga, Stop, Waterga, Vanish</i>
Level 7: <i>Arise, Freeze, Nuke, Pain, Reflect, Renew, Toad, Wall, Venom</i>
Level 8: <i>Break, Meltdown, Meteor, Old, Shield, Whirlwind</i>

Note that the Red Magic version of *Meteor* and *Haste* do not have *Quasar* or *Speed* as a prerequisite, as those spells are not on the Red Magic list. All other spell prerequisites must be met as normal when picking Red Magic spells.

BLUE MAGIC

Not all magic in the world originates from human hands. Monsters and other creatures of magical origin practice their own unique brand of innate spellcraft, unleashing devastating magical energies almost as a reflex.

GOBLIN PUNCH

1 MP

Target: Single

Type: Arcane (Physical)

NR

The caster launches themselves at an opponent with unusual speed and suddenness, weapon at the ready. Make a standard Attack Action with whatever Weapon the caster has equipped when *Goblin Punch* is cast; calculate damage as normal unless the caster and the target are of equal Level; in this case, the attack inflicts **400%** Physical damage. Equipment Abilities are not factored into this attack. If the caster has two Weapons equipped, choose which of the two to attack with.

TRANSFUSION

1 MP

Target: Single

Type: Recovery

R

The caster transfers their life force into the target in the form of a glorious golden beam. *Transfusion* restores a single target to its maximum HP value; after the effects of *Transfusion* have been resolved, the caster is automatically reduced to 0 HP, regardless of their current HP score, ARM, or M. ARM.

REFLECT-NULL

1 MP

Target: Single

Type: Status (Special)

NR

An iridescent ball of orange light speeds towards the target, knocking down all barriers and protective fields as it homes in. When used against a target with the *Reflect* Status Condition, *Reflect-Null* has a CoS of (M. ACC - 50), M. Evasion of inflicting a random Status Condition on the target; roll 2d6 and consult the table below to determine the nature of the inflicted ailment.

Roll	Status Condition
2	<i>Petrify</i> (4)
3	<i>Immobilize</i> (6)
4	<i>Toad</i> (6)
5	<i>Blind</i> (6)
6	<i>Silence</i> (6)
7	<i>Poison</i> (∞)
8	<i>Sleep</i> (6)
9	<i>Slow</i> (6)
10	<i>Mini</i> (6)
11	<i>Disable</i> (6)
12	<i>Stop</i> (6)

SELF-DESTRUCT

1 MP

Target: Single

Type: Arcane (Physical)

NR

The caster instantly converts their life force into explosive energy, creating a cataclysmic blast that reduces the target's current Hit

Points by **(Caster's Current Hit Points)**. *Self-Destruct* cannot exceed 999 damage, regardless of the casters current HP. After damage has been resolved, the caster is automatically reduced to 0 HP, regardless of the caster's current HP, ARM or M. ARM values, or the Damage Cap.

LASER EYES 4 MP

Target: Single **Type:** Arcane (Magical) **R**

Brilliant beams of energy pulse from the caster's eyes, slashing into the target for **(3 x MAG) + d8, M. Armor** Magical damage.

CHOCO BALL 6 MP

Target: Single **Type:** Arcane (Magical) **R**

A crackling sphere of yellow energy forms around the caster, growing in size until it is launched at the target, inflicting **(4 x MAG) + d8, M. Armor** Magical damage. Aerial-type monsters take **150%** damage from *Choco Ball*.

RED FEAST 6 MP

Target: Single **Type:** Recovery **NR**

A series of blood-colored orbs shoot out from the tip of the caster's weapon, latching onto the target to drain its vital essences. Make a standard Attack Action with whatever Weapon the caster has equipped when *Red Feast* is cast, calculating damage as normal but ignoring the Weapon's Equipment Abilities; all damage inflicted after modifying for Armor also restores the caster's HP, up to its maximum value. Any additional HP recovered beyond that is lost. If the caster has two Weapons equipped, choose which of the two to attack with.

LEAP 8 MP

Target: Single **Type:** Arcane (Magical) **R**
Status (Weak)

The caster makes a powerful jump, disappearing into the clouds before screaming downwards a split-second later. The resulting impact inflicts **(4 x MAG) + d8, M. Armor** Magical damage, and has an additional **(M. ACC - 50), M. Evasion** CoS for inflicting the Status Condition *Armor Down* (4).

HASTEBREAK 10 MP

Target: Single **Type:** Status (Time) **R**

A white glow surrounds the target, flaring up with enough force to rip a hole into space and time for one instant. *Hastebreak* has a CoS of **(M. ACC - 50), M. Evasion**; its actual effects depend on the status of the target. If it possesses the Status Conditions *Haste* or *Agility Up*, they will be canceled by *Hastebreak*. If it has the Status Condition *Slow*, but not the Status Conditions *Agility Down* or *Agility Break*, it will be afflicted with *Agility Down* (4). If it has *Agility Down* or *Agility Break* it will be afflicted with *Slow* (4); the same applies if it does not possess any Time-type Status Conditions, *Haste* or *Agility Up*.

NIGHT 13 MP

Target: All **Type:** Status (Seal) **R**

The caster summons up a tiny patch of night sky to hover above the area as soothing sounds lull the targets into a peaceful slumber. *Night* has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Sleep* (6); roll separately for each target affected.

FLAME THROWER 15 MP

Target: Single **Type:** Elemental (Fire) **R**

The caster releases a blistering stream of fire from their fingers, scorching their intended target for **(8 x MAG) + 2d8, M. Armor** Fire Elemental damage.

FLASH 15 MP

Target: Group **Type:** Arcane (Magical) **NR**
Status (Seal)

The caster directs a searing pulse of phosphorescent light at their opponents, inflicting **(4 x MAG) + d8, M. Armor** Magical damage. In addition, *Flash* has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Blind* (4); roll separately for each target affected.

POISON GAS 16 MP

Target: Group **Type:** Status (Toxin) **R**

A morass of multicolored toxins explodes from the caster's body. *Poison Gas* has a CoS of **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Poison* (∞); roll separately for each target affected.

BLASTER 17 MP

Target: Group **Type:** Arcane (Magical) **NR**
Status (Time)

A spinning circle of small vortices surrounds the caster's head, turning into globes of force as they accelerate, then release, slamming into all targets for **(4 x MAG) + d8, M. Armor** Magical Damage. In addition, *Blaster* has a **(M. ACC - 50), M. Evasion** CoS of inflicting the Status Condition *Immobilize* (4); roll separately for each target affected.

ULTRA WAVES 19 MP

Target: Group **Type:** Arcane (Magical) **NR**
Status (Mystify)

Purple waves of ultrasonic energy ripple from the caster's body, inflicting **(8 x MAG) + 2d8, M. Armor** Magical damage on all targets. In addition, *Ultra Waves* has a CoS **(M. ACC - 50), M. Evasion** of inflicting the Status Condition *Berserk* (6); roll separately for each target affected.

DEATH FORCE 20 MP

Target: Single **Type:** Status (Barrier) **R**

A dazzling crystalline globe inscribed with the outlines of a screaming skull materializes around the target, bestowing the Status Condition *Status Immune* (*Fatal*) (6).

DRAGON FORCE 20 MP
Target: Single **Type:** Status (Barrier) **R**

A shimmering crystalline globe etched with intertwining dragons appears around the target, bestowing the Status Conditions *Element Immune (Fire)* (6), *Element Immune (Ice)* (6) and *Element Immune (Lightning)* (6).

1000 NEEDLES 24 MP
Target: Single **Type:** Arcane (Physical) **NR**

One thousand stinging cactus thorns are shot from the caster's body at the target in rapid succession. *1000 Needles* automatically inflicts 100 Physical damage on the target; M. ARM and ARM have no effect on this damage.

MAGIC HAMMER 25 MP
Target: Single **Type:** Arcane (Magical) **R**

A solid-looking iron mallet materializes into existence above the enemy, dropping onto the selected target's head with a brain-splitting crack and removing **(Target's Current MP / 10)** MP from each in the progress. Regardless of how much MP the target currently possesses, *Magic Hammer* will never take away more than 999. The caster regains a number of Magic Points equal to the damage inflicted by *Magic Hammer* after modifying for M. ARM.

DRILL SHOT 27 MP
Target: Single **Type:** Arcane (Physical) **NR**

The caster jabs at the target, creating a stream of multi-colored spheres that rush out towards it and explode on impact. Make a standard Attack Action with whatever Weapon the caster has equipped when *Drill Shot* is cast, ignoring the Weapon's Equipment Abilities; when calculating damage, ignore the target's ARM and — where applicable — the Status Condition *Protect*. If the caster has two Weapons equipped, choose which of the two to attack with.

FORCE FIELD 27 MP
Target: Party **Type:** Status (Barrier) **NR**

The caster is enveloped by a prismatic glow, creating a rapidly-expanding field which summons a sudden flash of white light to engulf them, gradually spreading out to cover their allies before fading. *Force Field* bestows the Status Condition *Element Immune* to all allies (6); immediately roll a d8 and consult the table below to find out which Element is affected.

Roll	Immunity
1	Earth
2	Fire
3	Water
4	Wind
5	Lightning
6	Ice
7	Holy
8	Shadow

REVENGE BLAST 30 MP
Target: Single **Type:** Arcane (Magical) **NR**

A wave of invisible force crashes into the target, inflicting **(Caster's Maximum HP - Caster's Current HP)** Magical Damage in the process.

ROULETTE 30 MP
Target: All **Type:** Status (Fatal) **NR**

All natural light suddenly ceases as a single spotlight begins to spin across the battlefield, drawing in tighter and tighter circles around the combatants until it stops on a single target, killing it stone dead. In order to determine the 'lucky winner' of this grisly fate, all combatants, active or otherwise, should make an immediate Percentile Roll once *Roulette* is cast. The highest-rolling combatant is immediately reduced to 0 HP, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

LIMIT GLOBE 32 MP
Target: Single **Type:** Arcane (Physical) **NR**

A sinister globe of magical energy emerges from the caster's body, drifting towards the target at a leisurely pace before disappearing into its body with a muted sucking sound. Make a standard Attack Action with whatever Weapon the caster has equipped when *Limit Globe* is cast; calculate damage as normal unless the caster is currently at 25% or fewer of their maximum HP; in this case, the attack inflicts 400% Physical damage. Equipment Abilities are not factored into this attack. If the caster has two Weapons equipped, choose which of the two to attack with.

HOMING LASER 33 MP
Target: Single **Type:** Arcane (Magical) **NR**

A salvo of searing laser beams arcs out of the caster's body and blasts the target in a spectacular series of explosions. *Homing Laser* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting **(Target's Current HP / 2)** Magical damage; regardless of how much HP the target currently possesses, *Homing Laser* will never take away more than 999 HP.

SEED CANNON 34 MP
Target: Single **Type:** Arcane (Physical) **NR**

The caster tenses up before firing a heavy seed pod, pummeling the target. *Seed Cannon* inflicts **(15 x STR) + 4d8, Armor** Physical damage.

CONDEMNED 35 MP
Target: Single **Type:** Status (Fatal) **R**

A cackling red skull appears over the target before slowly fading away. *Condemned* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting the Status Condition *Condemned* on the target (4).

FROST 36 MP
Target: Single **Type:** Status (Fatal) **R**

The caster aims a stream of cold air at the target, dropping the temperature surrounding the target close to freezing point. *Frost*

has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Frozen* on the target (2).

MATRA MAGIC 36 MP
Target: Single Type: Arcane (Magical) R

A volley of tiny guided missiles burst from the caster's body, seeking out the enemy before consuming them in a powerful explosion. *Matra Magic* inflicts (15 x MAG) + 4d8, M. Armor Magical damage.

STARE 36 MP
Target: Group Type: Arcane (Magical) NR
Status (Mystify)

The caster's eyes flare red, weaving hypnotic suggestions at all unlucky enough to be caught up in the gaze. *Stare* inflicts (8 x MAG) + 2d8, M. Armor Magical damage; in addition, it has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Confuse* (6). Roll separately for each target.

THRUST KICK 37 MP
Target: Single Type: Arcane (Physical) NR
Status (Fatal)

The caster launches into an athletic flying kick, surrounded by a faint nimbus of energy as they slam into their target with a sound barrier-breaking crash. *Thrust Kick* has a CoS of (M. ACC - 50), M. Evasion to instantly *Eject* the target from the battlefield; should the target not be displaced, they are instead struck by the full force of the Blue Mage's blow, taking (18 x MAG) + 5d8, M. Armor Physical damage in the process.

ACID 38 MP
Target: Single Type: Arcane (Magical) NR
Status (Weak)

A spray of corrosive slime splashes over the target, eating away at its Evasions and inflicting (15 x MAG) + 4d8, M. Armor Magical Damage. In addition, *Acid* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Meltdown* (2).

MUSTARD BOMB 39 MP
Target: Single Type: Status (Fatal) NR

The caster creates an explosive blast of fire and hot gases, igniting the area around the target to infernal temperatures. *Mustard Bomb* has a CoS of (M. ACC - 50), M. Evasion of inflicting the Status Condition *Heat* on the target (2).

LILLIPUTIAN LYRIC 40 MP
Target: Single Type: Status (Special) R

The caster emits a blast of discordant notes, engulfing their intended victim in a puff of sweet-smelling orange smoke. *Lilliputian Lyric* has a CoS of (M. ACC - 50), M. Evasion of afflicting the target with the Status Conditions *Mini* (6) and *Sleep* (6); make a separate Percentile Roll for each Condition.

LEVEL 4 HOLY 41 MP
Target: Group Type: Elemental (Holy) NR

Spectacular blasts of white energy assault the targets, encircling them with pearl-like starbursts. *Level 4 Holy* only affects targets whose Level is a multiple of 4, and inflicts (21 x MAG) + 5d8, M. Armor Holy Elemental damage.

AQUA BREATH 42 MP
Target: Group Type: Elemental (Water) NR

Torrential winds assault the enemy, buffeting them about as exploding water bubbles shower the area, hitting all targets for (18 x MAG) + 5d8, M. Armor Water Elemental Damage.

ELECTROCUTE 42 MP
Target: Group Type: Elemental (Lightning) NR

The caster hovers in mid-air, conducting sparks of energy as green bolts of electrical energy blast through the air at random intervals to devastating effect. All targets caught in the blast are struck for (18 x MAG) + 5d8, M. Armor Lightning Elemental damage.

FIRE BREATH 42 MP
Target: Group Type: Elemental (Fire) NR

The caster begins to glow in a distressing shade of orange as they open their mouth to release a single solid ball of fire which bursts into a swirling cloud of flames amidst the targets, burning them for (18 x MAG) + 5d8, M. Armor Fire Elemental damage.

LEVEL 3 CONFUSE 43 MP
Target: Group Type: Status (Mystify) NR

Small meteorites appear above each target's head, dropping down with a comical 'plunk' to release a riot of colored stars. *Level 3 Confuse* only affects targets whose Level is a multiple of 3, and has a CoS of (M. ACC - 50), M. Evasion of adding the Status Condition *Confuse* (6). Roll separately for each eligible target.

WHITE WIND 45 MP
Target: Party Type: Recovery NR

A dazzling constellation of pearls hovers around the caster, radiating waves of bright light to restore (Caster's Current HP) HP to all allies.

LEVEL 3 DEF-LESS 48 MP
Target: Group Type: Status (Weak) NR

The caster sends out a swarm of pale pink globes towards the enemy, briefly encasing them in a field of rosy energy. *Level 3 Def-Less* only affects targets whose Level is a multiple of 3, and has a CoS of (M. ACC - 50), M. Evasion of adding the Status Conditions *Armor Break* (6) and *Mental Break* (6).

DISCHORD 50 MP
Target: Single Type: Status (Weak) R

The target is surrounded by a coruscating aura of rainbow-colored

light, rippling along the length of its body several times before fading. *Dischord* has a CoS of **(M. ACC - 50)**, **M. Evasion** of severely weakening the target, adding the Status Conditions *Agility Down* (4), *Armor Down* (4), *Magic Down* (4), *Mental Down* (4), *Power Down* (4) and *Spirit Down* (4).

POND'S CHORUS 50 MP
Target: Single **Type:** Status (Special) **R**

The caster emits a blast of discordant notes, obscuring the target in sickly green vapors. *Pond's Chorus* has a CoS of **(M. ACC - 50)**, **M. Evasion** of afflicting the target with the Status Conditions *Toad* (4) and *Sleep* (6); make a separate Percentile Roll for each Condition.

LEVEL 4 FLARE 50 MP
Target: Group **Type:** Arcane (Magical) **NR**

A series of volatile particles zero in on the enemy, accompanied by a high-pitched whine. *Level 4 Flare* only affects targets whose Level is a multiple of 4, and inflicts **(24 x MAG) + 4d10**, **M. Armor** Magical damage.

DEGENERATOR 57 MP
Target: Single **Type:** Status (Fatal) **NR**

The caster emits a single burst of black energy that all but rips the life energy of out its target. *Degenerator* has a CoS of **(M. ACC - 50)**, **M. Evasion** of instantly reducing the target to 0 HP, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

EARTH SHAKE 59 MP
Target: Group **Type:** Elemental (Earth) **NR**

Heavy tremors burst through the area, flying rocks and hot gases blasting the paralyzed targets for **(21 x MAG) + 4d12**, **M. Armor** Earth Elemental damage. *Earth Shake* will not affect *Floating* or *Flying* combatants.

ANGEL'S SNACK 60 MP
Target: Party **Type:** Recovery **NR**

A cascade of sparkling blue stars showers down on the caster and their allies, negating all magic in the area. *Angel's Snack* cancels out all Status Conditions – beneficial or otherwise – currently afflicting all affected targets.

TWISTER 62 MP
Target: Group **Type:** Elemental (Wind) **NR**

The caster summons a roaring tornado to sweep through the area, taking everything in its path for a spin. All targets in the affected area are hit for **(21 x MAG) + 5d8**, **M. Armor** Wind Elemental damage.

BAD BREATH 63 MP
Target: Group **Type:** Status (Special) **NR**

The mage exhales a stream of dark, billowing toxic smoke over his enemies, fumes quickly moving out to engulf the entire area. *Bad Breath* has a CoS of **(M. ACC - 50)**, **M. Evasion** of inflicting multiple

Status Conditions on all active combatants in the targeted Group. Roll once for each eligible target to determine whether Status Conditions are inflicted; if successful, roll a d6 and consult the table below to determine which Status Conditions are added to the target.

Roll	Status Effects
1	<i>Curse</i> (6), <i>Immobilize</i> (6), <i>Poison</i> (∞), <i>Silence</i> (6)
2	<i>Blind</i> (6), <i>Disable</i> (6), <i>Poison</i> (∞), <i>Slow</i> (6)
3	<i>Berserk</i> (6), <i>Condemned</i> (4), <i>Mini</i> (4), <i>Sleep</i> (6)
4	<i>Confuse</i> (6), <i>Slow</i> (6), <i>Sap</i> (6), <i>Toad</i> (4)
5	<i>Confuse</i> (6), <i>Petrify</i> (4), <i>Slow</i> (6), <i>Venom</i> (4)
6	<i>Berserk</i> (6), <i>Blind</i> (6), <i>Poison</i> (∞), <i>Zombie</i> (6)

RIPPLER 65 MP
Target: Single **Type:** Status (Special) **NR**

Hazy spheres of blue energy surround the caster and their target, gently rotating as the ground between the two begins to take on the appearance of a mercury lake. At once the orbs swap, in the process exchanging all Status Conditions possessed by the caster and target, beneficial or otherwise. For example, a *Blind* caster using *Rippler* on a target with *Haste* and *Silence* would end up with *Silence* and *Haste* while the target themselves would be rendered *Blind*. Status timers will transfer along with their Status. Note that 'permanent' Statuses such as those granted by the Equipment Ability *Auto-[Status]* or Job Abilities cannot be transferred in this fashion.

CRY IN THE NIGHT 67 MP
Target: Single **Type:** Arcane (Magical) **NR**
 Status (Special)

A dark shadow creeps across the battlefield, emitting tendrils of glowing pink energy that drift among the combatants. A ball of blood red energy rises from the midst of the targets, drawing in the pink tendrils and absorbing their energy. The ball grows for a few moments, becoming surrounded by a haze of red energy, and then explodes. Wave after wave of explosive energy slam the targets for **(21 x MAG) + 5d8**, **M. Armor** Magical damage. The explosion is accompanied by a strange howling noise, a chilling sound with a **(M. ACC - 50)**, **M. Evasion** CoS of inflicting the Status Conditions *Curse* (6) and *Silence* (6). Roll separately for each Condition.

GATLING GUN 68 MP
Target: Single **Type:** Arcane (Physical) **NR**

The caster sends a rapid barrage of explosive shells at one target, peppering it repeatedly for grievous damage. *Gatling Gun* inflicts **(24 x STR) + 4d10**, **Armor** Physical damage.

WALL CHANGE 75 MP
Target: Single **Type:** Status (Special) **NR**

A shimmering globe of energy encloses the target, cycling through a series of colors and hues before vanishing. *Wall Change* adds the Status Condition *Element Resist* for all Elements save one; roll a d8 and consult the table below to determine which one. The combatant will be afflicted with the Status Condition *Element Weak* for the rolled element; roll again during every subsequent Status Phase,

rearranging the Status Conditions accordingly (6).

Roll	Element
1	Earth
2	Fire
3	Water
4	Wind
5	Ice
6	Lightning
7	Holy
8	Shadow

LEVEL 5 DOOM 80 MP

Target: Group **Type:** Status (Fatal) **R**

Ghostly, fog-colored skulls materialize above the enemy, letting out a haunting laugh before fading out. *Level 5 Doom* only affects targets whose Level is a multiple of 5, and has a (M. ACC - 50), M. Evasion CoS of instantly reducing any eligible target to 0 HP, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

LEVEL 2 OLD 84 MP

Target: Group **Type:** Status (Weak) **NR**

Grey clocks fade into existence over the battlefield, chiming twelve times before disappearing again. *Level 2 Old* only affects targets whose Level is a multiple of 2, and has a (M. ACC - 50), M. Evasion CoS of inflicting the Status Conditions *Agility Break* (4), *Armor Break* (4), *Magic Break* (4), *Mental Break* (4), *Power Break* (4), and *Spirit Break* (4). Roll separately for each target affected.

ANGEL WHISPER 90 MP

Target: Single **Type:** Recovery **NR**

A beautiful angelic spirit descends from the heavens, hovering above the target to shower it with glowing particles of magical energy before fading away. *Angel Whisper* restores a single target to its maximum HP value, as well as canceling all Status Conditions – save *Zombie* – currently affecting that target. If used against Undead monsters or combatants afflicted with the Status Condition *Zombie*, *Angel Whisper* has a (M. ACC - 50), M. Evasion CoS of instantly reducing the target to 0 HP, regardless of current Hit Points, ARM, M. ARM or the Damage Cap.

MAGIC BREATH 90 MP

Target: Group **Type:** Elemental (Special) **NR**

A expanding cloud of iridescent bubbles swamps the area, bursting into hissing spheres of fire, ice and electricity as it makes contact with the enemy. All affected targets are hit three times; once for (8 x MAG) + 2d8 Fire Elemental damage, once for (8 x MAG) + 2d8 Ice Elemental damage, and once for (8 x MAG) + 2d8 Lightning Elemental damage.

LEVEL 4 SUICIDE 91 MP

Target: Group **Type:** Status (Special) **NR**

Ribbons of red energy surround the targets, wrapping around them

tightly before fading away. *Level 4 Suicide* only affects targets whose Level is a multiple of 4. It has a (M. ACC - 50), M. Evasion CoS of instantly reducing any eligible target's HP to 1, regardless of current HP, ARM or M. ARM values, or the Damage Cap. In addition, *Level 4 Suicide* also has a (M. ACC - 50), M. Evasion CoS of adding the Status Condition *Mini* (4); roll separately for each affected target and effect.

HEAVEN'S CATARACT 94 MP

Target: Group **Type:** Arcane (Magical) **NR**
Status (Weak)

A watery, translucent blue aura gathers around the caster, hovering in place for a moment before being thrown into the enemy, rapidly expanding as it approaches in an all-encompassing wave of dark smoke. *Heaven's Cataract* inflicts (24 x MAG) + 4d10, M. Armor Magical damage; in addition, it has a (M. ACC - 50), M. Evasion CoS of inflicting the Status Conditions *Armor Break* (6) and *Mental Break* (6); roll separately for each affected target.

STONE BREATH 96 MP

Target: Group **Type:** Status (Seal) **NR**

The caster exhales a cloud of creeping gray vapors that slowly drift to settle over the target. *Stone Breath* has a (M. ACC - 50), M. Evasion CoS of inflicting the Status Condition *Stone* (∞); roll separately for each target.

SHADOW FLARE 100 MP

Target: Single **Type:** Elemental (Shadow) **R**

Pure white light floods the area, turning all combatants into stark black shadows; a second later, a swarm of dark particles homes in on the target, blasting it for (27 x MAG) + 4d12, M. Armor Shadow Elemental damage.

MIGHTY GUARD 120 MP

Target: Party **Type:** Status (Barrier) **NR**

Brilliant green globes of energy form around the caster and their allies, fading into thin air a second later. *Mighty Guard* adds the Status Conditions *Haste* (4), *Protect* (4), and *Shell* (4) to all allies.

ANNIHILATOR 125 MP

Target: Group **Type:** Arcane (Magical) **NR**

The caster raises their hand, building up a globe of dark energy before casually throwing it into the midst of the enemy. The globe hovers silently for a brief second before exploding in a cataclysm of pink energy, inflicting (30 x MAG) + 4d12 Magical damage.

MORTAR 125 MP

Target: Group **Type:** Arcane (Physical) **NR**

Raising their arms to the sky, the caster launches a series of ruby-red projectiles at the enemy, engulfing them in bursts of flame and smoke. *Mortar* inflicts (30 x STR) + 4d12 Physical damage.

DEATH CLAW 140 MP
Target: Single **Type:** Status (Fatal) **R**

A spiral of malignant energy winds around the target in ever-tightening circles, drawing into a constricting bind before disappearing. *Death Claw* has a CoS of (M. ACC - 50), M. Evasion of instantly reducing the target to 1 Hit Point, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

GRAND TRAIN 175 MP
Target: Group **Type:** Arcane (Magical) **NR**

A black wave of celestial energy assaults the targets as the battlefield explodes in rushing starbursts, inflicting (36 x MAG) + 5d12 Magical damage on all opponents. *Grand Train* is not subject to the Damage Cap, and can inflict damage in excess of 999.

STORM CANNON 200 MP
Target: Group **Type:** Arcane (Magical) **NR**

The caster points skywards, firing a blinding beam into the heavens. The sky shimmers for a moment before waves of white light come crashing down upon the targets, engulfing them in a haze of thick white smoke that inflicts (15 x Caster's Level) Magical damage. *Storm Cannon* is not subject to the Damage Cap, and can inflict damage in excess of 999.

SPELLBLADE MAGIC

Spellblade Magic is a close cousin to Black Magic, storing Black's destructive powers in a weapon wielded by the caster, to be released upon contact with an opponent. While the use of the weapon as a conduit allows such spells to be cast with relative ease when compared to their 'pure' counterparts, a considerable amount of weapons skill is required to maximize this advantage.

Elemental Tier

The basic effects of Spellblade are also widely seen as the most versatile, channeling basic elemental attack spells into a weapon to systematically exploit opponents' weaknesses.

ENBLIZZARD 5 MP
Target: Self **Available:** Level 1 **NR**

Cold air swirls around the caster's Weapon as it absorbs the power of Ice. Select a Weapon equipped by the caster to be affected by *Enblizzard*, making a standard Attack Action with that Weapon when *Enblizzard* is cast. The Weapon is treated as inflicting Ice Elemental damage for that attack and that attack alone.

ENFIRE 5 MP
Target: Self **Available:** Level 1 **NR**

Flames crackle along the edge of the caster's Weapon as it absorbs the power of Fire. Select a Weapon equipped by the caster to be affected by *Enfire*, making a standard Attack Action with that Weapon

when *Enfire* is cast. The Weapon is treated as inflicting Fire Elemental damage for that attack and that attack alone.

ENHOLY 5 MP
Target: Self **Available:** Level 1 **NR**

A luminous glow surrounds the caster's Weapon as it absorbs the power of Holy. Select a Weapon equipped by the caster to be affected by *Enholy*, making a standard Attack Action with that Weapon when *Enholy* is cast. The Weapon is treated as inflicting Holy Elemental damage for that attack and that attack alone.

ENSTONE 5 MP
Target: Self **Available:** Level 1 **NR**

The caster's Weapon gains a dusty brownish hue as it absorbs the power of Earth. Select a Weapon equipped by the caster to be affected by *Enstone*, making a standard Attack Action with that Weapon when *Enstone* is cast. The Weapon is treated as inflicting Earth Elemental damage for that attack and that attack alone.

ENSHADOW 5 MP
Target: Self **Available:** Level 1 **NR**

A dark haze surrounds the caster's Weapon as it absorbs the power of Shadow. Select a Weapon equipped by the caster to be affected by *Enshadow*, making a standard Attack Action with that Weapon when *Enshadow* is cast. The Weapon is treated as inflicting Shadow Elemental damage for that attack and that attack alone.

ENTHUNDER 5 MP
Target: Self **Available:** Level 1 **NR**

Electricity crackles through the caster's Weapon as it absorbs the power of Lightning. Select a Weapon equipped by the caster to be affected by *EntThunder*, making a standard Attack Action with that Weapon when *EntThunder* is cast. The Weapon is treated as inflicting Lightning Elemental damage for that attack and that attack alone; ignore all other Equipment Abilities.

ENVENOM 5 MP
Target: Self **Available:** Level 1 **NR**

A noxious green cloud condenses around the caster's Weapon as it absorbs the power of Bio. Select a Weapon equipped by the caster to be affected by *Envenom*, making a standard Attack Action with that Weapon when *Envenom* is cast. The Weapon is treated as inflicting Bio Elemental damage for that attack and that attack alone.

ENWATER 5 MP
Target: Self **Available:** Level 1 **NR**

The caster's Weapon turns to foaming liquid as it absorbs the power of Water. Select a Weapon equipped by the caster to be affected by *Enwater*, making a standard Attack Action with that Weapon when *Enwater* is cast. The Weapon is treated as inflicting Water Elemental damage for that attack and that attack alone.

ENWIND

Target: Self

Available: Level 1

5 MP

NR

The caster's weapon gains a gusty greenish hue. Select a Weapon equipped by the caster to be affected by *Enwind*, making a standard Attack Action with that Weapon when *Enwind* is cast. The Weapon is treated as inflicting **Wind** Elemental damage for that attack and that attack alone.

Status Tier

Another staple of the Magic Knight's repertoire, Status Strikes add a chance to inflict a Status Condition on an unlucky opponent. For combat situations where a quick finish isn't possible, a properly placed Status Condition can turn the tide in the Magic Knight's favor.

BLIND STRIKE

Target: Self

Available: Level 1

10 MP

NR

Dark mists swirl around the caster's Weapon. Select a Weapon equipped by the caster to be affected by *Blind Strike*, making a standard Attack Action with that Weapon when *Blind Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Blind* (6).

POISON STRIKE

Target: Self

Available: Level 1

10 MP

NR

Purple venom bubbles around the caster's Weapon. Select a Weapon equipped by the caster to be affected by *Poison Strike*, making a standard Attack Action with that Weapon when *Poison Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Poison* (∞).

SLEEP STRIKE

Target: Self

Available: Level 1

10 MP

NR

Soft golden motes play over the caster's Weapon. Select a Weapon equipped by the caster to be affected by *Sleep Strike*, making a standard Attack Action with that Weapon when *Sleep Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Sleep* (6).

BERSERK STRIKE

Target: Self

Available: Level 8

15 MP

NR

The caster's weapon is charged with a cherry-red glow. Select a Weapon equipped by the caster to be affected by *Berserk Strike*, making a standard Attack Action with that Weapon when *Berserk Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Berserk* (6).

SLOW STRIKE

Target: Self

Available: Level 8

15 MP

NR

The caster's weapon gains a muddy gray shine. Select a Weapon equipped by the caster to be affected by *Slow Strike*, making a standard Attack Action with that Weapon when *Slow Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Slow* (6).

SILENCE STRIKE

Target: Self

Available: Level 8

15 MP

NR

The caster's weapon makes no sound as it swipes at the target. Select a Weapon equipped by the caster to be affected by *Silence Strike*, making a standard Attack Action with that Weapon when *Silence Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Silence* (6).

ZOMBIE STRIKE

Target: Self

Available: Level 15

30 MP

NR

A mouldering green glow surrounds the caster's weapon. Select a Weapon equipped by the caster to be affected by *Zombie Strike*, making a standard Attack Action with that Weapon when *Zombie Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Zombie* (6).

CONFUSE STRIKE

Target: Self

Available: Level 15

30 MP

NR

A riot of colored stars erupts from the caster's weapon. Select a Weapon equipped by the caster to be affected by *Confuse Strike*, making a standard Attack Action with that Weapon when *Confuse Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Confuse* (6).

CURSE STRIKE

Target: Self

Available: Level 29

30 MP

NR

The caster's weapon turns as black as the night. Select a Weapon equipped by the caster to be affected by *Curse Strike*, making a standard Attack Action with that Weapon when *Curse Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Curse* (6).

MINI STRIKE

Target: Self

Available: Level 29

45 MP

NR

Strange orange smoke begins to billow from the caster's weapon. Select a Weapon equipped by the caster to be affected by *Mini Strike*, making a standard Attack Action with that Weapon when *Mini Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Mini* (6).

STONE STRIKE

Target: Self

Available: Level 43

60 MP

NR

Small fragments of rock cascade from the caster's weapon as it takes on a brown glow. Select a Weapon equipped by the caster to be affected by *Stone Strike*, making a standard Attack Action with that Weapon when *Stone Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Stone* (∞).

STOP STRIKE

Target: Self

Available: Level 43

50 MP

NR

The caster and their weapon appears to be frozen in time; when the strike finally happens, it is almost instantaneous. Select a Weapon

equipped by the caster to be affected by *Stop Strike*, making a standard Attack Action with that Weapon when *Stop Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Stop* (6).

TOAD STRIKE 70 MP

Target: Self **Available:** Level 43 **NR**

A noxious green smoke plays over the caster's weapon. Select a Weapon equipped by the caster to be affected by *Toad Strike*, making a standard Attack Action with that Weapon when *Toad Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Toad* (6).

FROZEN STRIKE 80 MP

Target: Self **Available:** Level 50 **NR**

Ice crystals begin to form on the caster's weapon. Select a Weapon equipped by the caster to be affected by *Frozen Strike*, making a standard Attack Action with that Weapon when *Frozen Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Frozen* (2).

HEAT STRIKE 80 MP

Target: Self **Available:** Level 50 **NR**

A muggy glow surrounds the caster's weapon, raising ambient air temperatures to an almost unbearable level. Select a Weapon equipped by the caster to be affected by *Heat Strike*, making a standard Attack Action with that Weapon when *Heat Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Heat* (2).

PAIN STRIKE 70 MP

Target: Self **Available:** Level 50 **NR**

Three streams of multi-colored energy swirl around the caster's weapon. Select a Weapon equipped by the caster to be affected by *Pain Strike*, making a standard Attack Action with that Weapon when *Pain Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Conditions *Blind* (6), *Silence* (6) and *Poison* (∞).

VENOM STRIKE 70 MP

Target: Self **Available:** Level 50 **NR**

Red poison bubbles around the caster's weapon. Select a Weapon equipped by the caster to be affected by *Venom Strike*, making a standard Attack Action with that Weapon when *Venom Strike* is cast. The Attack has a CoS of **60%** of inflicting the Status Condition *Venom* (4).

Effect Tier

As the Magic Knight hones his skills, he realizes that some situations cannot be handled with a basic Elemental or Status Strike. Effect Strikes were developed to fill these strategic gaps.

DRAIN STRIKE 10 MP

Target: Self **Available:** Level 22 **NR**

A trio of blood-red spheres begins to rotate around the caster's weapon. Select a Weapon equipped by the caster to be affected by *Drain Strike*, making a standard Attack Action with that Weapon when *Drain Strike* is cast. The Attack inflicts **100%** damage; restore the caster's HP by an equivalent amount after modifying for ARM.

MELTDOWN STRIKE 30 MP

Target: Self **Available:** Level 22 **NR**

An orange-red glow envelops the caster's weapon. Select a Weapon equipped by the caster to be affected by *Meltdown Strike*, making a standard Attack Action with that Weapon when *Meltdown Strike* is cast. The Attack ignores the target's ARM and the *Protect* Status, where applicable.

OSMOSE STRIKE 1 MP

Target: Self **Available:** Level 22 **NR**

A trio of sky-blue spheres begins to rotate around the caster's weapon. Select a Weapon equipped by the caster to be affected by *Osmose Strike*, making a standard Attack Action with that Weapon when *Osmose Strike* is cast. The Attack inflicts **50%** damage to the target's MP after adjusting for ARM, but does not reduce the target's HP; restore the caster's MP by an equivalent amount.

DISPEL STRIKE 40 MP

Target: Self **Available:** Level 29 **NR**

The caster's weapon glows cobalt-blue for a split second as tendrils of ethereal mist curl around it. Select a Weapon equipped by the caster to be affected by *Dispel Strike*, making a standard Attack Action with that Weapon when *Dispel Strike* is cast. The Attack has a CoS of **60%** of canceling all Strengthen- and Barrier-type Status Conditions save *Shield* currently active on the target.

GRAVITY STRIKE 50 MP

Target: Self **Available:** Level 29 **NR**

The caster's weapon moves in an unusually sluggish fashion, as if twice its normal weight. Select a Weapon equipped by the caster to be affected by *Gravity Strike*, making a standard Attack Action with that Weapon for **0%** damage when *Gravity Strike* is cast. The Attack has a CoS of **60%** of reducing the target's HP by **50%** of its current value, regardless of current HP, ARM or M. ARM values, or the Damage Cap.

RASP STRIKE 30 MP

Target: Self **Available:** Level 29 **NR**

A trio of pink spheres begins to rotate around the caster's weapon. Select a Weapon equipped by the caster to be affected by *Rasp Strike*, making a standard Attack Action with that Weapon when *Rasp Strike* is cast. The Attack inflicts **100%** damage to the target's MP, but does not reduce the target's HP.

SYPHON STRIKE

Target: Self Available: Level 36

55 MP
NR

The caster's weapon becomes reflective, seeming to draw in everything in its vicinity. Select a Weapon equipped by the caster to be affected by *Syphon Strike*, making a standard Attack Action with that Weapon when *Syphon Strike* is cast. Calculate damage as normal; the Attack will inflict **50%** damage to the target's HP and **50%** damage to the target's MP after modifying for ARM. If the target has no MP, *Syphon Strike* will instead inflict **100%** damage to the target's HP. Restore the caster's HP and MP by an equivalent amount.

SIGNET

Target: Self Available: Level 43

75 MP
NR

A nearly-translucent crest materializes around the caster's weapon before disappearing. Select a Weapon equipped by the caster to be affected by *Signet*, making a standard Attack Action with that Weapon when *Signet* is cast. Calculate damage as normal, ignoring all other Equipment Abilities possessed by the Weapon; should this reduce the target to 0 or fewer HP, the target is turned into a crystal. Roll a d10 and consult the table below to determine the type of crystal created and its effects; the crystal is treated as an item usable by either the caster or their allies, but must be used immediately after the battle ends.

Roll Crystal Type

- 1-3 *Red Crystal*. The character regains a number of HP equal to **50%** of their maximum value.
- 4-5 *Gold Crystal*. The character's HP and MP are restored to their maximum values.
- 6-8 *Green Crystal*. The character regains a number of MP equal to **25%** of their maximum value.
- 9-10 *Blue Crystal*. The number of XP gained by the character during the battle are increased by **25%**.

DEATH STRIKE

Target: Self Available: Level 50

95 MP
NR

A ghostly, almost translucent gray skull materializes around the caster's weapon. Select a Weapon equipped by the caster to be affected by *Death Strike*, making a standard Attack Action with that Weapon when *Death Strike* is cast. The Weapon is treated as having the Equipment Ability *Death Strike* for that attack and that attack alone.

Ultimate Tier

At the highest level of proficiency, Magic Knights can channel the most destructive powers of Black Magic into the confines of their weapons. These ultimate enchantments focus on unleashing such devastating power that none but the toughest opponents could stand against them. Note that attacks made with Ultimate Tier cannot score Critical Hits or Botches.

QUAKE STRIKE

Target: Self Available: Level 50

75 MP
NR

Channeling Earth energy into their weapon, the caster strikes the ground, sending a rippling wave of rocks and soil surging in all directions. Select a Weapon equipped by the caster to be affected by *Quake Strike*, making a standard Attack Action with that Weapon when *Quake Strike* is cast. The Weapon is treated as having Target: All and inflicting **Earth** elemental damage for that attack and that attack alone. The Attack will not affect *Floating* or *Flying* combatants.

WHIRLWIND STRIKE

Target: Self Available: Level 50

85 MP
NR

Channeling Wind energy into their weapon, the caster swings around, whipping up a furious gale that surges towards the opposition. Select a Weapon equipped by the caster to be affected by *Whirlwind Strike*, making a standard Attack Action with that Weapon when *Whirlwind Strike* is cast. The Weapon is treated as being Ranged and having Target: Group as well as inflicting **Wind** elemental damage for that attack and that attack alone.

BLACK HOLE STRIKE

Target: Self Available: Level 57

150 MP
NR

Channeling Gravity energy into their weapon, the caster cleaves the air open, creating a rippling black hole. Select a Weapon equipped by the caster to be affected by *Black Hole Strike*, making a standard Attack Action with that Weapon for **0%** damage when *Black Hole Strike* is cast. The Weapon is treated as having the Equipment Ability *Death Strike* for that attack and that attack alone. Should *Death Strike* fail to affect the target, the *Black Hole Strike* has a CoS of **60%** of reducing the target's HP to 1, regardless of current HP, ARM, M. ARM or the Damage Cap.

FLARE STRIKE

Target: Self Available: Level 57

100 MP
NR

Channeling orbs of pure magical energy into their weapon, the caster lunges at the target, creating a ferocious series of explosion as their weapon makes contact. Select a Weapon equipped by the caster to be affected by *Flare Strike*, making a standard Attack Action with that Weapon for **200%** damage when *Flare Strike* is cast. The Attack is not subject to the Damage Cap.

ULTIMA STRIKE

Target: Self Available: Level 64

250 MP
NR

Channeling pure magical energy into their weapon, the caster swipes at the air, sending out a way of destructive force to sweep into the enemy. Select a Weapon equipped by the caster to be affected by *Ultima Strike*, making a standard Attack Action with that Weapon for **200%** damage when *Ultima Strike* is cast. The Weapon is considered to have Target: Group for that attack. In addition, the Attack is not subject to the Damage Cap and ignores as the target's ARM and the *Protect* Status, where applicable.

INTUITIVE MAGIC

In *Final Fantasy*, most magic is heavily regimented, divided into set groups of Spells with explicit effects that never change. This does not mean that there is no room for creativity, however — on the contrary, by drawing on their experience, veteran casters can create all manner of cantrips, illusions, and other sorcerous miscellanea. In the FFRPG, such magic is known as **Intuitive Magic**.

Basic Rules

Intuitive Magic is subject to several important restrictions. These are:

No Intuitive effect can directly inflict or recover damage and Status Conditions, or mimic the mechanical effects of an existing Spell. This does not mean the effect's ultimate outcome must always be harmless; using Intuitive magic to startle a soldier and send him falling over a parapet will still result in damage, albeit indirectly.

A spellcaster can only create Intuitive magic in line with the Spells he or she would normally be able to cast. A Black Mage, for instance, would not be able to create a blast of air to knock a treasure chest from a high pedestal, nor would a White Mage be able to create a fiery explosion in mid-air. To make this simpler for both the players and the GM, all Jobs with the ability to use Intuitive Magic or comparative powers have a list of keywords in **Chapter 4**. In order to be cast, the desired effect must be in line with one or more of these keywords.

Spells cast through Intuitive magic are still Spells. If the character is unable to cast Spells as a result of Status Conditions or other extraordinary circumstances, Intuitive magic is similarly off-limits.

Intuitive Magic cannot be used more than once per Scene. Creating a new magic effect is often an involved process, and requires a brief 'cooldown' period between Spells.

Creating an Intuitive Effect

Because Intuitive effects are open-ended in nature, the rules to create them are relatively simple — most of the 'heavy lifting' involved in their creation relies on GM and player judgment.

DESCRIBE THE EFFECT

Whenever a player wishes to create an Intuitive effect, they must begin by explaining what exactly they want to achieve. Legitimate examples might include things like *"Reshape the columns into a stairway leading to the next level," "Create a bridge from the surrounding plants and creepers that will carry the party across the chasm," "Transfer enough mana to the Skystone to get the airship off the ground,"* or *"Create a spectacular bang!"* Before approving the effect, the GM should make sure that what the player is trying to achieve can't be readily done with an existing Spell and that the effect is in line with the keywords given for the player's Job. Effects that do not fall into any particular magical domain — as with the last

two examples given above — do not have to conform to a specific keyword.

DETERMINE THE MP COST

The next step is to assign an MP cost to the effect. This will be determined by how large an object or area it affects when cast — the larger the scale, the higher the MP cost. While an effect's MP cost is entirely left to the GM's discretion, the table below gives appropriate ballpark figures for various size grades.

Table 8-2: Sample Intuitive MP Costs

SIZE OF ITEM OR AREA AFFECTED	MP COST
Small rock	2
Average-sized rock	8
Child, Moogle, Tarutaru	15
Human	30
Ogre, Gigas	50
Small house	80
Large house	100
Skyscraper	200
City block	400

DETERMINE THE MODIFIER

Once the effect's cost has been established, the next thing on the list is its difficulty — or to be precise, the Conditional Modifier imposed on the player's M. Accuracy when rolling to see whether the effect succeeds. This is determined by its complexity, or overall sophistication. The more elaborate the intended effect, the lower the ultimate CoS will be. Again, while this is left to the GM's discretion, a number of sample modifiers have been given below.

Table 8-3: Sample Intuitive Modifiers

COMPLEXITY	MODIFIER
Creating a bright flash	-20
Creating a crude illusion	-20
Using telekinesis to move an object	-40
Creating a modest illusion	-60
	-80
Creating a sophisticated illusion	-100
	-120
	-140
Reshaping the immediate environment	-160

MAKING THE ROLL

To complete the effect, the caster must make a Task Check against their Magic Accuracy, subtracting the modifier assigned for the effect's complexity. Depending on the circumstances, the GM may also assign additional modifiers; some examples are given below. If the roll succeeds, the player achieves the desired effect; if the roll fails, the Magic Points have been wasted.

CONDITIONAL MODIFIERS

Effect's scale larger than a human: **-20**

Effect's scale larger than small house: **-40**

Elaborate, hour-long rituals performed beforehand: **+20**

Working against weak enchantments: **0**

Working against competent enchantments: **-20**

Working against elaborate enchantments: **-40**

Working against masterful enchantments: **-80**

CASTING CIRCLES

In magic, as in all other things, two heads are often better than one. Intuitive Magic can benefit from the *Groupwork* rules from **Chapter 5**, provided that all other participants have the appropriate Intuitive Magic ability.

Sample Intuitive Effects

MEDEO

15 MP

Effect: A classic example of stage magic. *Medeo* mimics the effects of the Time Spell *Meteor*, summoning an asteroid fragment to crash into the target with a devastating explosion. Unlike its 'genuine' counterpart, *Medeo* is all sound and fury, doing no damage; the pyrotechnics produced, however, are indistinguishable from the real thing. *Medeo* is cast at a CoS of **(M. ACC - 60)**.

CHAPTER GLOSSARY

The following list recaps some of the most important concepts introduced in this chapter for quick reference.

Arcane Magic. Any Spell that deals damage, but is not directly associated with one of the Combat Elements.

Elemental Magic. Any Spell that deals damage associated with one of the Combat Elements.

Intuitive Magic. 'Minor' Spells created on the fly by casters.

NR. Shorthand for 'not reflectable'.

R. Shorthand for 'reflectable'.

Recovery Magic. Spells that restore HP or MP, or remove harmful Status Conditions.

Spellblade Magic. Spells that primarily affect a Weapon rather than a target.

Status Magic. Any Spell which adds harmful or gainful Status Conditions to one or more targets.

Support Magic. Spells which do not directly affect combatants or their opponents, or which bypass magical Evasions by default.