**Simple Spell Lists**

**FIRE**

Spark – One target, max dmg= 50. 5 MP used.

Burn – Burn one target. Duration= 10 turns. 8 MP used.

Flame Sweep – Up to 3 Targets. Max dmg= 50. 12 MP used.

Fire Pillar – Up to one target, pillars 30 ft. in air. Max dmg= 70. 18 MP used.

Burn Heal – Heals burn status. 10 MP used.

Flame Strike – One target, Splash ¼ dmg. Max dmg= 80 10% burn 26 MP used.

Flame Spirit – Flame shoots straight through objects. Max dmg= 120 total 33 MP used.

Flame Anchor – Attach flame attributes to one item. Duration=20 turns 7 MP used.

Combust – One target. 30% burn. Max dmg= 100 35 MP used.

Fire Wall – Max dmg= 60/turn 50 MP used.

Incinerate – One target. 100% burn. Max dmg= 150 65 MP used.

Flare – One target. No dmg limit. 80 MP used.

Resist Fire – +50 to Fire resistance. One target. Duration 5 turns. 40 MP used.

Fire Shield – Gives +50 Fire resistance to all. Duration 5 turns. 65 MP used.

Fire Fall – All enemies. No dmg limit. 90 MP used.

Flare Star – All. No dmg limit. 100 MP used.

**ICE**

Frost – One target, max dmg= 50. 5 MP used.

Ice Anchor – Attach Ice attributes to one target. 7 MP used.

Icicle – Splash dmg. Max dmg= 75. 13 MP used.

Unfreeze – Cures frozen status. One target. 15 MP used.

Snowball – One target, 30% frozen. max dmg= 125. 20 MP used.

Resist Ice – Gives +50 to Ice resistance. One target. Duration 5 turns. 30 MP used.

Glacier Drop – All enemies. Max dmg= 250. 38 MP used.

Snowstorm – Creates a snowstorm. Duration=50 turns 42 MP used.

Icy Explosion – Splash dmg. Max dmg= 300. 50 MP used.

Ice Shield – Gives +50 to Ice resistance. Duration 5 turns. 65 MP used.

Freeze – Inflicts frozen. Duration= 10 turns. 70 MP used.

Frost Lash – 50% frozen. Max dmg= 400. One target 80 MP used.

Absolute Zero – All enemies. No dmg limit. 86 MP used.

Tundra – All. No dmg limit. 100 MP used.

**LIGHTNING**

Jolt – One target, max dmg= 50. 5 MP used.

Lightning Anchor – Attach Lightning attributes to one target 7 MP used.

Stop – Paralyzes a target, 80% chance. Duration= 3 turns. 15 MP used.

Bolt – Splash dmg. Max dmg= 100. 20 MP used.

Remove Paralysis – Heals paralyze status. 24 MP used.

Lightning Storm – All. Max dmg= 140. 35 MP used.

Resist Lightning – Gives +50 to Bolt resistance. One target. Duration 5 trns. 38 MP used.

Heavy Volt – Splash dmg. 30% chance Paralysis. Max dmg=200 45 MP used.

Light Ball – All enemies. 30% chance Blind. Max dmg=300 55 MP used.

Lightning Immunity – One target. Lightning does no dmg. Duration 5 turns. 62 MP used.

Explosive Thunder – All. Max dmg= 500 70 MP used.

Nervous Invigoration – One target. 100% lightning resistance. +50 to stats. Duration= 2 turns. 80 MP used.

Chain Lightning – All enemies. No dmg limit. 90 MP used.

Cataclysmic Bolt – All. No dmg limit. 100 MP used.

**WIND**

Breeze – One target, max dmg= 50. 5 MP used.

Wind Anchor – Attach Wind attributes to one target. 7 MP used.

Wind Tunnel – All enemies, max dmg=100 12 MP used.

Healing Wind – All allies, max heal=75 HP. 16 MP used.

Resist Wind – Gives +50 to Wind resistance. One target, 5 turns. 20 MP used.

Wind Cloak – Gives +50 to Evasion. One target, 5 turns. 29 MP used.

Vacuum – All enemies, max dmg=150 31 MP used.

Gust – One target, max dmg= 160. 50% chance blown away. 35 MP used.

Wind Immunity – One target, Wind does no dmg. Duration 5 turns. 43 MP used.

Tornado – All, no max dmg. 52 MP used.

Whirl – All enemies. 75% chance blown away, no max dmg. 65 MP used.

Absorb Wind – One target, absorb 50% of Wind dmg. Duration 3 turns. 77 MP used.

Dragon Wind – Gives +5 to all ally stats, no max dmg to enemies, 3 trns. 88 MP used.

Armageddon Gale – All, no max dmg. 100 MP used.

**WATER**

Cure Water – One target, 50 max heal. 5 MP used.

Water Anchor – Attach Water attributes to one target 7 MP used.

Gush – Splash dmg, max dmg=70 13 MP used.

Spiral Water – Heals ½ dmg given. One target, max dmg=80 20 MP used.

Water Immunity – One target, Water does no dmg. Duration 5 turns 32 MP used.

Flood – All, no max dmg. 10% drown 44 MP used.

Rainbow - +5 all ally stats. Duration 5 turns. 53 MP used.

Absorb Water – One target, absorbs 50% of Water dmg. Duration 3 turns 60 MP used.

Water Ball – All enemies, 15% drown, no max dmg. 74 MP used.

Rainfall – All allies, absorb 50% of water dmg. Duration 10 turns. 83 MP used.

Tsunami – All, no max dmg. 100 MP used.

**EARTH**

Boulder – Splash dmg, one target, max dmg= 60 6 MP used.

Earth Anchor – Attach Earth Attributes to one target. 7 MP used.

Earth Immunity – One target, Earth does no dmg. Duration 3 turns. 14 MP used.

Shake – All, max dmg= 90 22 MP used.

Harden – Doubles ATK and DEF, Duration 3 turns. 34 MP used.

Crag Spray – All enemies, no max dmg. 42 MP used.

Stone – 40% chance Stone, +10% every 10 INT past 150. 51 MP used.

Stone Gas – Same as above, adds 2 dmg for every INT. 67 MP used.

Earth Osmosis – All, absorbs 50% Earth dmg, duration 3 turns. 78 MP used.

Earthquake – All, no max dmg. 85 MP used.

Meteor – All, no max dmg, 30% stone. 100 MP used.

**DARK**

Vampiric Touch – One target, max dmg=75, heals ½ dmg. 10 MP used.

Pitch Black – All enemies, 100% blind. 20 MP used.

Engulfing Blackness – All enemies, max dmg=150, heals ¼ dmg. 40 MP used.

Dark Hour – All allies immune to dark, +5 all stats for evil alignment 51 MP used.

Devil’s Blackness – All, no max dmg, 50% fear. 70 MP used.

Satan’s Armor – One target, Physical immune, all fear target, +20 dmg ATK 80 MP used.

Demonic Dance – All, no max dmg, 50% instant death. 100 MP used.

**HOLY**

Cure – Heals HP, max heal=75 8 MP used.

Heal – Cure all status. 20 MP used.

Cure All – Heals HP, all allies, max heal=200 32 MP used.

Shining Armor – All DEF, MGDEF, SPI +20, duration 5 turns. 45 MP used.

Resist All – One target, +20 all resistances, duration 10 turns. 60 MP used.

Pariah – One ally, when ally falls, attacker falls. 70 MP used.

Reincarnation – Self, when faint or death, brings back with full HP, cannot cast again in same battle. 80 MP used.

Holy Blast – Splash, +50 dmg, no max dmg. 91 MP used.

Heavenly Rays – All, heals good, dmgs evil, all immune to Holy 100 MP used.

**Advanced Magic**

**Seer Magic**

Scrye – See next moves in combat. 10 MP used.

Translate – Translate any text. 30 MP used.

Scroll – Inscribe scroll with any magic. No scrolls for 3 days. 50 MP used.

Pins and Needles – One target that seer has seen, -50 stats for 10 turns. 80 MP used.

Teleport – Teleport any noun to location of caster’s choosing. 100 MP used.

**Status Magic**

**Success rate = ½ INT, duration= 1/8 INT turns for all spells listed below.**

Paralyze – One target. 12 MP used.

Burn – One target. 15 MP used.

Frozen Solid – One target. 20 MP used.

Blown Away – Two targets. 30 MP used.

Drown – One target. 40 MP used.

Petrify – One target. 60 MP used.

Death – Two targets. 80 MP used.

Force Field – Invulnerable status, duration 2 turns. 100 MP used.

**Assault Magic**

**Creates 1/8 INT objects, durations= 1/8 INT for all spells listed below.**

Missiles – Magical dmg, no max dmg. 15 MP used.

Fire Orb – Fire dmg, no max dmg, 10% burn. 25 MP used.

Ice Orb – Ice dmg, no max dmg, 10% frozen. 30 MP used.

Lightning Orb – Lightning dmg, no max dmg, 40% paralyze. 40 MP used.

Wind Orb – Wind dmg, no max dmg, 30% instant death. 50 MP used.

Earth Orb – Earth dmg, no max dmg, 20% stone. 65 MP used.

Rainbow Orb – All elements dmg, 25% random status. 80 MP used.

Dragon Orb – Double dmg for Dragons, Immune to Dragons 1 turn. 90 MP used.

Advanced Missile – Triple number of missiles, no max dmg, 5% instant kill 100 MP used

**Necromancy Magic**

**Duration= Necromancer faints.**

Raise Skeleton – One corpse. 12 MP used.

Raise Ghost – One corpse. 18 MP used.

Raise Dead – Up to 3 corpses. Raises 3 skeletons. 29 MP used.

Raise Wisp – Up to 3 corpses. Raises 3 ghosts. 40 MP used.

Raise Wall – Raises one wall of caster’s choice. 55 MP used.

Shallow Grave – One undead target, revives target upon death. 60 MP used.

Raise Skull – One corpse, raises Skull creature. 72 MP used.

Bone Dragon – Requires 10 corpses, raises Bone Dragon. 85 MP used.

Dance of the Dead – One battle, raises all corpses as previous characters 100 MP used.

**Song Magic**

**All different songs stack upon use, duration= caster faints.**

Speed Song – All allies, +2 AGI. 8 MP used.

Power Song – All allies, +2 STR. 19 MP used.

Magical Song – All allies, +2 INT. 31 MP used.

Resistance Song – All allies, +10 all resistances. 50 MP used.

Mystic Song – All, +3 HP for allies a turn, -3 HP all enemies a turn. 70 MP used.

Final Song – All, 50% reincarnation for allies, 50% instant death enemies, cannot use song for 3 days. 100 MP used.

**Enchantment Magic**

**Targets= caster’s choice, duration=5 turns for all spells below.**

Flame Weapon – Gives +5 Fire dmg for weapon. 11 MP used.

Ice Weapon – Gives +5 Ice dmg for weapon. 11 MP used.

Lightning Weapon – Gives +5 Lightning dmg for weapon. 11 MP used.

Wind Weapon – Gives +5 Wind dmg for weapon. 11 MP used.

Water Weapon – Gives +5 Water dmg for weapon. 11 MP used.

Earth Weapon – Gives +5 Earth dmg for weapon. 11 MP used.

Status Weapon – Grants 30% random status upon strike. 50 MP used.

Killing Weapon – Grants 50% instant death upon strike. 75 MP used.

Global Enchantment – Grants +10 everything for allies. Duration 10 turns 100 MP used.

**Plant Magic**

Vines – Three targets, max dmg=20 5 MP used.

Regrowth – Self, heals 5 HP a turn. Duration 10 turns. 13 MP used.

Thorns – Self, deals 5 HP dmg a turn. Duration 10 turns. 23 MP used.

Summon Animal – Summons a random animal. Duration 10 turns. 29 MP used.

Overgrowth – One target, binds target with vines. Duration 3 turns. 34 MP used.

Toxic Spores – All enemies, max dmg=200, 20% poison. 42 MP used.

Poison Strike – Gives +10 dmg to weapon, 40% poison. 56 MP used.

Cure Poison – All allies, cures poison, immune to poison for whole battle 60 MP used.

Whither – One target, all stats ½. Duration 5 turns. 75 MP used.

Intoxicated – All enemies, 100% poison. 82 MP used.

Plant Dragon – All enemies, 50% poison, no max dmg. 100 MP used.

**Time Magic**

Slow – Makes AGI ½ for 5 rounds. One target. 12 MP used.

Haste – Doubles AGI for 5 rounds. One target. 18 MP used.

Stop – Stops a target for 5 rounds. 32 MP used.

Mass Slow – All enemies. AGI ½ for 5 rounds. 50 MP used.

Mass Haste – All allies. AGI double for 5 rounds. 75 MP used.

Time Travel – Caster can travel through time. Limits must be set! 100 MP used.

**Seafarer Magic**

Whirl Water – Splash, max dmg=50. 7 MP used.

Nautical Journey – No need for maps on sea. 15 MP used.

Gills – Underwater breathing, unlimited duration. 40 MP used.

Drench – All enemies, no max dmg, 10% drown. 65 MP used.

Summon Kraken – Summons a Kraken. 100 MP used.

**Plane Magic**

**\* Magic has different effects depending on current plane.**

Flare Wall – All enemies, Fire dmg, 20% burn. 15 MP used.

Frozen Storm – All enemies, Ice dmg, 20% frozen. 30 MP used.

Waterlog – All enemies, Water dmg, 20% drown. 45 MP used.

Thick Gas – All enemies, Earth dmg, 20% poison. 60 MP used.

Teleport – Teleport all units to destination of choice. 75 MP used.

Create Plane – Creates a plane including all parameters. Can only use once every month and must sacrifice pet. 90 MP used.

**Dragon Magic**

**\*All dragon spells do dmg 1.5 times INT!**

Crimson Dragon – Fire dmg, targets of choice. 20 MP used.

Sapphire Dragon – Ice dmg, targets of choice. 20 MP used.

Violet Dragon – Lightning dmg, targets of choice. 20 MP used.

Gale Dragon – Wind dmg, targets of choice. 30 MP used.

Surfing Dragon – Water dmg, targets of choice. 30 MP used.

Stone Dragon – Earth dmg, targets of choice. 30 MP used.

Dragon Heal – Heals 10 HP/MP a turn. 40 MP used.

Half Dragon – Increases Evasion, and Magic Evasion by 50, 10 turns. 50 MP used.

Silver Dragon – Holy dmg, targets of choice. 60 MP used.

Black Dragon – Dark dmg, targets of choice, 100% fear. 60 MP used.

Green Dragon – Plant dmg, targets of choice, 100% poison. 70 MP used.

Dragon Strength – Self, gives +10 to ATK, DEF, MGDEF, and SPI. Lasts until end of battle. 80 MP used.

Summon Draconum – Summons a draconum, lvl = ½. 90 MP used.

Rainbow Dragon – Non-Elemental dmg, targets of choice, 50% chance of a random status.

100 MP used

**Underworld Magic**

Summon Demon – Summons a random demon, same lvl. 12 MP used.

Underworld Rift – Sends units into the Underworld. 20 MP used.

Summon Underworld Giant – Summons a powerful Underworld Giant 50 MP used.

Summon Underworld Dragon – Summons a massively powerful Dragon 69 MP used.

Mind Reader – Self, Maxes Evasion and Magic Evasion. 80 MP used.

Lord of the Underworld – Summons Devil. 100 MP used.

**Crystal Magic**

Cure Allied – Cures allies HP fully. 6 MP used.

Vortex – Sends units into the vortex, different plane. 10 MP used.

Crystal Barrier – Creates a barrier that makes all within immune to all. 25 MP used.

Crystal Flash – All enemies, Holy dmg, dmg = 300. 50 MP used.

Create Crystal – Creates a crystal, in 1 turn becomes Crystal Dragon 75 MP used.

Final Judgment – All Crystal Magic spells in one, Removes Crystalis to the Underworld, Crystalis becomes paralyzed for 3 days. 100 MP used.

**EXPERT MAGIC**

Basic and Advanced magic was listed above; however, expert magic is where this gets fun!!! Techniques are also handled in the same way.

Below will be a list of different magic parts of a spell that can be integrated into a new spell. These spells can be used by various magic users and advanced magic is not available for the following employs:

Spellcaster

Cleric

Caller

Scryer

Spell Binder

Orb Flinger

**Examples:**

Basic Magic:

Spark – One target, max dmg= 50. 5 MP used.

Boulder – Splash dmg, one target, max dmg= 60 6 MP used.

Expert Variations:

Fire Spark- One target, max dmg=50 5 MP used.

Fire Spark- Two targets, max dmg=50 8 MP used.

Fire Spark- One target, max dmg=70 7 MP used.

Ice Spark- One target, Fire/Ice dmg=50 12 MP used.

Ice Spark- Splash dmg, one target, max dmg=50 6 MP used.

Ice Spark- One target, Fire/Ice dmg=50, 25% Burn/Freeze 20 MP used.

This provides you with some simple examples of what can be done with Expert magic. Basically, the caster will come up with the spell names, dmg, effects, and targets on their own. Then, MP use will change depending on what is selected. The table below shows you the many different things that can be done and the increase to MP cost that will result. Normally, spells will need 1 turn of concentration to be cast. However, this can be changed along with any other features of a spell. **Note**: Some combinations are not possible and will result in a spell failure.

**NOTE:** ALWAYS ROUND DOWN! (If this produces a less than 1 result, round to 1).

**MAX DMG**

=50 No change

=60 thru =90 +10% MP thru +40% MP

=100+ 50% +15% MP for each 10 above 100.

Splash +30% MP

**TARGETS**

One target No change

Two targets +40% MP

Three targets +80% MP

Four+ targets +120% + 50% MP for each target beyond four.

All enemies +300% MP

All +150% MP

**EFFECTS**

25% Paralyze +100% MP

50% Paralyze +175% MP

75% Paralyze +250% MP

100% Paralyze +400% MP

25% Poison +100% MP

50% Poison +220% MP

75% Poison +350% MP

100% Poison +500% MP

25% Burn +80% MP

50% Burn +150% MP

75% Burn +240% MP

100% Burn +400% MP

25% Frozen +150% MP

50% Frozen +310% MP

75% Frozen +480% MP

100% Frozen +600% MP

25% Blown Away +80% MP

50% Blown Away +150% MP

75% Blown Away +250% MP

100% Blown Away +440% MP

25% Drown +150% MP

50% Drown +275% MP

75% Drown +425% MP

100% Drown +600% MP

25% Stone +150% MP

50% Stone +275% MP

75% Stone +425% MP

100% Stone +600 % MP

25% Blind +75% MP

50% Blind +135% MP

75% Blind +220% MP

100% Blind +350% MP

25% Fear +100% MP

50% Fear +200% MP

75% Fear +300% MP

100% Fear +400% MP

**Element Mixing:**

Two Elements= +200% MP

Three Elements= +400% MP

Four Elements= +800% MP

**Note:** Four elements mixed is the maximum!

**Other Special Effects**:

Reduce 50% dmg from element= +300% MP

Reduce 100% dmg from element= +500% MP

Absorb 50% dmg from element= +800% MP

Absorb 100% dmg from element= +1000% MP

Absorb 50% HP= +250% MP

Absorb 100% HP= +400% MP

Absorb 50% MP= +500% MP

Absorb 100% MP= +1000% MP

Absorb 50% TP= +700% MP

Absorb 100% TP= +1200% MP

Heal HP= No change

Heal MP= +400% MP

Heal TP= +600% MP

Duration 1 round= No change

Duration 2 rounds= +100% MP

Duration 3 rounds= +200% MP

Duration 4+ rounds= +300% MP +150% MP for each above 4.

**WAIT TIME**

1 turn= No change

2 turns= ½ MP

3 turns= ¼ MP

0 turns= +200% MP

Also, with each new magic derived, a name will need to be chosen by the caster.