

Basic Spells:

In *Demon Soul Saga*, you no longer have weapons to use unlike in vanilla *FEF*. You instead use Spells to protect yourself; these do not take inventory slots, do not weigh anything, and allow you to protect yourself from enemies. They also do not cost any QL; QL does not exist in *Demon Soul Saga* outside of consumable items.

At the beginning of the game, you have access to **two** different spell trees. For instance, you may pick Fire/Havoc, or Water/Light. You begin the game with the **basic spells** from these trees as weapons. All further spells are **modifiers** to these basic spells; for instance, *Fiara* modifies the damage and properties of *Fia*, and *Primal Force* modifies the properties of *Stab* to determine the final damage. Advanced spells only modify the basic spell of the tree they belong to; for instance, *Fiajara* does not modify *Hyo* or *Tera*, only *Fia*. Advanced spells also cost **MP** to cast, unlike basic spells, which are free to cast.

In addition, all characters may take spells from the Occult, Bless and Chant trees, with the exception of Again, which is only to be taken by a character with the **Perform** special. No character may also take **Almighty** as a starting spell tree; they unlock access to this tree **at level 10 instead**. Almighty, if taken at level 10, does not have unallocated bonuses for the previous 10 levels, and bonuses allocated to Almighty are to be calculated accordingly.

While leveling up, the base power of spells can be modified. Every 5th level, the following bonuses may be applied to a weapon:

+5 Critical

+1 MT

+2 MT, -5 Hit

Critical bonuses are capped at **+30**, and Hit maluses have an absolute floor of **60 total Hit**; after this, bonuses offering a malus can no longer be taken. Furthermore, unlike Combat Arts or similar systems, **unless noted, all Spells, basic or not, may double**.

In addition, every 2 levels, until the character possesses 15 advanced (non-basic) spells, **the character may select one spell to gain from the pool of available spells** (their chosen starting trees, Occult, Bless, Chant and Almighty post-level 10), subject to the level requirements of that spell. Characters may also start with **one advanced spell of their choice**, which counts against the limit. If the character has more than 15 spells, they may swap out an existing spell for a new one. All previous spells known by a character **will be stored, and can be swapped out between maps by indicating to the GM you wish to swap them out**.

Characters with A supports or above may also elect to take **spells from the pool available to their supported ally instead** (i.e. a character with only Havoc/Whip may take from the Fire pool if they have supported an ally with Fire). **Taking these spells grants them the basic spell of that pool as well, with all unallocated bonuses up to that level.**

Characters seeking to start with *Kia* **may select *Kia* in lieu of access to one of their basic spells**; this basic spell will instead be granted at level 5 with the unallocated bonus. Characters that start with *Kia* in this manner will still have *Kia* count against their 15 advanced (non-basic) spells.

Basic Spell Stats:**All Offensive Spell Trees aside from Almighty:**

Name: Fia (Fire)/Ven (Wind)/Zia (Electric)/Hyo (Ice)/Miza (Water)/Tera (Earth)/Nala (Nature)/Hika (Light)/Umra (Dark)/Nen (Psi)

MT: 7

Range: 1-2

Hit: 80

Critical: 0

Slash/Strike/Pierce/Havoc/Whip

Name: Slash (Slash)/Bash (Strike)/Stab (Pierce)/Rush (Havoc)/Slice (Whip)

MT: 9

Range: 1

Hit: 90

Critical: 0

Thrown

Name: Throw

MT: 7

Range: 1-2

Hit: 80

Critical: 5

Shot

Name: Shoot

MT: 9

Range: 2

Hit: 85

Critical: 5

Almighty

Name: Aton

MT: 8

Range: 1-2

Hit: 75

Critical: 0

Fire

Spell Type	Effects	Minimum Level	Cost
Fiama	+3 MT	Lv. 1	3 MP
Fire Breath	+1 MT, inflicts Poison for 2 turns	Lv. 1	3 MP
Sunfire	+1 MT, WTA vs Monstrous Enemies	Lv. 1	3 MP
Fiamara	+4 MT	Lv. 5	6 MP
Flame Shot	+2 MT, Attack qualifies as Shot/Fire	Lv. 5	6 MP
Eruption	+1 MT, adjacent enemies take half damage - RES	Lv. 5	9 MP
Fiamajara	+6 MT, -2 AS	Lv. 15	9 MP
Pyroclasm	+3 MT, ignores 5 points of enemy RES, -2 AS	Lv. 15	9 MP
Sinmara	+3 MT, inflicts Poison and Backfire for 2 turns, -2 AS	Lv. 15	9 MP
Armageddon	+8 MT, -3 AS	Lv. 20	12 MP
Magma Axis	+5 MT, Attack qualifies as Pierce/Fire, ignores 5 points of def. stats, -3 AS	Lv. 20	12 MP
Amaterasu	+5 AT, pierces Fire resistances, -3 AS	Lv. 20	12 MP

Wind:

Spell Type	Effects	Minimum Level	Cost
Vena	+3 MT	Lv. 1	3 MP
Gust	+1 MT, inflicts -2 AS for 2 turns	Lv. 1	3 MP
Tailwind	+1 MT, gains +2 AS for 2 turns	Lv. 1	3 MP
Venara	+4 MT	Lv. 5	6 MP
Floral Gust	+2 MT, inflicts Silence for 2 turns	Lv. 5	6 MP
Razorwind	+2 MT, +10 Crit	Lv. 5	6 MP
Venajara	+6 MT, -2 AS	Lv. 15	9 MP
Tornado	+3 MT, inflicts Poison and -3 AS for 2 turns, -2 AS	Lv. 15	9 MP
Hurricane	+3 MT, +1 range, -2 AS	Lv. 15	9 MP
Cyclone	+8 MT, -3 AS	Lv. 20	12 MP
Hassou Tobi	+4 MT, doubles attacks made, -4 AS	Lv. 20	12 MP
Dandelion Breeze	+5 MT, adjacent allies/self gain +3 AS for 2 turns, -3 AS	Lv. 20	12 MP

Thunder:

Spell Type	Effects	Minimum Level	Cost
Ziana	+3 MT	Lv. 1	3 MP
Shock	+1 MT, inflicts -10 Eva for 1 turn	Lv. 1	3 MP
Plasma Bolt	+1 MT, inflicts -10 Dodge for 1 turn	Lv. 1	3 MP
Zianara	+4 MT	Lv. 5	6 MP
Wild Thunder	+1 MT, adjacent enemies take half damage - RES	Lv. 5	9 MP
Shock Shot	+2 MT, inflicts Paralyse for 1 turn	Lv. 5	6 MP
Zianajara	+6 MT, -2 AS	Lv. 15	9 MP
Thunder Reign	+2 MT, +5 Crit, doubles attacks made, -4 AS	Lv. 15	9 MP
Parabolic Burst	+3 MT, inflicts Drain for 2 turns	Lv. 15	9 MP
Vajrastra	+8 MT, -3 AS	Lv. 20	12 MP
Musou no Hitotachi	+5 MT, +10 Crit, ignores 5 points of def. stats, -3 AS	Lv. 20	12 MP
Mjolnir	+5 MT, inflicts Paralyse/-3 DR for 2 turns, -3 AS	Lv. 20	12 MP

Ice:

Spell Type	Effects	Minimum Level	Cost
Hyoka	+3 MT	Lv. 1	3 MP
Ice Shard	+1 MT, guarantees follow-ups	Lv. 1	3 MP
Deathly Chill	+1 MT, +3 MT if target is >50% HP	Lv. 1	3 MP
Hyokara	+4 MT	Lv. 5	6 MP
Diamond Dust	+2 MT, inflicts -2 AS for 2 turns,	Lv. 5	6 MP
Frost Wave	+2 MT, WTA vs Flying enemies	Lv. 5	6 MP
Hyokajara	+6 MT, -2 AS	Lv. 15	9 MP
Avalanche	+3 MT, Paralyses for 1 turn, -2 AS	Lv. 15	9 MP
Cocytus Pain	+3 MT, inflicts Backfire for 2 turns, -2 AS	Lv.15	9 MP
Blizzard	+8 MT, -3 AS	Lv. 20	12 MP
Niflheim	+5 MT, Paralyses target/adjacent targets for 1 turn, -3 AS	Lv. 20	15 MP
Absolute Zero	+5 MT, +3 MT if enemy is >50% HP, -3 AS	Lvl. 20	12 MP

Water:

Spell Type	Effects	Minimum Level	Cost
Mizana	+3 MT	Lv. 1	3 MP
Yliaster	+1 MT, restores ½ damage as HP	Lv. 1	3 MP
Whirlpool	+1 MT, inflicts Poison for 2 turns	Lv. 1	3 MP
Mizanara	+4 MT	Lv. 5	6 MP
Acid Rain	+2 MT, inflicts -2 DR for 2 turns,	Lv. 5	6 MP
Bloodbath	+2 MT, inflicts Drain for 2 turns	Lv. 5	6 MP
Mizajara	+6 MT, -2 AS	Lv. 15	9 MP
Maelstrom	+3 MT, inflicts Backfire and Poison for 1 turn, -2 AS	Lv. 15	9 MP
Fear Torrent	+3 MT, adjacent enemies take half damage-RES	Lv. 15	11 MP
Deluge	+8 MT, -3 AS	Lv. 20	12 MP
Neptune	+5 MT, +10 Crit, inflicts -5 DR on target, -3 AS	Lv. 20	12 MP
Monoceros Caeli	+6 MT, +1 range, -3 AS	Lv. 20	12 MP

Earth:

Spell Type	Effects	Minimum Level	Cost
Terana	+3 MT	Lv. 1	3 MP
Stalagmite	+1 MT, WTA vs. Flying Enemies	Lv. 1	3 MP
Jade Shower	+1 MT, increases user's DR by 2 for 1 turn	Lv. 1	3 MP
Teranara	+4 MT	Lv. 5	6 MP
Rockfall	+2 MT, Attack qualifies as Strike/Earth	Lv. 5	6 MP
Gokuraku Drop	+1 MT, adjacent enemies take half damage - RES	Lv. 5	8 MP
Terajara	+6 MT, -2 AS	Lv. 15	9 MP
Earthshock	+3 MT, inflicts -5 DMG for 2 turns, -2 AS	Lv. 15	9 MP
Magma Drop	+3 MT, attack qualifies as Fire/Earth, -2 AS	Lv. 15	9 MP
Fissure	+8 MT, -3 AS	Lv. 20	12 MP
Titanomachia	+5 MT, attack counts as Havoc/Earth, -3 AS	Lv. 20	12 MP
Meteor Strike	+12 MT, -4 AS	Lv. 20	12 MP

Nature:

Spell Type	Effects	Minimum Level	Cost
Nalana	+3 MT	Lv. 1	3 MP
Powder Bloom	+1 MT, inflicts Backfire for 2 turns	Lv. 1	3 MP
Vile Roots	+1 MT, inflicts Drain for 2 turns	Lv. 1	3 MP
Nalanara	+4 MT	Lv. 5	6 MP
Sap Strength	+2 MT, inflicts Addle for 1 turn	Lv. 5	6 MP
Pollen Curtain	+2 MT, inflicts -15 Hit for 2 turns	Lv. 5	6 MP
Nalajara	+6 MT, -2 AS	Lv. 15	9 MP
Rage Blossom	+3 MT, inflicts Berserk for 1 turn, -2 AS	Lv. 15	9 MP
Corpse Flower	+3 MT, inflicts Poison for 3 turns, -2 AS	Lv. 15	9 MP
Yggdrasil	+8 MT, -3 AS	Lv. 20	12 MP
Bacchus	+5 MT, inflicts Silence for 2 turns, -3 AS	Lv. 20	12 MP
Gaea Rage	+6 MT, +1 range, -3 AS	Lv. 20	12 MP

Psi:

Spell Type	Effects	Minimum Level	Cost
Nenna	+3 MT	Lv. 1	3 MP
Neurocrash	+1 MT, WTA vs. Monstrous enemies	Lv. 1	3 MP
Telekinesis	+1 MT, inflicts -10 EVA for 2 turns	Lv. 1	3 MP
Nennara	+4 MT	Lv. 5	6 MP
Psywave	+2 MT, targets lower of DEF or RES	Lv. 5	6 MP
Nerve Wrecker	+2 MT, inflicts Sick for 2 turns	Lv. 5	6 MP
Nenjara	+6 MT, -2 AS	Lv. 15	9 MP
Brainshock	+3 MT, inflicts Sleep for 2 turns, -2 AS	Lv. 15	9 MP
Neural Expansion	+3 MT, adjacent enemies take half damage-RES	Lv. 15	11 MP
Phantasmagoria	+8 MT, -3 AS	Lv. 20	12 MP
Nociceptor Overload	+5 MT, inflicts Poison and Sick for 2 turns, -3 AS	Lv. 20	12 MP
Cognition Collapse	+12 MT, -4 AS	Lv. 20	12 MP

Expel:

Spell Type	Effects	Minimum Level	Cost
Hikana	+3 MT	Lv. 1	3 MP
Divine	+1 MT, WTA vs. Monstrous	Lv. 1	3 MP
Gravity	+1 MT, WTA vs. Flying	Lv. 1	3 MP
Hikanara	+4 MT	Lv. 5	6 MP
Stigmatic Gleam	+2 MT, ignores 5 DR	Lv. 5	6 MP
Branding	+2 MT, inflicts Backfire for 1 turn	Lv. 5	6 MP
Hikajara	+6 MT, -2 AS	Lv. 15	9 MP
Valaura	+3 MT, +10 Critical, -2 AS	Lv. 15	9 MP
Samsara	+3 MT, user gains +3 DR for 2 turns, -2 AS	Lv. 15	9 MP
Starlight	+8 MT, -3 AS	Lv. 20	12 MP
Eternal Rest	+5 MT, +3 MT vs. enemies under 50% HP, -3 AS	Lv. 20	12 MP
Judgment Light	+6 MT, attack counts as Shot/Light, -3 AS	Lv. 20	12 MP

Death:

Spell Type	Effects	Minimum Level	Cost
Umrana	+3 MT	Lv. 1	3 MP
Weaken	+1 MT, inflicts -5 Hit/Eva for 1 turn	Lv. 1	3 MP
Terrorize	+1 MT, inflicts Fear for 1 turn	Lv. 1	3 MP
Umranara	+4 MT	Lv. 5	6 MP
Nightmare	+2 MT, inflicts Sleep for 1 turn	Lv. 5	6 MP
Contagion	+2 MT, inflicts Sick for 2 turns	Lv. 5	6 MP
Umrajara	+6 MT, -2 AS	Lv. 15	9 MP
Ghastly Wail	+4 MT, +2 MT if the target suffers from any statuses, -2 AS	Lv. 15	9 MP
Dark Shroud	+3 MT, adjacent enemies take half damage-RES	Lv. 15	11 MP
Gehenna	+8 MT, -3 AS	Lv. 20	12 MP
Atomos	+5 MT, +3 MT vs. enemies with any statuses or debuffs, -3 AS	Lv. 20	12 MP
Dark Void	+6 MT, attack counts as Pierce/Dark, -3 AS	Lv. 20	12 MP

Almighty:

Spell Type	Effects	Minimum Level	Cost
Atona	+4 MT	Lv. 10	8 MP
Life Drain	+3 MT, restores half DMG dealt as HP	Lv. 10	8 MP
Cleansing Flame	+3 MT, WTA vs. Monstrous Enemies	Lv. 10	8 MP
Atonara	+7 MT	Lv. 15	12 MP
Immaculate Light	+4 MT, reverts enemy stat changes	Lv. 15	12 MP
Atonajara	+9 MT, -2 AS	Lv. 20	16 MP
Evil Eye	+4 MT, inflicts Silence for 1 turn, -2 AS	Lv. 20	16 MP
Holy Wrath	+6 MT, uses STR instead of MAG, -2 AS	Lv. 20	16 MP
God's Eye	+12 MT, -3 AS	Lv. 25	20 MP
Fallen Grace	+7 MT, inflicts Sick and Backfire for 2 turns, -3 AS	Lv. 25	20 MP
Freikugel	+7 MT, attack counts as Pierce/Almighty and targets lower of DEF/RES, -3 AS	Lv.25	20 MP

Bless

Spell Type	Effects	Minimum Level	Range	Cost
Kia	Restores 10+MAG HP	Lv. 1	1	5 MP
Awaken	Restores MAG/2 HP and heals Sleep, Berserk and Fear	Lv. 5	1	7 MP
Soothe	Restores MAG/2 HP and heals Drain, Backfire and Poison	Lv. 5	1	7 MP
Kiara	Restores 15+MAG HP	Lv. 5	1	7 MP
Rejuvenate	Restores MAG HP and heals Addle, Sick and Silence	Lv. 5	1	9 MP
Clear	Restores MAG HP and removes debuffs	Lv. 5	1	9 MP
Kiarana	Restores 20+MAG HP	Lv. 15	1	10 MP
Makia	Restores MAG HP	Lv. 15	1- MAG/2	14 MP
Makiara	Restores 10+MAG HP	Lv. 20	1- MAG/2	17 MP
Kiajara	Restores 20+MAG HP and removes all statuses	Lv. 20	1	15 MP

Chant:

Spell Type	Effects	Minimum Level	Range	Cost
Again	Target may move again; 1 additional target is added at Lv 5 and 20, allows casting of one other ally-targeting buffing Chant with Again	None: must take Perform Special	1-2	0 MP
Ermala	+10 Evade for 3 turns	Lv. 1	Self-1	4 MP
Armala	+10 Hit for 3 turns	Lv. 1	Self-1	4 MP
Kurmala	+3 DR for 3 turns	Lv. 1	Self-1	4 MP
Parmala	+3 DMG for 3 turns	Lv. 1	Self-1	4 MP
Ermunda	-10 Evade for 3 turns	Lv. 1	1-3	4 MP
Armunda	-10 Hit for 3 turns	Lv. 1	1-3	4 MP
Kurmunda	-3 DR for 3 turns	Lv. 1	1-3	4 MP
Parmunda	-3 DMG for 3 turns	Lv. 1	1-3	4 MP
Soldier's Chant	Target ignores WTD penalties for 3 turns	Lv. 5	Self-1	7 MP
Ward Prayer	Target is immune to ailments and debuffs for 1 turn	Lv. 5	Self-1	7 MP
Rebellion	Target gains +10 Critical but takes +3 DMG for 2 turns	Lv. 5	Self-1	9 MP
Haze Chant	Target's stat changes are removed	Lv. 5	1-3	7 MP
Fog Breath	Target's Charge/Concentrate is removed	Lv. 5	1-3	8 MP
Concentrate	Target's next Magical attack is x1.3 stronger	Lv. 15	Self	8 MP
Charge	Target's next Physical attack is x1.3 stronger	Lv. 15	Self	8 MP
Strip Away	Target loses WTA and terrain bonuses for 3 turns	Lv. 15	1-3	12 MP
Glorious Choir	Target's WTA bonuses are doubled for 2 turns	Lv. 15	Self-1	12 MP
Rescue	Target is teleported to adjacent tile of user	Lv. 15	1-MAG/2	15 MP
Warp	Target is teleported to a tile within range	Lv. 15	1	15 MP
Revolution	Target gains +20 Critical but takes +5 DMG for 2 turns	Lv. 20	Self-1	18 MP
Lustrous Boost	Target gains all -mala effects for 3 turns	Lv.20	Self-1	18 MP
Debilitate	Target gains all -unda effects for 3 turns	Lv. 20	1-3	18 MP

Occult

Spell Type	Effects	Minimum Level	Range	Cost
Slow	Inflicts -15 Evade for 2 turns	Lv. 1	1-3	6 MP
Intoxicate	Inflicts -15 Hit for 2 turns	Lv. 1	1-3	6 MP
Envenomate	Inflicts Poison for 3 turns	Lv. 5	1-3	8 MP
Energy Drain	Inflicts Drain for 2 turns	Lv. 5	1-3	8 MP
Mahajam	Inflicts Backfire for 3 turns	Lv. 5	1-3	8 MP
Morphea	Inflicts Sleep for 2 turns	Lv. 15	1-3	8 MP
Contaminate	Inflicts [Sick] for 2 turns [Sick]: Reduces outgoing damage by 5 and Evade by 10, increases incoming damage by 5	Lv. 15	1-3	8 MP
Quieten	Inflicts Silence for 2 turns	Lv. 15	1-3	12 MP
Enervate	Inflicts Addle for 2 turns	Lv. 15	1-3	12 MP
Terrify	Inflicts Fear for 2 turns	Lv. 15	1-3	12 MP
Weakness	Inflicts -5 STR/MAG and DEF for 2 turns	Lv. 15	1-3	12 MP
Plague Flies	Inflicts Sick and Poison for 2 turns	Lv. 20	1-3	18 MP
Exhaustion	Inflicts Sick and Backfire for 2 turns	Lv.20	1-3	18 MP

Strike

Spell Type	Effects	Minimum Level	Cost
Smash	+2 MT, +10 Hit	Lv. 1	2 MP
Helm Splitter	+2 MT, ignores 3 points of DEF	Lv. 1	2 MP
Focused Blow	+2 MT, +10 Critical	Lv. 1	2 MP
Steel Crusher	+3 MT, enemy loses 5 DEF for 1 turn	Lv. 5	4 MP
Slow Strike	+3 MT, +2 MT if enemy is faster than user	Lv. 5	4 MP
Monster Breaker	+3 MT, WTA vs Monstrous Enemies,	Lv. 5	4 MP
Diamond Blow	+3 MT, guarantees follow-ups, -2 AS	Lv.15	6 MP
Fierce Slam	+4 MT, -2 AS, target is moved back a space after combat and Paralysed for 1 turn if they are pushed into terrain	Lv. 15	6 MP
Armored Blow	+4 MT, +3 DEF during combat. -2 AS	Lv. 15	6 MP
Vicious Strike	+6 MT, ignores Strike/Phys resistance and 5 points of DEF,-3 AS	Lv. 20	8 MP
Wild Abandon	+6 MT, +20 Critical, -3 AS	Lv. 20	8 MP

Slash

Spell Type	Effects	Minimum Level	Cost
Wrath Strike	+3 MT, +10 Hit	Lv. 1	2 MP
Sunder	+2 MT, +10 Critical	Lv. 1	2 MP
Haze Slash	+3 MT, +10 Eva	Lv. 1	2 MP
Grounder	+3 MT, WTA vs. Flying enemies,	Lv. 5	4 MP
Crushing Blade	+3 MT, ignores 5 DEF	Lv. 5	4 MP
Cut Through	+4 MT, user moves to space behind target, -2 AS	Lv.15	6 MP
Mistsplitter	+4 MT, ignores all DR except for Slash/Phys resistance, -2 AS	Lv. 15	6 MP
Hexblade	+4 MT, targets lower of DEF/RES, -2 AS	Lv. 15	6 MP
Brave Blade	+6 MT, +10 Critical, -3 AS	Lv. 20	8 MP
Vorpal Blade	+6 MT, +25 Critical against targets under 50% HP, 3 AS	Lv. 20	8 MP

Pierce

Spell Type	Effects	Minimum Level	Cost
Tempest Rush	+3 MT, +10 Hit	Lv. 1	2 MP
Iron Judgment	+2 MT,+10 Critical	Lv. 1	2 MP
Shatter Strike	+2 MT, enemy loses 10 Evade for 1 turn	Lv. 1	2 MP
Sonic Jab	+3 MT, +2 MT if enemy is slower than user	Lv. 5	4 MP
Vampire Lance	+2 MT, restores ½ DMG dealt as HP	Lv. 5	4 MP
Hit and Run	+5 MT, user moves back one space after combat, -2 AS	Lv.15	6 MP
Impale	+4 MT, target is unable to leave space for 1 turn, -2 AS	Lv. 15	6 MP
Dual Strike	+4 MT, hits twice immediately. -2 AS	Lv. 15	6 MP
Primal Force	+8 MT, -3 AS	Lv. 20	8 MP
Vile Assault	+5 MT, +4 MT if target is suffering from ailments, -3 AS	Lv. 20	8 MP

Shot

Spell Type	Effects	Minimum Level	Cost
Single Shot	+2 MT,+10 Hit	Lv. 1	2 MP
Waning Shot	+1 MT, Enemy loses 3 DMG for 1 turn	Lv. 1	2 MP
Burst Bullet	+1 MT, Enemy loses 3 RES for 1 turn	Lv. 1	2 MP
Sonic Arrow	+3 MT, +1 range, -2 AS	Lv. 5	4 MP
Riot Gun	+2 MT, ignores 5 DEF	Lv. 5	4 MP
Pin Down	+4 MT, target cannot move for 1 turn, -2 AS	Lv.15	6 MP
Point Blank	+5 MT, strikes at 1 range only, hits twice consecutively, cannot double otherwise	Lv. 15	6 MP
Needle Rain	+3 MT, adjacent enemies take half damage/DEF, -2 AS	Lv. 15	6 MP
Grand Tack	+7 MT, -3 AS	Lv. 20	8 MP
Myriad Arrows	+5 MT, doubles attacks made, -4 AS	Lv. 20	8 MP
Heaven's Bow	+6 MT, +2 range, -4 AS	Lv. 20	8 MP

Havoc

Spell Type	Effects	Minimum Level	Cost
Assault Dive	+2 MT, +10 Hit	Lv. 1	2 MP
Venin Claw	+2 MT, inflicts Poison for 2 turns	Lv. 1	2 MP
Rabid Scratch	+2 MT, inflicts Sick for 2 turns	Lv. 1	2 MP
Oni-Kagura	+3 MT, enemy loses 5 DEF for 1 turn	Lv. 5	4 MP
Drain Punch	+2 MT, restores ½ damage dealt	Lv. 5	4 MP
Overwhelm	+5 MT, +4 MT if enemy has positive stat changes, -2 AS	Lv.15	6 MP
Flux Fissure	+5 MT, ignores all DR except for Phys/Havoc resistance, -2 AS	Lv. 15	6 MP
Hundred-Crack Fist	+3 MT, adjacent enemies take half damage reduced by DEF, -2 AS	Lv. 15	6 MP
Frenzy	+6 MT, +10 Critical, -2 AS	Lv. 15	6 MP
God Hand	+5 MT, doubles attacks made, -4 AS	Lv. 20	8 MP
Photon Strike	+8 MT, targets lower of RES/DEF, -3 AS	Lv. 20	8 MP

Whip

Spell Type	Effects	Minimum Level	Cost
Slash Dance	+2 MT, +10 Hit	Lv. 1	2 MP
Flay	+2 MT, +10 Critical	Lv. 1	2 MP
Mist Rush	+2 MT, guarantees follow-ups	Lv. 1	2 MP
Corrosive Slash	+3 MT, inflicts -5 RES for 1 turn.	Lv. 5	4 MP
Dominate	+3 MT, inflicts -5 DEF for 1 turn.	Lv. 5	4 MP
Cat's Cradle	+5 MT, inflicts Paralyze for 1 turn, -2 AS	Lv.15	6 MP
Subjugate	+5 MT, +4 MT if enemy has negative stat changes, -2 AS	Lv. 15	6 MP
Crescent Sweep	+3 MT, adjacent enemies take half damage - DEF. - 2 AS	Lv. 15	6 MP
Punishment	+5 MT, +4 MT if target has attacked allies already, -2 AS	Lv. 15	6 MP
Akasha Arts	+5 MT, doubles attacks made, -4 AS	Lv. 20	8 MP
Viper Swing	+7 MT, +1 range, -3 AS	Lv. 20	8 MP

Thrown

Spell Type	Effects	Minimum Level	Cost
Needle Run	+2 MT, +10 Hit	Lv. 1	2 MP
Poison Needle	+2 MT, inflicts Poison for 2 turns	Lv. 1	2 MP
Dream Needle	+2 MT, inflicts Sleep for 1 turn	Lv. 1	2 MP
Binding Slash	+3 MT, inflicts -2 AS for 1 turn.	Lv. 5	4 MP
Double Fangs	+3 MT, guarantees follow-ups, -2 AS	Lv. 5	4 MP
Foul Play	+5 MT, +4 MT if enemy is suffering from ailments, - 2 AS	Lv.15	6 MP
Misericorde	+5 MT, +4 MT if enemy is under 50% HP, -2 AS	Lv. 15	6 MP
Nerve Puncture	+5 MT, inflicts Silence for 1 turn, -2 AS	Lv. 15	6 MP
Pralaya	+5 MT, inflicts Fear for 1 turn, -2 AS	Lv. 15	6 MP
Hail of Blades	+5 MT, doubles attacks made, -4 AS	Lv. 20	8 MP
Severing Strike	+8 MT, targets lower of RES/DEF, -3 AS	Lv. 20	8 MP