

Black Mage Spell List

0-LEVEL BLACK MAGE SPELLS

- Bleed:** Cause a stabilized creature to resume dying.
- Dark Orb:** Orb deals 1d3 shadow damage.
- Daze:** A single humanoid creature with 4 HD or less loses its next action.
- Detect Magic:** Detects all spells and magic items within 60 ft.
- Elemental Orb:** Orb deals 1d3 elemental damage of chosen type.
- Grab:** Able to grab an unattended object up to 5 pounds from 15 feet away.
- Ignite:** Ignites flammable objects.
- Mending:** Makes minor repairs on an object.
- Message:** Whisper conversation at distance.
- Penumbra:** Protects creature or object from bright light.
- Read Magic:** Read magical scrolls.
- Torchlight:** Object shines like a torch.
- Touch of Fatigue:** Touch attack fatigues target.

1ST-LEVEL BLACK MAGE SPELLS

- Aero:** Ranged touch that deals 1d6 points of wind damage + casting modifier + 1 per level (max of +5) and inflicts Squall status effect.
- Air Bubble:** Provides breathable air for one creature.
- Blast:** Target is knockback 5 feet and has a chance to fall prone.
- Blind:** Target is inflicted with Blind status.
- Blizzard:** Ranged touch that deals 1d6 points of ice damage + casting modifier + 1 per level (max of +5) and inflicts Frozen status effect.
- Burning Hands:** 1d4/level fire damage (max 5d4).
- Charm:** Target is inflicted with Charm status.
- Choco Feather:** Quick reaction to slow a creature's fall.
- Dark:** Ranged touch that deals 1d6 points of shadow damage + casting modifier + 1 per level (max of +5) and inflicts Dimmed status effect.
- Detonate:** Target and creatures within a 5-ft.-radius take caster level (max of 5) + Intelligence modifier points of fire damage.
- Endure Elements:** Subject is protected from hot and cold environments.
- Enfeeblement:** Target takes a 1d6 Strength penalty + 1 per two levels.
- Engulf:** Target takes caster level (max of 5) + Intelligence modifier points of water damage per round until freed.
- Entomb:** Target takes caster level (max of 5) + Intelligence modifier points of earth damage per round until freed.
- Fire:** Ranged touch that deals 1d6 points of fire damage + casting modifier + 1 per level (max of +5) and inflicts Burning status effect.
- Flame Breath:** Caster breathes a cone of fire in 15-ft.-cone burst, dealing 1d4 points of fire damage per level.
- Ice Dagger:** Creates a magical dagger out of ice, dealing additional ice damage.
- Jump:** Subject gains a +10 enhancement bonus on all Acrobatics checks to jump.
- Mage Armor:** Gives subject +4 armor bonus.
- Mount:** Summons a yellow chocobo to serve the caster as a mount.
- Obscure:** Target radiates darkness out to a 10-ft.-radius.
- Ruin:** A missile that strikes unerringly for 1d4+1 non-elemental damage; +1 missile per two levels above 1st (max 5).
- Shield:** Invisible disc gives +4 to AC, negates an amount of *ruin* damage.
- Shocking Grasp:** Subject gains a touch attack that deals 1d6 points of lightning damage per level.
- Sleep:** Target is inflicted with Sleep status.

Slick: A sheet of ice bursts from the target in a 10-ft.-radius, causing creatures to fall prone.

Spark: Deals caster level (max of 5) + Intelligence modifier points of lightning damage to primary target and arcs to secondary targets within 10 feet.

Stone: Ranged touch that deals 1d6 points of earth damage + casting modifier + 1 per level (max of +5) and inflicts Weighted status effect.

Stone Fist: Caster transforms his hands into living stone and able to deal lethal unarmed strikes.

Swim: Subject gains a swim speed of 30 feet.

Thunder: Ranged touch that deals 1d6 points of lightning damage + casting modifier + 1 per level (max of +5) and inflicts Static status effect.

Water: Ranged touch that deals 1d6 points of water damage + casting modifier + 1 per level (max of +5) and inflicts Drenched status effect.

Water Blast: A blast of water pushes the target back.

Wind Armor: Subject is surrounded by a field of wind, providing a +2 deflection bonus to AC.

Wind Runner: Caster increases his base land speed by 30 feet.

Wind Shield: Caster creates a field of ever-flowing gust of wind around him to deflect ranged attacks.

2ND-LEVEL BLACK MAGE SPELLS

Aero II: Ranged touch that deals 3d6 points of wind damage + casting modifier + 1 per level (max of +10) and inflicts Squall status effect.

Blast II: Target is knockback 10 feet and has a chance to fall prone.

Blizzard II: Ranged touch that deals 3d6 points of ice damage + casting modifier + 1 per level (max of +10) and inflicts Frozen status effect.

Burning Arc: Deals 1d6 points of fire damage per level to primary target and arcs to secondary targets.

Dark II: Ranged touch that deals 3d6 points of shadow damage + casting modifier + 1 per level (max of +10) and inflicts Dimmed status effect.

Darkness: Causes an object to radiate darkness out to 20 feet.

Darkvision: Subject gains darkvision up to 60 feet.

Defensive Shock: Creatures attacking the caster take 1d6 points of lightning damage per two levels.

Detonate II: Target and creatures within a 10-ft.-radius take caster level (max of 10) + 3x Intelligence modifier points of fire damage.

Elemental Resistance: Subject gains elemental resistance of a chosen type.

Elemental Touch: Caster infuses his hands with elemental energy of a chosen type.

Elemental Weapon: Creates a magical floating weapon of a chosen element type.

Endure Elements, Communal: As *endure elements*, but may divide the duration among creatures touched.

Engulf II: Target takes caster level (max of 10) + 3x Intelligence modifier points of water damage per round until freed.

Entomb II: Target takes caster level (max of 10) + 3x Intelligence modifier points of earth damage per round until freed.

Fiery Shuriken: Creates floating shuriken made out of fire to launch as a ranged touch attack.

Fire II: Ranged touch that deals 3d6 points of fire damage + casting modifier + 1 per level (max of +10) and inflicts Burning status effect.

Flaming Sphere: Creates a globe of fire that rolls in the direction the caster desires, dealing 3d6 points of fire damage.

Float: Subject floats a couple of feet off the ground.

Frigid Touch: Target takes ice damage and is staggered.

Frost Fall: Creates an area of chilling frost, dealing 2d6 points of ice damage to all within a 5-ft.-radius burst.

Glide: Caster can fall slowly like *choco feather* and able to glide.

Icy Breath: Caster breathes a cone of ice in 15-ft.-cone burst, dealing 4d6 points of ice damage.

Levitate: Subject is able to move up or down up to 20 feet each round.

Mount, Communal: As *mount*, but summons up to 6 yellow chocobos and may divide the duration among chocobos summoned.

Obscure II: Target radiates darkness out to a 20-ft.-radius.

Poison: Target is inflicted with Poison status effect that deals 1d6 points of non-elemental damage + casting modifier per round.

See Invisibility: Caster is granted the ability to see invisible beings and objects.

Silence: Target is inflicted with Silence status.

Slick II: A sheet of ice bursts from the target in a 20-ft.-radius, causing creatures to fall prone.

Slipstream: Subject rides a low-cresting wave of water to travel along the surface of water or ground.

Spark II: Deals caster level (max of 10) + 3x Intelligence modifier points of lightning damage to primary target and arcs to secondary targets within 20 feet.

Stone II: Ranged touch that deals 3d6 points of earth damage + casting modifier + 1 per level (max of +10) and inflicts Weighted status effect.

Stone Call: Creates a rain of dirt, gravel, and small pebbles to fill the area, dealing 2d6 points of earth damage.

Temper: Affected weapon deals an additional +2 damage.

Thunder II: Ranged touch that deals 3d6 points of lightning damage + casting modifier + 1 per level (max of +10) and inflicts Static status effect.

Wall Climb: Subject gains a climb speed of 20 feet.

Water II: Ranged touch that deals 3d6 points of water damage + casting modifier + 1 per level (max of +10) and inflicts Drenched status effect.

Whispering Wind: Caster is able to send a message or sound on the wind to a designated spot.

Wind Barrier: Subject gains damage reduction 10/- against projectiles.

3RD-LEVEL BLACK MAGE SPELLS

Aera: 1d6 wind damage per level, 20-ft. radius.

Aero III: Ranged touch that deals 5d6 points of wind damage + casting modifier + 1 per level (max of +15) and inflicts Squalled status effect.

Ash Storm: Blocks sight and makes ground become difficult terrain.

Battering Blast: Target takes wind damage and subjects the target to a Bull Rush.

Bio: Target is inflicted with Sap status effect that deals 2d4 points of non-elemental damage + casting modifier per round.

Blacklight: Creates an area of impenetrable darkness.

Blast III: Target is knockback 15 feet and has a chance to fall prone.

Blindga: As *blind*, but all within 30 feet.

Blizzara: 1d6 ice damage per level, 20-ft. radius.

Blizzard III: Ranged touch that deals 5d6 points of ice damage + casting modifier + 1 per level (max of +15) and inflicts Frozen status effect.

Choco Feather, Mass: As *choco feather*, but multiple creatures.

Cloak of Winds: Surrounds a creature with a shroud of wind to deflect ranged attacks.

Dark III: Ranged touch that deals 5d6 points of shadow damage + casting modifier + 1 per level (max of +15) and inflicts Dimmed status effect.

Darkra: 1d6 shadow damage per level, 20-ft. radius.

Darkvision, Communal: As *darkvision*, but may divide the duration among creatures touched.

Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.

Detonate III: Target and creatures within a 15-ft.-radius take caster level (max of 15) + 5x Intelligence modifier points of fire damage.

Dispel: Cancels one magical spell or effect.

Elemental Aura: Creates an aura of a chosen element around the caster.

Elemental Resistance, Communal: As *elemental resistance*, but may divide the duration among creatures touched.

Enfeeblement, Mass: As *enfeeblement*, except all within 30 feet.

Engulf III: Target takes caster level (max of 15) + 5x Intelligence modifier points of water damage per round until freed.

Entomb III: Target takes caster level (max of 15) + 5x Intelligence modifier points of earth damage per round until freed.

Fira: 1d6 fire damage per level, 20-ft. radius.

Fire III: Ranged touch that deals 5d6 points of fire damage + casting modifier + 1 per level (max of +15) and inflicts Burning status effect.

Fly: Subject gains a flying speed of 20 feet.

Haste: Subject becomes *hasted*.

Immobilize: Target is inflicted with Immobilize status.

Infect: Target is inflicted with Disease status.

Lightning Bolt: Creates a bolt of lightning that deals 1d6 points of lightning damage per caster level in a 120-ft.-line.

Obscure III: Target radiates darkness out to a 30-ft.-radius.

Sleepga: As *sleep*, but all within 30 feet.

Sleet Storm: Creates a storm of driving sleet to block all sight and makes walking in the area difficult.

Slick III: A sheet of ice bursts from the target in a 30-ft.-radius, causing creatures to fall prone.

Slow: Target is inflicted with Slow status.

Spark III: Deals caster level (max of 15) + 5x Intelligence modifier points of lightning damage to primary target and arcs to secondary targets within 30 feet.

Stone III: Ranged touch that deals 5d6 points of earth damage + casting modifier + 1 per level (max of +15) and inflicts Weighted status effect.

Stonera: 1d6 earth damage per level, 20-ft. radius.

Stone Shape: Caster is able to form an existing piece of stone into any shape.

Thundara: 1d6 lightning damage per level, 20-ft. radius.

Thunder III: Ranged touch that deals 5d6 points of lightning damage + casting modifier + 1 per level (max of +15) and inflicts Static status effect.

Void Aura: Caster is surrounded by an aura of nothingness that causes fatigue and disallows creatures from speaking while adjacent to him.

Wall Climb, Communal: As *wall climb*, but may divide the duration among creatures touched.

Water III: Ranged touch that deals 5d6 points of water damage + casting modifier + 1 per level (max of +15) and inflicts Drenched status effect.

Watera: 1d6 water damage per level, 20-ft. radius.

Water Breathing: Subjects gain the ability to breathe underwater.

Water Walk: Subjects gain the ability to walk upon water.

Wind Barrier, Communal: As *wind barrier*, but may divide the duration among creatures touched.

Wind Wall: Creates an invisible vertical curtain of wind to deflect projectiles.

4TH-LEVEL BLACK MAGE SPELLS

Aero IV: Ranged touch that deals 7d6 points of wind damage + casting modifier + 1 per level (max of +20) and inflicts Squall status effect.

Ball Lightning: Globes of lightning that deal 3d6 points of lightning damage each.

Blaze Spikes: Creatures attacking the subject of this spell take 1d6 points of fire damage.

Blizzard IV: Ranged touch that deals 7d6 points of ice damage + casting modifier + 1 per level (max of +20) and inflicts Frozen status effect.

Comet: One exploding sphere that deals 10d6 damage (half fire/earth).

Dark IV: Ranged touch that deals 7d6 points of shadow damage + casting modifier + 1 per level (max of +20) and inflicts Dimmed status effect.

Dark Blight: Inflicts shadow damage and Sickened status on good and neutral creatures.

Darkvision, Greater: As *darkvision*, but the range extends out to 120 feet.

Dazera: As *daze*, but all within 30 feet.

Disable: Target is inflicted with Disable status.

Elemental Body I: Turns you into a Minor elemental.

Fire IV: Ranged touch that deals 7d6 points of fire damage + casting modifier + 1 per level (max of +20) and inflicts Burning status effect.

Floatga: As *float*, but multiple creatures.

Frog: Target is inflicted with Frog status.

Gale Spikes: Creatures attacking the subject of this spell take 1d6 points of wind damage.

Hurricane Blast: Creates a severe blast of air that batters creatures.

Hydraulic Torrent: Creates a powerful stream of water that batters creatures and obstacles in its path.

Ice Spikes: Creatures attacking the subject of this spell take 1d6 points of ice damage.

Ice Storm: Creates hailstones that pound down on creatures, dealing 3d6 bludgeoning and 2d6 ice damage.

Mini: Target is reduced to 10% size and all physical attacks deal 1 point of damage.

Poisonga: As *poison*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Protection from Elements: Subject gains temporary immunity to a chosen element.

River of Wind: Creates a powerful tempest in a 120-ft.-line.

Rock Spikes: Creatures attacking the subject of this spell take 1d6 points of earth damage.

Ruinra: A missile that strikes unerringly for 2d6+5 non-elemental damage and explodes on impact; +1 missile per four levels above 4th.

Shadow Step: Caster is able to transport from an area of dim light or darkness to another.

Shieldra: As *shield*, except it affects up to 5 creatures that grants an invisible disc that gives +4 to AC, negates an amount of *ruin*, *ruinra*, and *ruinga* damage.

Shock Spikes: Creatures attacking the subject of this spell take 1d6 points of lightning damage.

Silencega: As *silence*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Statue: Target is inflicted with Petrify status.

Stone IV: Ranged touch that deals 7d6 points of earth damage + casting modifier + 1 per level (max of +20) and inflicts Weighted status effect.

Stoneskin: Subject gains damage reduction 10/-.

Thunder IV: Ranged touch that deals 7d6 points of lightning damage + casting modifier + 1 per level (max of +20) and inflicts Static status effect.

Tongues: Subject gains the ability to speak and understand the language of any intelligent creature.

Torrent Spikes: Creatures attacking the subject of this spell take 1d6 points of water damage.

Umbral Spikes: Creatures attacking the subject of this spell take 1d6 points of shadow damage.

Vanish: Subject becomes invisible.

Volcanic Storm: Creates hot volcanic rocks that pound down on creatures, dealing 3d6 bludgeoning and 2d6 fire damage.

Wall of Fire: Creates an immobile, blazing curtain of fire.

Wall of Ice: Ice plane creates wall or hemisphere creates dome.

Water IV: Ranged touch that deals 7d6 points of water damage + casting modifier + 1 per level (max of +20) and inflicts Drenched status effect.

Water Walk, Communal: As *water walk*, but may divide the duration among creatures touched.

5TH-LEVEL BLACK MAGE SPELLS

Aeroga: 1d8 wind damage per level, 30-ft. Radius.

Biora: As *bio*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Blindja: As *blindga*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

Blizzaga: 1d8 ice damage per level, 30-ft. radius.

Burn: Target takes 1d6 points of fire damage per level.

Cone of Cold: 60 ft.-cone-shaped burst that deal 1d6/level ice damage.

Crush: Target takes 1d6 points of earth damage per level.

Darkga: 1d8 shadow damage per level, 30-ft. radius.

Drain: Touch deals 1d6 / two levels shadow damage; caster gains damage as hit points.

Drown: Target takes 1d6 points of water damage per level.

Elemental Body II: Turns you into a Medium elemental.

Firaga: 1d8 fire damage per level, 30-ft. radius.

Fire Snake: Creates a line of flames that the caster can shape as he desires, dealing 1d6 fire damage per level.

Flight: Caster gains a flying speed of 40 feet.

Freeze: Target takes 1d6 points of ice damage per level.

Geyser: Creates a column of boiling water to spring forth, knocking over creatures and dealing water damage.

Gravity: Target loses half of current hit points.

Icy Prison: Target becomes trapped in solid ice.

Immobilize, Mass: As *immobilize*, but all within 30 feet.

Infectga: As *infect*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Lightning Arc: Deals 1d6 points of lightning damage per level between two targets.

Passwall: Caster is able to pass through plaster and stone walls.

Poisonja: As *poisonga*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other and damage increases to 2d6 points of non-elemental damage + casting modifier per round.

Protection from Elements, Communal: As *protection from elements*, but may divide the duration among creatures touched.

Shock: Target takes 1d6 points of lightning damage per level.

Sleepja: As *sleepga*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

Slice: Target takes 1d6 points of wind damage per level.

Stonega: 1d8 earth damage per level, 30-ft. radius.

Stoneskin, Communal: As *stoneskin*, but may divide the duration among creatures touched.

Thundaga: 1d8 lightning damage per level, 30-ft. radius.

Tongues, Communal: As *tongues*, but may divide the duration among creatures touched.

Wall of Stone: Creates a wall of rocks that merges into adjoining rock surfaces.

Waterga: 1d8 water damage per level, 30-ft. radius.

6TH-LEVEL BLACK MAGE SPELLS

Abyss: Target takes 1d6 points of shadow damage per caster level (maximum 15d6) and is inflicted with the Dimmed status effect.

Berserk: Target is inflicted with Berserk status.

Blaze Spikes II: Creatures attacking the subject of this spell take 3d6 points of fire damage.

Blazing Winds: Inflicts 4d6 points of fire damage + 1 per level and knocks them prone.

Burst: Target takes 1d6 lightning damage per level (maximum 15d6) and is inflicted with Static status.

Chain Lightning: Inflicts 1d6 points of lightning damage per level to primary target and arcs to secondary targets.

Cometra: As *comet*, but with 2 exploding spheres instead.

Confusion: Target is inflicted with Confuse status.

Contagious Flame: Scorching rays cause 4d6 fire damage, then move on to new targets.

Control Water: Allows the caster to lower or raise the water.

Disable, Mass: As *disable*, but all within 30 feet.

Dispel, Greater: As *dispel*, but with multiple targets.

Elemental Assessor: Elemental ray does 2d6 earth, fire, ice, and lightning damage, with one type persisting for 1d4 rounds.

Elemental Body III: Turns you into a Large elemental.

Feeblemind: Target's Intelligence, Wisdom, and Charisma scores each drop to 1.

Flare: Target takes 1d6 fire damage per level (maximum 15d6) and is inflicted with Burning status.

Flood: Target takes 1d6 water damage per level (maximum 15d6) and is inflicted with Drenched status.

Freezing Sphere: Creates a globe of ice that explodes in a 40-ft.-radius burst, dealing 1d6 points of ice damage per level.

Gale Spikes II: Creatures attacking the subject of this spell take 3d6 points of wind damage.

Glacier: Target takes 1d6 ice damage per level (maximum 15d6) and is inflicted with Frozen status.

Hastega: As *haste*, but all allies within 30 feet.

Ice Spikes II: Creatures attacking the subject of this spell take 3d6 points of ice damage.

Icy Blast: Creates a line of ice slivers in a 30-ft.-line, dealing 1d6 points of ice damage per level.

Move Earth: Moves all kinds of dirt.

Path of the Winds: Winds sweep area clear of anything of Small or smaller size, and after act as wind wall.

Quake: Target takes 1d6 earth damage per level (maximum 15d6) and is inflicted with Weighted status.

Rasp: Target lose 1d6 points of MP per two caster levels (maximum of 8d6).

Rock Spikes II: Creatures attacking the subject of this spell take 3d6 points of earth damage.

Ruinga: As *ruinra*, except it deals 3d8+10 points of non-elemental damage.

Shadowfire Ray: Ranged touch attack that deals 1d6 points of damage (half fire/shadow).

Shock Spikes II: Creatures attacking the subject of this spell take 3d6 points of lightning damage.

Silenceja: As *silencega*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

Slowga: As *slow*, but all enemies within 30 feet.

Syphon: Touch drains 1d6 / five levels of MP; caster gains the siphoned MP.

Tornado: Target takes 1d6 wind damage per level (maximum 15d6) and is inflicted with Squalled status.

Torrent Spikes II: Creatures attacking the subject of this spell take 3d6 points of water damage.

Umbral Spikes II: Creatures attacking the subject of this spell take 3d6 points of shadow damage.

Vanish, Greater: As *vanish*, except that it doesn't end if the subject attacks.

Wind Walk: Subjects transforms into a cloud-like vapor, able to move through the air.

7TH-LEVEL BLACK MAGE SPELLS

Bind: Subject is bound to an area for the Warp spell to use.

Bioga: As *bio*, except it deals 3d4 + casting modifier (Intelligence or Charisma) points of non-elemental damage per round and it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Blade Barrier: Creatures a curtain of whirling blades of wind.

Burn II: Target takes 1d8 points of fire damage per level.

Countdown: Target falls to 0 HP in 2d4 rounds.

Crush II: Target takes 1d8 points of earth damage per level.

Drainra: Drains health of nearby creatures, up to 15-ft.-radius, dealing 1d6 points of shadow damage per two levels (maximum 9d6) and healing caster for half amount dealt.

Drown II: Target takes 1d8 points of water damage per level.

Elemental Body IV: Turns you into a Huge elemental.

Fluid Form: Caster's body transforms into a liquid state.

Fly, Mass: As *fly*, except all creatures within 30 feet.

Freeze II: Target takes 1d8 points of ice damage per level.

Graviga: As *gravity*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Ice Body: Caster's body transforms into living ice.

Infectja: As *infect*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

Reverse: All healing effects are reversed.

Scouring Winds: Creates a windstorm of stinging sand, dealing 3d6 points of wind damage each round.

Shadow Blast: Target takes 10 points of shadow damage per level.

Shock II: Target takes 1d8 points of lightning damage per level.

Slice II: Target takes 1d8 points of wind damage per level.

Vanishga: As *vanish*, but all within 30 feet.

Vortex: Creates a powerful and immobile whirlpool in any body of liquid large enough.

8TH-LEVEL BLACK MAGE SPELLS

Abyss II: As *abyss*, except it deals 1d8 points of shadow damage per caster level (maximum 20d8) and inflicts the Dimmed status effect for 1d8 rounds.

Black Orb: Creates an orb of pure darkness and inflicts negative levels.

Blaze Spikes III: Creatures attacking the subject of this spell take 5d6 points of fire damage.

Burst II: Target takes 1d8 lightning damage per level (maximum 20d8) and is inflicted with Squalled status.

Confusion, Mass: As *confusion*, but all within 30 feet.

Doom: Target is inflicted with Doom status.

Evaporate: 1d6 shadow damage per level.

Fire Storm: Creates a storm that rains fire in multiple 10-ft.-cubes for 1d6 points of fire damage per level.

Flare II: Target takes 1d8 fire damage per level (maximum 20d8) and is inflicted with Burning status.

Flood II: Target takes 1d8 water damage per level (maximum 20d8) and is inflicted with Drenched status.

Gale Spikes III: Creatures attacking the subject of this spell take 5d6 points of wind damage.

Glacier II: Target takes 1d8 ice damage per level (maximum 20d8) and is inflicted with Frozen status.

Ice Spikes III: Creatures attacking the subject of this spell take 5d6 points of ice damage.

Iron Body: Your body becomes living iron.

Polar Ray: Ranged touch attack deals 1d6/level ice damage and 1d4 points of Dexterity drain.

Quake II: Target takes 1d8 earth damage per level (maximum 20d6) and is inflicted with Weighted status.

Rock Spikes III: Creatures attacking the subject of this spell take 5d6 points of earth damage.

Scathe: 1d6 non-elemental damage per level (maximum 20d6), 30-ft. radius.

Seamantle: Caster is sheathed in a churning column of elemental water.

Shock Spikes III: Creatures attacking the subject of this spell take 5d6 points of lightning damage.

Stormbolts: Lightning spills forth from the caster's body in all directions in a 30-ft.-radius, dealing 1d6 points of lightning damage per level and stuns creatures for 1 round.

Tornado II: Target takes 1d8 earth damage per level (maximum 20d8) and is inflicted with Weighted status.

Torrent Spikes III: Creatures attacking the subject of this spell take 5d6 points of water damage.

Umbral Spikes III: Creatures attacking the subject of this spell take 5d6 points of shadow damage.

Wall of Lava: Creates a vertical wall of lava similar to *Wall of Fire*.

Warp: Subject is teleported to his *Bind* point.

9TH-LEVEL BLACK MAGE SPELLS

Ardor: Ranged touch deals 1d8 points of non-elemental damage per level.

Bioja: As *bio*, except it deals 4d4 + casting modifier (Intelligence or Charisma) points of non-elemental damage per round and it affects one creature per two levels (maximum of 10) within 50 feet of each other.

Clashing Rocks: Creates colossal-sized rocks to crush a single creature for 20d6 points of damage (half earth/bludgeoning).

Death: Kills one subject.

Drainga: As *drainra*, except the area of effect is increased to a 30-ft.-radius spread and it deals 1d6 points of shadow damage per two caster levels (maximum of 12d6).

Feeblemind, Mass: As *feeblemind*, but all within 30 feet.

Fiery Body: Caster's body transforms into living flame.

Gravija: As *graviga*, but affects one creature per two levels (max of 10) within 50 feet.

Icy Prison, Mass: As *icy prison*, but all within 30 feet.

Lightning Form: Caster's body transforms into lightning.

Meteor: Four exploding spheres each deal 10d6 damage (half fire/earth).

Polar Midnight: Plunges an area into the brutal chill of an arctic night, dropping visibility, dealing 5d6 points of ice damage and 1d6 points of Dexterity damage per round.

Scourge: Targets take 1d6 points of non-elemental damage per level and 2d6 points of non-elemental damage per round, within a 30-ft. radius.

Stop: Target is inflicted with Stop status.

Tsunami: Creates a massive wave of water to crash over creatures and objects.

Ultima: 1d12 points of non-elemental damage per level, 60-ft. radius.

Winds of Vengeance: Caster is surrounded by a buffeting shroud of supernatural, tornado-force winds, granting him a fly speed of 60 feet with perfect maneuverability.

World Wave: Caster is able to cause any sort of natural terrain to surge beneath his feet and safely propel him with devastating force over great distances.