

# Blue Mage Spell Descriptions

## 0-LEVEL BLUE MAGE SPELLS

### Dancing Lights

Light/Cantrip

**Level:** Blue Mage/Illusionist/Red Mage/Summoner/White Mage 0

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./ level)

**Target:** Up to four lights, all within a 10-ft.-radius area

**Duration:** 1 minute (D)

**Saving Throw:** None

**Spell Resistance:** No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one *dancing lights* spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

### Daze

Enfeebling/Cantrip

**Level:** Astrologian/Black Mage/Blue Mage/Red Mage/Summoner/Time Mage/White Mage 0

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One humanoid creature of 4 HD or less

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

**Dazed Condition:** The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

### Detect Magic

Cantrip/Enhancing

**Level:** Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

*1st Round:* Presence or absence of magical auras.

*2nd Round:* Number of different magical auras and the power of the most potent aura.

*3rd Round:* The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

*Aura Strength:* An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)

*Lingering Aura:* A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

## Elemental Orb

Elemental (Any)/Cantrip

**Level:** Black Mage/Blue Mage/Geomancer/Red Mage/Summoner 0

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One missile of chosen element type

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

Pick an element type: earth, fire, ice, lighting, water, or wind. You fire a small orb of that chosen type at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of the chosen elemental damage.

## Guidance

Enhancing/Cantrip

**Level:** Blue Mage/Geomancer/Red Mage/Summoner/White Mage 0

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute or until discharged

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

## Ignite

Elemental (Fire)/Cantrip

**Level:** Black Mage/Blue Mage/Geomancer/Red Mage/Summoner 0

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One Fine object

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (object)

**Spell Resistance:** Yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use *ignite* in any sort of weather and it takes much less time to actually ignite an object.

## Mending

Healing/Cantrip

**Level:** Astrologian/Black Mage/Blue Mage/Geomancer/Red Mage/Summoner/Time Mage/White Mage 0

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Target:** One object of up to 1 lb./level

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

## Message

Enhancing/Cantrip

**Level:** Astrologian/Black Mage/Blue Mage/Geomancer/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature/level

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

## Read Magic

Enhancing/Cantrip

**Level:** Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute.

## Resistance

Enhancing/Cantrip

**Level:** Blue Mage/Geomancer/Summoner/White Mage 0

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

## Ten Needles

Non-Elemental/Cantrip

**Level:** Blue Mage 0

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Cactuar Cutting

The caster emulates cactuar cutting by conjuring needles and firing at a target within 30-ft. The target takes 1d4+1 points of piercing damage.

## **Torchlight**

Light/Cantrip

**Level:** Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Red Mage/Summoner/Time Mage/White Mage 0

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

## **1ST-LEVEL BLUE MAGE SPELLS**

### **Blast Shot**

Elemental (Fire)

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Minor Fire Elemental and Fire Elemental

The caster emulates fire elemental shooting out a firebolt towards a target within 30 feet. The caster must make a ranged touch attack, and if it hits, the target takes 1d6+5 points of fire damage.

### **Blood Drain**

Enfeebling/Dark

**Level:** Blue Mage 1  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Target:** One creature  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes  
**Learned From:** Vampire Bat

The caster emulates a vampire bat by siphoning blood from a target within 30 feet. The target must make a Fortitude save or take 1d8 points of shadow damage and the caster is healed for that much.

## **Chill**

Enfeebling/Elemental (Ice)  
**Level:** Blue Mage 1  
**Casting Time:** 1 standard action  
**Range:** Personal  
**Target:** A weapon or natural weapon  
**Duration:** 1 round/level (D)  
**Saving Throw:** Fortitude partial  
**Spell Resistance:** Yes  
**Learned From:** Lich Shade

The caster emulates biting cold of a lich shade's claws. The caster can imbue his weapon or natural weapon to inflict an additional 1d6 points of ice damage on a hit, and any creature that takes this additional ice damage must make a Fortitude save or be staggered for 1 round by the numbing chill.

## **Congeval Water**

Enfeebling/Elemental (Water)  
**Level:** Blue Mage 1  
**Casting Time:** 1 standard action  
**Range:** 30 feet  
**Target:** One creature  
**Duration:** 1d4 minutes  
**Saving Throw:** Reflex negates  
**Spell Resistance:** Yes  
**Learned From:** Fuath Gremlin

The caster emulates the fuath gremlin's ability to surround a creature in a thin layer of magically viscous water. A target that fails the Reflex save becomes entangled and must hold its breath or risk drowning. The target or an adjacent creature can spend a full-round action on its turn scraping off the clinging fluid, allowing a new Reflex save with a +2 bonus; otherwise, the effect lasts for 1d4 minutes.

## **Dancehall Daze**

Enfeebling  
**Level:** Blue Mage 1  
**Casting Time:** 1 standard action  
**Range:** 20 ft.  
**Area:** 20-ft.-radius spread centered on the caster  
**Duration:** Instantaneous/1 round  
**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Imps

The caster emulates a jaunty jig of an imp enticing other nearby to dance uncontrollably. Every creature must make a successful Will save or be inflicted with Daze status for 1 round.

## **Engulfing Winds**

Enfeebling/Elemental (Wind)

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous/1d4 rounds

**Saving Throw:** Fortitude half (object); see below

**Spell Resistance:** Yes

**Learned From:** Hobgoblin

The caster emulates the enveloping winds of a hobgoblin. The target of this spell takes 4d4 points of wind damage and is inflicted with the Squall status for 1d4 rounds. A successful Fortitude save reduces this damage by half and prevents the status effect from taking effect.

## **Fiddle**

Non-Elemental/Enfeebling

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Area:** 20-ft.-radius spread centered on the caster

**Duration:** 1 minute

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Grig

The caster emulates the grig's ability to create a surprisingly pleasant sound not unlike that of a tiny fiddle. The caster creates a catchy tune that compels any creature within a 20-foot spread to dance and caper. A creature can resist this compulsion by making a successful Will save. Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered for the duration of this spell. Once a creature makes the save against this spell, it is immune to further fiddle effects from that caster for 24 hours. This is a sonic mind-affecting effect.

## **Frostbolt**

Elemental (Ice)

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Minor Ice Elemental and Ice Elemental

The caster emulates ice elemental shooting out an icebolt towards a target within 30 feet. The caster must make a ranged touch attack, and if it hits, the target takes 1d6+5 points of ice damage.

## **Goblin Punch**

Elemental (Wind)

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

**Learned From:** Goblin

The caster emulates the wind blast of a goblin. The caster must make a ranged touch attack, if it hits, the target takes 1d4+3 points of wind damage and must make a Reflex save or fall prone.

## **Holybolt**

Light

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Minor Holy Elemental and Holy Elemental

The caster emulates holy elemental shooting out a holybolt towards a target within 30 feet. The caster must make a ranged touch attack, and if it hits, the target takes 1d6+5 points of holy damage.

## **Hundred Needles**

Non-Elemental

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Minituar

The caster emulates minituar by conjuring needles and firing at a target within 30-ft. The target takes 3d4 points of piercing damage.

## **Magic Fang**

Enhancing

**Level:** Blue Mage/Druid 1

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 min./level (D)

**Saving Throw:** Will negates (harmless)



**Spell Resistance:** Yes (harmless)

**Learned From:** Nakk

The caster emulates a nakk's ability to enhance herself or an ally with magical strength. Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.

## **Magic Hammer**

Enfeebling

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Kobold

The caster emulates the MP destroying ability of a kobold. The caster must make a ranged touch attack, if it hits, the target takes 1d4 points of MP damage.

## **Marrow Drain**

Enfeebling/Dark

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Skeleton

The caster emulates the MP siphoning of a skeleton. The target must make a Fortitude save or be drained for 1d4 MP which heals the caster's MP pool for the same amount. If the target doesn't have a MP pool, it drains HP instead.

## **Mud Gun**

Enfeebling/Elemental (Earth)

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Learned From:** Desert Sahuagin

The caster emulates a desert sahuagin spitting a mud projectile out of it mouth towards a target within 30 feet. The caster must make a ranged touch attack, and if it hits, the target takes 1d6+2 points of earth damage and must make a Fortitude save or be inflicted with Weighted status effect for 1d4 rounds.

## **Photosynthesis**

Enhancing/Healing

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous; 1d6 rounds

**Saving Throw:** None

**Spell Resistance:** No

**Learned From:** Mandragora

The caster emulates the sunlight healing ability of a mandragora. The caster heals for 1d6+3 damage and gains Fast Healing 1 for 1d6 rounds.

## **Poison Needles**

Enfeebling/Non-Elemental

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Duration:** Instantaneous/1d4 rounds

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Learned From:** Death Hornet, Hornet, or Killer Bee.

The caster emulates shooting out a green needles from their fingertip like a Hornet towards the opponent. The caster must make a range touch attack, and if it hits, the target takes 2d4 points of non-elemental damage and must make a Fortitude save or be inflicted with the Poison status effect doing 1d4 points of non-elemental damage per round.

## **Pumpkin Head**

Non-Elemental

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Hedgehog Pie, Dark Hedgehog, or Boundfat

The caster emulates a hedgehog pie dropping a pumpkin from the sky within 15 feet from itself. The caster must succeed at a ranged touch attack and the spell deals extra damage based on the number of hit points the caster has lost from max. Pumpkin head deals 1 point of non-elemental damage to a target. This damage is increase by 1d4 for every 5 hit points missing to a maximum of 10d4.

## **Seed Cannon**

Non-elemental

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Grat, Ragora, or Sandragora

The caster emulates a grat shooting seeds out of its mouth towards a target within 30 feet. The caster must make a ranged touch attack, and if it hits, the target takes 2d6 points of piercing damage.

### **Self-Destruct**

Elemental (Fire)

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 5 ft./level

**Area:** 5-ft.-radius burst/level, centered on caster

**Effect:** See text

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Bomb Family

The caster emulates a bomb to explode, dropping his HPs to -1 (and bleeding) and dealing 1d6 points of half fire/bludgeoning damage per level to everything within a 5-ft.-radius burst per level. This spell is unable to be created into an alchemical item through the use of Craft Alchemical Items feat. In addition, you are unable to cast this spell if you attempt to cast it while already at -1 or lower HP.

### **Sickening Breath**

Enfeebling

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** Cone-shaped burst

**Duration:** 1d4 rounds

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Zombie

The caster emulates the foul breath of a zombie. Creatures within the area of effect must make a Fortitude save or suffer a -2 penalty to Attack rolls and skill checks for 1d4 rounds.

### **Tail Fling**

Elemental (Earth)

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Mu

The caster emulates a mu while flinging their hand towards a target within 30 feet. The caster must make a ranged touch attack, and if it hits, the target takes 1d6+5 points of earth damage.

## **Terror Touch**

Dark/Enfeebling

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** 1d4 rounds or 1 round – see description

**Saving Throw:** Will partial (see description)

**Spell Resistance:** Yes

**Learned From:** Minor Shadow Elemental and Shadow Elemental

The caster emulates shadow elemental reaches out with terror towards an opponent. The affected creature becomes frightened. A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. If the subject succeeds on a Will save, it is shaken for 1 round.

## **Umbral Gaze**

Enfeebling/Elemental (Lightning)

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Effect:** Ray

**Duration:** Instantaneous/1d4 rounds

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Learned From:** Ahriman

The caster emulates the lightning blast of an ahriman. The caster must make a ranged touch attack, and if it hits, the target takes 1d6+2 points of lightning damage and must make a Fortitude save or be inflicted with Blind status for 1d4 rounds.

## **Water Gun**

Enfeebling/Elemental (Water)

**Level:** Blue Mage 1

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Learned From:** Sahuagin, Sahuagin Chief, or Sahuagin Prince

The caster emulates a sahuagin spitting a water projectile out of its mouth towards a target within 30 feet. The caster must make a ranged touch attack, and if it hits, the target takes 1d6+2 points of water damage and must make a Fortitude save or be inflicted with Drenched status effect for 1d4 rounds.

## **2ND-LEVEL BLUE MAGE SPELLS**

### **Acid Droplet**

Enfeebling/Elemental (Water)

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** 1d4 rounds

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Learned From:** Simurgh

The caster emulates a simurgh drenches a single enemy with acid water within 30 feet for 4d6 points of water damage and is inflicted with the Poison status effect unless they make a Fortitude save to negate the status effect.

## **Autumn Breeze**

Healing

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Target:** Self

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Pixie

The caster can emulate a reddish-green healing breeze from a pixie that surrounds himself. The healing breeze heals you for 3d6+12 points of damage.

## **Choco Cure**

Healing

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Black/Gold Chocobo

The caster emulates the healing touch of a Black/Gold Chocobo. A soft white glow surrounds your hand as you heal a wounded living creature, healing for 3d8+6 points of damage.

## **Choco Dark**

Dark/Enfeebling

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Fortitude partial; see below

**Spell Resistance:** Yes

**Learned From:** Black Chocobo

The caster emulates a black chocobo's ability to shoot a blast of darkness at an opponent within 30 ft. Requires a ranged touch attack roll to hit that deals 3d6+5 points of shadow damage and inflicts the Dimmed status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

### **Choco Flame**

Enfeebling/Elemental (Fire)

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Reflex partial; see below

**Spell Resistance:** Yes

**Learned From:** Red Chocobo

The caster emulates a red chocobo's ability to blast an opponent with flame within 30 feet. Requires a ranged touch attack roll to hit that deals 3d6+5 points of fire damage and inflicts the Burning status effect for 1d4 rounds. A successful Reflex save prevents the status effect from taking effect.

### **Choco Guard**

Enhancing

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Brown and Silver Chocobo

The caster emulates a brown and silver chocobo's ability to shield a creature from harm. The subject gains +2 resistance bonus to saving throws versus spells and +2 deflection bonus to Armor Class for the duration of the spell.

### **Choco Ice**

Enfeebling/Elemental (Ice)

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Fortitude partial; see below

**Spell Resistance:** Yes

**Learned From:** Purple Chocobo

The caster emulates a purple chocobo's ability to blast an opponent with ice within 30 ft. Requires a ranged touch attack roll to hit that deals 3d6+5 points of ice damage and inflicts the Frozen status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

### **Choco Light**

Enfeebling/Light

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Fortitude partial; see below

**Spell Resistance:** Yes

**Learned From:** White Chocobo

The caster emulates a white chocobo's ability to shoot a beam of light at an opponent within 30 ft. Requires a ranged touch attack roll to hit that deals 3d6+5 points of holy damage and inflicts the Dazzled status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

## **Choco Stone**

Enfeebling/Elemental (Earth)

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Fortitude partial; see below

**Spell Resistance:** Yes

**Learned From:** Brown Chocobo

The caster emulates a brown chocobo's ability to shoot out a burst of stones at an opponent within 30 ft. Requires a ranged touch attack roll to hit that deals 3d6+5 points of earth damage and inflicts the Weighted status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

## **Choco Thunder**

Enfeebling/Elemental (Lightning)

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Reflex partial; see below

**Spell Resistance:** Yes

**Learned From:** Silver Chocobo

The caster emulates a silver chocobo's ability to shoot lightning at an opponent within 30 ft. Requires a ranged touch attack roll to hit that deals 3d6+5 points of lightning damage and inflicts the Static status effect for 1d4 rounds. A successful Reflex save prevents the status effect from taking effect.

## **Choco Water**

Enfeebling/Elemental (Water)

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Fortitude partial; see below

**Spell Resistance:** Yes

**Learned From:** Blue Chocobo

The caster emulates a blue chocobo's ability to blast an opponent with pressured water within 30 ft. Requires a ranged touch attack roll to hit that deals 3d6+5 points of water damage and inflicts the Drenched status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

## **Choco Wind**

Enfeebling/Elemental (Wind)

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Reflex partial; see below

**Spell Resistance:** Yes

**Learned From:** Green Chocobo

The caster emulates a green chocobo's ability to shoot out a blade of wind at an opponent within 30 ft. Requires a ranged touch attack roll to hit that deals 3d6+5 points of wind damage and inflicts the Squallied status effect for 1d4 rounds. A successful Reflex save prevents the status effect from taking effect.

## **Corrosive Web**

Enfeebling

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** Cone-shaped burst

**Duration:** 2d4 rounds

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

**Learned From:** Corrosive Spider

The caster can emulate the corrosive web of a corrosive spider. All creatures caught within the cone are entangled, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. The webbed victims take 1d6 points of non-elemental damage per round while in the web.

The strands of the web are flammable. A magic *flaming sword* can slash them away as easily as a hand brushes away cobwebs. Any fire—a torch, burning oil, a flaming sword, and so forth—can set the webs alight and burn away in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

## **Dream Pollen**

Enfeebling

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** Creatures within a 15-ft.-radius centered on you

**Duration:** 1d4 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Mandragora



The caster emulates a Mandragora's sleepiness pollen, filling the air with drowsiness. Creatures within the area of effect must make a Will save or be inflicted with Sleep status for 1d4 rounds.

## **Electric Shock**

Elemental (Lightning)

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 5 ft.; see text

**Target:** One creature; see text

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Shocker Lizard

The caster can emulate the electric jolt of a shocker lizard. The caster can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of lightning damage to living opponents, a successful Reflex save for half damage. Additionally, if two or more blue mages are within 20 feet of each other and have this spell, they can work together to create a lethal shock once every 1d4 rounds. This effect has a radius of 20 feet, centered on any one contributing blue mage. All creatures within that radius take 2d8 points of lightning damage for each blue mage contributing to the electric shock, to a maximum of 12d8. A Reflex save DC increases by 1 per blue mage contributing. Only one contributing blue mage expends MP for this spell, but each other blue mage expends a standard action on their turn.

## **Electrocute**

Elemental (Lightning)

**Level:** Blue Mage 2

**Casting Time:** See chart

**Range:** See chart

**Area:** See chart

**Duration:** See chart

**Saving Throw:** See chart

**Spell Resistance:** See chart

**Learned From:** Zagnol

The caster can emulate a charging up effect similar to the Zagnol. Once the caster has determined what the effect is, the caster can choose who and where to target it. If the caster doesn't like their result, they can cancel the effect but at the cost of casting time and MP used. To determine the effect of the charge, roll a 1d10 on the following chart:

1d10 - Spell Effect

1 - Thunder

2, 3, or 4 - Thunder II

5 or 6 - Defensive Shock

7 or 8 - Elemental Touch (lightning)

9 - Thundara

10 - Thunder III

## **Fireflash**

Enfeebling/Elemental (Fire)

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude half (object); see below

**Spell Resistance:** Yes (object)

**Learned From:** Phoenix

The caster can emulate the flames of the Phoenix causing a single target to burst into flames. The target 4d6 points of fire damage and is inflicted with Blind status for 1d4 rounds. A successful Fortitude save reduces this damage by half and prevents the status effect from taking effect.

## Flash

Enfeebling

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** Creatures within a 15-ft.-radius centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Phoenix Spawn

This spell functions like *Blindga*, except it affects all enemies within a 15-ft.-radius.

## Garuda's Favor

Enhancing

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** 30-ft.-radius centered on the caster

**Duration:** 1d6+1 rounds

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Garuda

The caster emulates Garuda by blessing all allies nearby with an aerial barrier. All allies gain a +2 dodge bonus to AC for 1d6+1 rounds.

## Healing Ruby

Healing

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 feet

**Target:** One living creature

**Duration:** Instantaneous; 1 round/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Carbuncle

The caster emulates the healing ability of Carbuncle. One living creature within 30 feet is healed for 2d8+5 damage and receives Fast Healing 2.

### **Hear No Evil**

Enfeebling/Dark

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 feet

**Target:** One creature

**Duration:** Instantaneous; 1d8 rounds

**Saving Throw:** Will partial

**Spell Resistance:** Yes

**Learned From:** Anima

The caster emulates Anima's ability to cause her foe to be deaf. The caster can make a ranged touch attack, hitting a foe up to 30 feet away. The subject takes 3d6 points of shadow damage and the target must make a Will save or be inflicted with Deafened status effect for 1d8 rounds.

### **Hell Slash**

Enhancing/Dark

**Level:** Blue Mage 2

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** Slashing Weapon touched

**Duration:** 1 round/level or until discharged

**Saving Throw:** None/Partial

**Spell Resistance:** No

**Learned From:** Elite Skeleton

The caster emulates the dark energy from an elite skeleton to imbue his weapon. The caster must have a slashing weapon to use this spell. The next time this weapon strikes a creature, it discharges the dark elemental energy. The spell deals an additional 1d6 points of shadow damage against the target of the attack. In addition, the target of this attack must make a Fortitude save or suffer 1d4 Strength loss. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

### **Impulse**

Non-elemental

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Bahamut

The caster emulates an energy blast of Bahamut. The caster must make a ranged touch attack, if it hits, the target takes 4d6 points of non-elemental damage.

### **Leech**

Enfeebling/Dark

**Level:** Blue Mage 2  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Target:** One creature  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes  
**Learned From:** Ghoul or Ghast

The caster emulates a ghoul or ghast by siphoning blood from a target within 30 feet. The target must make a Fortitude save or take 2d6 points of shadow damage and the caster is healed for that much.

## **Sandblast**

Enfeebling  
**Level:** Blue Mage 2  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Area:** Creatures within a 30-ft.-radius centered on you  
**Duration:** 1d4 rounds  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes  
**Learned From:** Antlion

The caster emulates the blinding sandstorm of an antlion. Creatures within the area of effect must make a Fortitude save or be inflicted with Blind status for 1d4 rounds.

## **Sandpit**

Enfeebling  
**Level:** Blue Mage 2  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Target:** One creature  
**Duration:** 1d4 rounds  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes  
**Learned From:** Antlion

The caster emulates an antlion to cause a hole to engulf a single target within 30 ft. The target of this spell receives the Immobilize status effect. The victim is unable to move for the duration of the spell or until cured.

## **Shadow Blink**

Enhancing  
**Level:** Blue Mage 2  
**Casting Time:** 1 standard action  
**Range:** 15 ft.  
**Target:** One creature  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No  
**Learned From:** Faceless

The caster can emulate the teleporting power of a faceless. This allows the caster to teleport adjacently to any creature within 15 ft. and may attack the creature, once, as a free action. The attack is made using the caster's full base attack bonus, plus any modifiers appropriate to the situation.

## **Shriek**

Enfeebling

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** All creatures within a 30-ft.-radius centered on caster

**Duration:** 1d4 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Mandragora

The caster emulates the unsettling shriek of a mandragora. All creatures within 30 feet of the caster must make a Will save or become nauseated for 1d4 rounds. This is a sonic, mind-affecting effect.

## **Snowpit**

Enfeebling/Elemental (Ice)

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 feet

**Area:** 15-ft.-radius burst

**Duration:** 1d6 rounds

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

**Learned From:** Manooba

The caster emulates a manooba to cause a hole to engulf all targets within 15 ft. from the primary target with snow. All creatures within the area of effect of this spell are inflicted with the Frozen status effect.

## **Telekinetic**

Enhancing

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Up to one touched object per level weighting up to 5 lbs. each

**Duration:** 1 round/level or until discharged (D)

**Saving Throw:** None (object)

**Spell Resistance:** No (object)

**Learned From:** Cait Sith Family

The caster emulates a cait sith's ability to touch items and make them levitate in your space for 1 round per level or discharged. When you cast the spell and once per round thereafter, you can launch one item weighing up to 5 lbs. at a target of your choice as a standard action. The ranged attack is made as if you had thrown the item unless it's ammunition for a weapon, in which case the attack is made as if fired from a heavy crossbow (if a bolt), a sling staff (if a sling bullet), a blowgun (if a blowgun dart), a composite longbow with a +2 Strength rating (if an arrow), an atlatl (if an atlatl dart), or a pistol (if a firearm bullet). A firearm pellet launched by the spell functions as a shuriken.

When you launch ammunition with this spell, you don't take a penalty on your attack rolls for lacking proficiency with the ammunition's weapon; you do, however, take the usual -4 penalty for throwing an improvised weapon if you launch an item not intended to be used as a weapon. The attack roll uses your caster level in place of your base attack bonus and your Intelligence modifier in place of your Dexterity modifier. Range increment and proficiency penalties apply as normal. The attack has an effective Strength bonus, if applicable, equal to your Intelligence modifier. The spell is discharged when all touched items have been launched.

### **Wing Cutter**

Elemental (Wind)

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Zuu

The caster emulates the Zuu's ability to cause the wind to slice in front of it in a 30-ft.-cone. Creatures within the area of effect take 4d6 points of wind damage, Reflex save for half damage.

### **Zephyr Arrow**

Elemental (Wind)

**Level:** Blue Mage 2

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Majority of the Pixie Family

The caster emulates shooting out a green arrow from their fingertip like a Pixie towards the opponent. The caster must make a range touch attack, and if it hits, the target takes 3d6 points of wind damage and must make a Fortitude save or be knocked back 10 feet.

## **3RD-LEVEL BLUE MAGE SPELLS**

### **Aqueous Discharge**

Elemental (Water)/Enreebling

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** Enemies within a 30-ft.-radius centered on you

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Reflex half /negates (see text)

**Spell Resistance:** Yes

**Learned From:** Slug Family

The caster emulates a Shroud Hare's ability to expulse sticky water from its tail. All enemies within range must roll a Reflex save or take 3d6 points of water damage, as well as are inflicted with the Drenched and Imperil (water) status effects for 1d4 rounds, taking half damage and negating the status effects on a save.

### **Ashen Blight**

Enfeebling

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Phoenix

This spell functions like *Blindga*, except it affects all enemies within a 30-ft.-radius.

### **Bacteria**

Enfeebling

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** 1d8 rounds

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Lab Rat

The caster emulates a lab rat by releasing a toxic bile towards his target within 30 feet. The target must make a Fortitude save or receive the Sap status effect.

### **Black Cloud**

Enfeebling/Dark

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** 15-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Learned From:** Elite Skeleton

The caster emulates the blinding dark energy of an elite skeleton. Creatures in the area of effect take 5d4 points of shadow damage and must make a Fortitude save or be inflicted with the *Blind* status effect for 1d6 rounds.

### **Black Waves**

Dark

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius centered on you

**Duration:** 1d6 rounds  
**Saving Throw:** Reflex negates  
**Spell Resistance:** Yes  
**Learned From:** Unseelie

The caster can emulate a shadowy spread of waves of an unseelie which spreads to 30-ft.-radius. Creatures within the area of effect must make a Reflex save or take 3d6+12 points of shadow damage.

## **Blaster**

Enfeebling/Elemental (Lightning)  
**Level:** Blue Mage 3  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Effect:** Ray  
**Duration:** Instantaneous/1d4 rounds  
**Saving Throw:** Fortitude partial  
**Spell Resistance:** Yes  
**Learned From:** Coeurl

The caster emulates a Coeurl by releasing a pulse of electricity through his/her fingertips at a single target within 30 ft. The caster must make a ranged touch attack, if it hits, the target takes 3d6 points of lightning damage and must make a Fortitude save or be inflicted with *Immobilize* status for 1d4 rounds.

## **Blind Needles**

Non-Elemental  
**Level:** Blue Mage 3  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Duration:** Instantaneous/1d6 rounds  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes  
**Learned From:** Death Hornet & Killer Bee.

The caster emulates shooting out a white needles from their fingertip like a Killer Bee towards the opponent. The caster must make a range touch attack, and if it hits, the target takes 6d4 points of non-elemental damage and must make a Fortitude save or be inflicted with the Blind status effect.

## **Blood Howl**

Enhancing  
**Level:** Blue Mage 3  
**Casting Time:** 1 standard action  
**Area:** Allies within a 15-ft.-radius centered on you  
**Duration:** 1d6 rounds  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  
**Learned From:** Nakk

The caster emulates the howling might of a nakk. All allies within the area of effect gain a +1 dodge bonus to AC and +1 morale bonus to attack rolls for the duration.



## **Bloody Claw**

Enfeebling/Dark

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** No

**Spell Resistance:** Yes

**Learned From:** Gargoyle, Belphegor, or Fora

The caster emulates a gargoyle by forming a crimson claw and draining the target within reach. The caster must make a melee touch attack, and if it hits, the target takes 3d6 points of shadow damage and the caster is healed for that much. The target also takes 1 point of ability damage to a random stat rolled on the chart below.

1d6-Stat

1-Str

2-Dex

3-Con

4-Wis

5-Int

6-Cha

## **Choco Barrier**

Enhancing/Healing

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Purple Chocobo

The caster emulates a purple chocobo's ability to shield and heal herself from harm. The caster gains +2 resistance bonus to saving throws versus spells, +2 deflection bonus to Armor Class, and Fast Healing 2 per round for the duration of the spell.

## **Curse Gaze**

Enfeebling

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** One creature

**Duration:** 1d4 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Apparition and Soul Family

The caster emulates dark soul gazes a dark eerie look into the eyes of their opponent within 60 feet. The target must make a Will save or be inflicted with the Curse status effect for 1d4 rounds.

## **Ecliptic Howl**

Enhancing

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Allies within a 30-ft.-radius centered on you

**Duration:** 2d4 rounds

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Fenrir

The caster emulates Fenrir's ability to grant nearby allies a magical evasion and accuracy boost. All allies get a +3 morale bonus to Attack rolls and a +3 dodge bonus to Armor Class for 2d4 rounds.

## **Ectosmash**

Enhancing

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

**Learned From:** Ghost

The caster can emulate the teleporting power of a ghost. This allows the caster to teleport to any creature within 30 ft. and may attack the creature, once, as a free action. The attack is made using the caster's full base attack bonus, plus any modifiers appropriate to the situation.

## **Fireball**

Elemental (Fire)

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 20-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Grendel or Valaha

The caster emulates generating a searing explosion of flame from their hands that detonates with a low roar and deals 5d8 points of fire damage to every creature within the 20-ft.-radius and must make a Reflex save to take half damage.

## **Fists of Lightning and Thunder**

Enhancing/Elemental (Lightning)

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates; see text

**Spell Resistance:** Yes

**Learned From:** Inevitable Marut

The caster emulates the marut's fist strikes with the power of a thunderstorm. For the duration of this spell, any natural attacks the caster has, the caster can choose whether that attack uses lightning or thunder. A lightning attack deals an additional 3d6 points of lightning damage, and the resulting flash blinds the target for 2d6 rounds, a successful Fortitude save negates the blindness. A thunder attack deals an additional 3d6 points of non-elemental damage, and the resulting thunderclap deafens the target for 2d6 rounds, a successful Fortitude save negates the deafness.

## **Frightful Moan**

Enfeebling/Dark

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** All living creatures within a 30-ft.-radius spread

**Duration:** 2d4 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Ghost

The caster emulates the frightful moan of a ghost. The caster emits a loud frightful moan and all living creatures within 30 feet must make a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same spell for 24 hours.

## **Grave Reel**

Dark

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** Creatures within a 15-ft.-radius centered on you

**Duration:** Instantaneous

**Saving Throw:** Fortitude negate

**Spell Resistance:** Yes

**Learned From:** Ghost

The caster emulates the essence drain of a ghost. Creatures within the area of effect must make a Fortitude save or suffer 2d6 points of shadow damage and the caster is healed by the damage inflicted.

## **Greater Magic Fang**

Enhancing

**Level:** Blue Mage/Druid 3

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Black Nakk and White Nakk

The caster emulates a black nakk's ability to enhance herself or an ally with great magical strength. This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5). This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic. Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).

## **Greater Magic Hammer**

Enfeebling

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Magic Vice

The caster emulates magic vice's ability to drop a hammer upon his foe and reduce their MP. The caster must make a ranged touch attack, and if it hits, the target takes 3d4 points of MP damage. This spell has no effect if the target does not have a MP pool.

## **Horror Cloud**

Chronomancy/Enfeebling

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** One creature

**Duration:** Instantaneous/1d6 rounds

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Some Skeleton types

The caster emulates a Skuldier releasing a cloud of black horror towards its target. The target must make a Fortitude save or be inflicted with the Slow status effect for 1d6 rounds.

## **Ice Block**

Elemental (Ice)/Enfeebling

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** 1 round/level; see text

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Learned From:** Ice Elemental Family

The caster emulates huge ice elemental creating an ice encasing around the victims feet in solid ice 1 inch thick per 2 caster levels. The target of this spell receives the Immobilize status effect and takes 3d6 points of ice damage, if the victim makes the save they take half damage and resist the immobilize status effect. The victim is unable to move for the duration of the spell, until cured, removed with fire, or by smashing through it.

The ice has hardness 0 and 3 hit points per inch of thickness; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 10 + your caster level) or Escape Artist skill check (DC 15 + your caster level).

## **Life Sounding**

Healing

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 feet

**Area:** 30-ft.-radius burst, centered on caster

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Cie'th Chonchon, Cie'th Penanggalan

The caster emulates a cie'th chonchon's ability to emit a refreshing hum that closes the wounds of its fellows. All allies (including the caster) within a 30-ft.-radius are healed for 3d6 points of damage, are cured of the Poison status effect, and no longer suffer fatigue. Exhausted allies within the radius are instead fatigued.

## **Light Rays**

Light

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Effect:** 4 rays

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Rokh

The caster emulates rokh's ability to fire beams of holy energy at his foes. Each ray requires a ranged touch attack to hit and deals 2d6 points of holy damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

## **Nausea Powder**

Enfeebling/Non-elemental

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** Creatures within a 15-ft.-radius burst centered on you

**Duration:** Instantaneous/1d4 rounds

**Saving Throw:** Fortitude half; see text

**Spell Resistance:** Yes

**Learned From:** Mycotoxin and Exoray

The caster emulates releasing a nauseous gas from itself like a mycotoxin. Creatures within the area of effect take 3d6 points of non-elemental damage and are inflicted with Poison status for 1d4 rounds. A successful Fortitude save halves the damage and negates the status effects.

## **Rock Throw**

Enfeebling/Elemental (Earth)

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous/1d4 rounds

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Learned From:** Titan

The caster emulates the rock throwing power of a Titan. The caster summons a boulder and uses a normal ranged touch attack roll, if it hits, the target takes 3d6 points of earth damage + the caster's Strength modifier and the target must make a Fortitude save or be inflicted with Slow status for 1d4 rounds.

## Rolling Thunder

Enhancing/Elemental (Lightning)

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Allies within a 30-ft.-radius burst centered on you

**Duration:** 1d6 rounds

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Ramuh

The caster emulates Ramuh's lightning granting ability upon his/her allies. Allies within the area of effect add 1d6 lightning damage to their weapon damage rolls.

## Shining Ruby

Enhancing

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Allies within a 30-ft.-radius burst centered on you

**Duration:** 2d4 rounds

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Carbuncle

The caster emulates the protective ruby ability of Carbuncle. Allies within the area of effect receive a +3 deflection bonus to Armor Class and a +3 resistance bonus to Saving throws for 2d4 rounds.

## Silver Powder

Enfeebling

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** Cone-shaped burst

**Duration:** 1d4 rounds

**Saving Throw:** See below

**Spell Resistance:** Yes

**Learned From:** Exoray

The caster emulate the silver dust created by an exoray. All creatures within the cone are effect by the following status effects for 1d4 rounds each: Blind (Fortitude save), Silence (Fortitude save), and Poison (Fortitude save).

**Sonic Tail**

Enfeebling/Non-Elemental

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 20-ft.

**Area:** 20-ft. radius centered on the caster

**Duration:** Instantaneous

**Saving Throw:** Reflex half (see text)

**Spell Resistance:** Yes

**Learned From:** Lizard Family

The caster emulates an anaconda that vibrate its tail sending out sonic waves around himself and those within a 20-ft. radius around himself. Anyone caught in the sonic waves takes 5d4 points of non-elemental damage and are Dazed for 1 round unless they make a Reflex save for half damage and negate the status effect. This ability can also shatter anyone who is already petrified unless they make a Fortitude save. Anyone who cannot hear is immune to this effect unless they have the Petrified status effect.

**Speak No Evil**

Enfeebling/Dark

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 feet

**Target:** One creature

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** Will partial

**Spell Resistance:** Yes

**Learned From:** Anima

The caster emulates Anima's ability to cause her foe to be silent. The caster can make a ranged touch attack, hitting a foe up to 30 feet away. The target takes 5d6 points of shadow damage and the target must make a Will save or be inflicted with Silence status effect for 1d4 rounds.

**Spectral Mist**

Enhancing

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 5 minutes

**Saving Throw:** None

**Spell Resistance:** No

**Learned From:** Agathion Silvanshee

The caster emulates the agathion silvanshee's ability to assume an eerie, mistlike form roughly the size and shape of a cat. This spell has the same effect as a *gaseous form* spell, except the caster retains its own DR and supernatural abilities and can move at its normal speed.

## **Spring Breeze**

Enfeebling

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius centered on you

**Duration:** 1d6

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Seelie

The caster can emulate a bluish-yellow, sleepy breeze from a seelie that surrounds himself and all those creatures within 30-ft.-radius. Creatures within the area of effect must make a Will save or be inflicted with Sleep status effect for 1d6 rounds.

## **Thousand Needles**

Non-Elemental

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Cactuar

The caster emulates Cactuar by conjuring needles and firing them at targets in a 30-ft.-cone. Creatures within the area take 8d4 points of piercing damage (Reflex save for half damage).

## **Tongue**

Enfeebling

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** Touch

**Duration:** Instantaneous/1d8+4 rounds

**Saving Throw:** Will Negates

**Spell Resistance:** Yes

**Learned From:** Mahanaga, Naga, Nagarani, & Water Naga

The caster emulates a naga licking a foe. The caster must make a melee touch attack, and if it hits, the target must make a Will save or be inflicted with Sleep Status effect.

## **Touch of Ages**

Chronomancy/Dark/Enfeebling

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates; see text



**Spell Resistance:** Yes

**Learned From:** Toshigami

The caster emulates the aging touch of a toshigami. For the duration of this spell, when the caster hits a target with a touch attack or any melee weapon, the target must make a Fortitude save to avoid being magically aged. When the caster strikes a foe, it must decide whether it wishes to physically increase the target's age or mentally reduce the target's age. If it increases the target's physical age, the target takes 1 point of Strength, Dexterity, and Constitution drain. If it decreases the target's mental age, the target takes 1 point of Intelligence, Wisdom, and Charisma drain. Once a target succeeds at its saving throw against the touch of ages, it can no longer be affected by this ability for 1 round. This is a magical aging effect, but does not actually alter the victim's true age—it merely simulates the creeping effect of age on the flesh or the reversion to an increasingly infantile state of mind.

## **Triumphant Roar**

Enhancing

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Target:** Personal

**Duration:** 1 round/level (D)

**Saving Throw:** Will Negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Belphegor & Fora

The caster emulates a belphegor releasing a raging fierce roar boosting their personal power. The caster gains a +6 morale bonus to Attack rolls for the duration.

## **White Wind**

Healing

**Level:** Blue Mage 3

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Allies within a 30-ft.-radius centered on you

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Garuda

The caster emulates the soft healing wind ability of Garuda. Allies within the area of effect are healed for 4d6 +15 damage.

## **4TH-LEVEL BLUE MAGE SPELLS**

### **100-Kuponze Swipe**

Non-Elemental

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** No

**Learned From:** Ruffletuft Kupta Kapa & Good King Moggle Mog XII

The caster emulates Ruffletuft Kupta Kapa by summoning a great axe and swinging it in an arch in front of them. All creatures caught within the area of effect take 7d6 points of non-elemental damage, a Reflex save for half damage.

### **Aerial Armor**

Enhancing/Elemental (Air)

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Allies within a 30-ft.-radius burst centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Garuda

A barrier of wind shields allies from physical damage. For the duration, allies gains Damage Reduction 5/-.

### **Aqualung**

Enfeebling/Elemental (Water)

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous/1d6 rounds

**Saving Throw:** Fortitude half; see text

**Spell Resistance:** Yes

**Learned From:** Bandersnatch

The caster can emulate the watery breath weapon of a bandersnatch. Creatures within the area of effect take 8d6 points of water damage and are inflicted with Silence status for 1d6 rounds. A successful Fortitude save reduces the damage by half and negates the status effect.

### **Breath Wing**

Elemental (Wind)

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Ruhk or Tot Aevis

The caster emulates the Ruhk's ability to cause a breath-like attack with her arms to slice the air in front of herself in a 30-ft.-cone. Creatures within the area of effect take 8d6 points of wind damage, Reflex save for half damage.

## Choco Esuna

Healing

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 100 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Green Chocobo

The caster emulates a green chocobo's ability to relieve the vast majority of magical status effects. This spell functions exactly like *Esuna*.

## Choco Life

Healing

**Level:** Blue Mage 4

**Casting Time:** 1 full-round action

**Range:** Touch

**Target:** Dead creature touched

**Saving Throw:** None; see *Raise*

**Spell Resistance:** Yes (harmless)

**Learned From:** White Chocobo

The caster emulates a white chocobo's ability to bring back the dead. This spell functions exactly like *Raise*.

## Cold Wave

Elemental (Ice)/Enfeebling

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 45 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous; 1 round/2 levels

**Saving Throw:** Reflex half; see description

**Spell Resistance:** Yes

**Learned From:** Ice Elemental Family

The caster emulates huge ice elemental creating an area of extreme cold extending outward from the caster's hands in a cone. It drains heat, dealing 1d4 points of ice damage per caster level (maximum 12d4) and 1d2 points of Dexterity damage.

## Confusing Gaze

Enfeebling

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One non-blind creature

**Duration:** Instantaneous/1d2 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Blood Eye or Evil Eye

The caster emulates the mind-affecting gaze of the blood eye to a single target. The target has to be facing the blood eye and must make a Will save or is inflicted with the Confused status for 1d2 rounds.

## **Corrupting Touch**

Dark/Enfeebling

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

**Learned From:** Ghost

The caster emulates the corrupting touch of a ghost. Your melee touch attack deals 7d6 points of shadow damage. This damage manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

## **Crimson Roar**

Enhancing

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Allies within a 30-ft.-radius burst centered on you

**Duration:** 1d6 rounds

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Ifrit

The caster emulates the Ifrit's ferocious roar that affects allies within 30 ft. Affected creatures gain a morale bonus to melee damage rolls equal to the caster's Intelligence modifier.

## **Curse**

Enfeebling

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius centered on you

**Duration:** 1d6 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Ghost

The caster emulates a ghost and curses his enemies around him/her. Creatures within the area of effect must make a Will save or be inflicted with Curse status for 1d6 rounds.

## **Death Needles**

Non-Elemental

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature.

**Duration:** Instantaneous/1 round

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Learned From:** Death Hornet

The caster emulates shooting out a black needles from their fingertip like a Death Hornet towards the opponent. The caster must make a range touch attack, and if it hits, the target takes 8d4 points of non-elemental damage and must make a Fortitude save or be inflicted with the Paralyze status effect. This is considered a poison effect.

## **Discord**

Enfeebling

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Ray

**Duration:** Instantaneous; 1 hour/level

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Gilgamesh

The caster emulates Gilgamesh unleashing sound waves of a special frequency that weakens their opponent. The caster must make a ranged touch attack to hit. If it hits, the subject gains 1d4 temporary negative levels (see Special Abilities). Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to the caster's caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from discord don't last long enough to do so. Anyone who is immune to death is immune to this effect.

## **Drain Touch**

Enfeebling/Dark

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Revenant

The caster emulates a revenant by siphoning blood from a target within reach. The caster must make a melee touch attack, and if it hits, the target takes 4d6 points of shadow damage and the caster is healed for that much. This spell is considered non-elemental against undead and it works against undead unlike most draining abilities.

## **Earthquake**

Elemental (Earth)

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** T-Rexaur

The caster can emulate the ground-shaking power of a T-Rexaur. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect (Reflex save for half damage and negate the status effect).

## Entice

Enfeebling

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Lamia, Lamia Matriarch, or Lamia Queen

The caster emulates blowing a kiss like a lamia towards her target. The target must make a Will save or be inflicted with a *Charm* spell. The charm effect on this spell is harder to overcome unlike other charm spells and has its DC increase by 1.

## Fearful Bay

Enfeebling

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 300 ft.

**Area:** Creatures within a 300-ft.-radius spread centered on you

**Duration:** 1d4 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Shadow Mastiff

The caster emulates the howls and barks of a shadow mastiff. All creatures within a 300-foot spread except evil outsiders must succeed at a Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same spell for 24 hours.

## Filth Cloud

Enfeebling

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** 1d6 rounds

**Saving Throw:** Fortitude negate

**Spell Resistance:** Yes

**Learned From:** Ochu

The caster can emulate the foul breath of an ochu upon creatures in a 30-ft.-cone. Creatures within the area of effect are inflicted with Disease and Poison status for 1d6 rounds (Fortitude save to negate).

## **Frog Song**

Enfeebling

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** 1d6 rounds

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Toad Family

The caster emulates an Elf Toad by croaking multiple times as if you were making a song towards a single target. The target of this spell receives the Frog status effect if they fail their Fortitude save. The victim is polymorphed into a frog temporarily, unable to cast spells or attack, but can defend itself.

## **Frost Armor**

Enhancing/Elemental (Ice)

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Targets:** Allies within a 30-ft.-radius burst centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Shiva

The caster emulates the Shiva's icy barrier that protects all allies. An icy aura covers all allies within 30 ft. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subjects of this spell take 1d6 points of ice damage.

## **Gates of Hades**

Elemental (Fire)

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 100 ft.

**Area:** 20-ft.-radius

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Cerberus

The caster emulates the fiery explosion of Cerberus. Creatures within the area of effect take 8d6 points of fire damage and inflicts the Burning status effect. A successful Reflex save reduces the damage by half and negates the status effect.

## Glittering Ruby

Enhancing

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Allies within a 30-ft.-radius burst centered on you

**Duration:** See below

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Carbuncle

The caster emulates the glittering enhancement of Carbuncle. Allies within 30 ft. roll a d6. They get a +5 bonus to a random attribute based on the d6 result. 1 is Strength, 2 is Dexterity, 3 is Constitution, 4 is Intelligence, 5 is Wisdom, and 6 is Charisma. The bonus decreases by 1 every round at the beginning of the affected ally's turn.

## Hallowed Armor

Enhancing/Light

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Targets:** Allies within a 30-ft.-radius burst centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Kirin

The caster emulates the Kirin's holy barrier that protects all allies. A sacred aura covers all allies within 30 ft. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subjects of this spell take 1d6 points of holy damage.

## Healing Flame

Elemental (Fire)/Enfeebling/Light

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 feet

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Phoenix

The caster emulates Phoenix's ability to manifest a sacred flame from a foe, dealing damage and draining health. The target takes 6d6 points of (half fire/holy) damage and the caster is healed for that much. A successful Fortitude reduces the damage by half and the caster does not gain any hit points.

## Hydrotwister

Enfeebling/Elemental (Water)



**Level:** Blue Mage 4  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Target:** One creature  
**Duration:** Instantaneous/1d4+1 rounds  
**Saving Throw:** Fortitude partial  
**Spell Resistance:** Yes  
**Learned From:** Killer Shark and Megalodon

The caster emulates a killer shark by releasing a water drill towards his opponent within 30 feet. The target takes 6d6 points of water damage and is inflicted with both Deprotect and Deshell status effect unless the target succeeds a Fortitude save to negate the status effects.

## **Lightning Armor**

Enhancing/Elemental (Lightning)  
**Level:** Blue Mage 4  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Targets:** Allies within a 30-ft.-radius burst centered on you  
**Duration:** 1 round/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  
**Learned From:** Ramuh

The caster emulates the Ramuh's electric shield that protects all allies. A lightning aura covers all allies within 30 ft. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subjects of this spell take 1d6 points of lightning damage.

## **Lilliputian Lyric**

Enfeebling  
**Level:** Blue Mage 4  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Duration:** 1 round/level (D)  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes  
**Learned From:** Gilgamesh

The caster emulates Gilgamesh whistling a mysterious tune towards his target. The target of this spell receives the Mini status effect. The target is shrunk to 10% of its total size, effectively becoming Fine size, gaining all the size bonuses and penalties but a miniaturized creature's physical damage only does 10% of its total damage it can dish out. Spells are unaffected.

## **Mesmerizing Voice**

Enfeebling  
**Level:** Blue Mage 4  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Area:** Creatures within a 30-ft.-radius spread centered on you  
**Duration:** 1 minute

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Siren

The caster can emulate Siren's ability to sing a mesmerizing song that charms all those nearby. Creatures within the area of effect must make a Will save or be charmed for 1 minute.

## **Mournful Howl**

Enfeebling/Dark

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 100 ft.

**Area:** Creatures within a 100-ft.-radius spread centered on you

**Duration:** 1d4 rounds

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Devil Shadow Angel

The caster emulates the mournful howl of a devil shadow angel. All creatures within a 100-foot spread except evil outsiders must succeed at a Fortitude save or become paralyzed for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same spell for 24 hours.

## **Nightmarish Slumber**

Enfeebling

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Area:** Creatures within a 20-ft.-radius spread centered on you

**Duration:** 1d6 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Diabolos

The caster emulates Diabolos's ability to put all creatures in a 20-ft.-radius area into a nightmarish slumber. Creatures within the area of effect must make a Will save or be inflicted with Sleep status effect and lowers their attack rolls by 1d6 for 1d6 rounds.

## **Petrify**

Enfeebling

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Cockatrice

The caster emulates the petrifying gaze of a cockatrice. The target of this spell is inflicted with the Petrify status effect. This is permanent until cured.

## **Rail Cannon**

Light/Enfeebling

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 50 ft.

**Area:** 10-ft.-radius line

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Holy Elemental Family

The caster emulates the blinding light burst from a holy elemental. Creatures within the area of effect take 8d6 points of holy damage and are inflicted with the Dazed status effect for 1 round. A successful Reflex halves the damage and negates the status effect.

## **Sea Song**

Elemental (Water)/Enhancing

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius spread centered on you

**Duration:** 1d6 rounds

**Saving Throw:** None (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Bismarck

The caster emulates the aquatic hymn of Bismarck. Affected creatures gain a morale bonus to Armor Class equal to the caster's Charisma modifier for 1d6 rounds.

## **Spinning Mogshield**

Enfeebling

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius spread centered on caster

**Duration:** Instantaneous/1d4 rounds

**Saving Throw:** See below

**Spell Resistance:** No

**Learned From:** Whiskerwall Kupdi Koop & Good King Moogle Mog XII

The caster emulates Whiskerwall Kupdi Koop by summoning a shield and spinning it at great speed around them. All creatures caught within the area of effect take 3d6 points of bludgeoning damage, a Reflex save for half damage. Those failing the Reflex save must make a Fortitude save or be stunned for 1d4 rounds.

## **Shockwave**

Elemental (Earth)

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Behemoth

The caster emulates the ground-shaking shockwave of a behemoth. Creatures within the area of effect take 8d6 points of earth damage, inflicted with the Weighted status effect, and are pushed back 5 feet per 10 damage sustained. A successful Reflex save reduces the damage by half, negates the status effect, and stops being pushed back.

## Summer Breeze

Healing/Enhancing

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Target:** Self

**Duration:** Instantaneous or 1 round/2 levels (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Sidhe

The caster can emulate a yellowish orange healing breeze from a sidhe that surrounds herself. The healing breeze functions like *Esuna*, except if it fails, the caster receives Fast Healing 5 for the duration.

## Sweet Breath

Enfeebling

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** 15-ft. Cone-shaped burst

**Duration:** 1d6+1 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Quacho Queen

The caster emulates blowing a sweet smelling breath from a quacho queen to all creatures within the 15-ft.-cone must make a Will save or be inflicted with Sleep status for 1d6+1 rounds.

## Tek Laser

Non-Elemental

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous; 1d3 rounds

**Saving Throw:** See below

**Spell Resistance:** Yes

**Learned From:** Warmech

The caster emulates the laser blast of the warmech. All creatures caught within the area of effect take 5d8 points of non-elemental damage, a Reflex save for half damage. Those failing the Reflex save must make a Fortitude save or be stunned for 1d3 rounds.

## **Umbral Storm**

Elemental (Lightning)/Enfeebling

**Level:** Blue Mage 4

**Casting Time:** 1 standard action

**Range:** 50 ft.

**Area:** 20-ft.-radius burst

**Duration:** Instantaneous; 1d4+1 rounds

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

**Learned From:** Ahriman, Plague Horror

The caster emulates the blinding lightning burst from an ahriman. Creatures within the area of effect take 8d6 points of lightning damage and are inflicted with the Blind status for 1d4+1 rounds. A successful Reflex halves the damage and negates the status effect.

## **5TH-LEVEL BLUE MAGE SPELLS**

### **Bad Breath**

Enfeebling

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** 1d4 rounds

**Saving Throw:** See below

**Spell Resistance:** Yes

**Learned From:** Malboro

The caster can emulate the foul breath of a Malboro. All creatures caught within the cone are affected by the following status effects for 1d4 rounds each: Berserk (Will save), Blind (Fortitude save), Confuse (Will save), Silence (Fortitude save), Poison (Fortitude save), Slow (Fortitude save).

### **Bedazzle**

Enfeebling

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** 30-ft.-radius spread, centered on caster

**Duration:** 1d6 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Flan Princess

The caster emulates the hypnotic twirl and coy hum of the flan princess. All creatures within the area of effect must make a Will save for each effect to negate are inflicted with the Charm and Confuse status effects for 1d6 rounds.

### **Choco Meteor**

Elemental (Fire)

**Level:** Blue Mage 5

**Casting Time:** 1 standard action  
**Range:** Long (400 ft. + 40 ft./level)  
**Area:** One 20-ft.-radius sphere  
**Duration:** Instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** Yes  
**Learned From:** Gold Chocobo

The caster emulates a Gold Chocobo to summon a molten meteor (similar to *Meteor* spell) into the sky to rain upon your enemies. Those within the area of effect take 10d6 points of damage (half fire, half earth), a Reflex save for half damage.

## Choco Recharge

Enhancing  
**Level:** Blue Mage 5  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude negates (harmless)  
**Spell Resistance:** Yes (harmless)  
**Learned From:** White Chocobo

The caster emulates a white chocobo's ability to transfer MP to an ally. The caster transfers 5d6 MP to his nearby ally.

## Crypt Dust

Enfeebling  
**Level:** Blue Mage 5  
**Casting Time:** 1 standard action  
**Range:** 15 ft.  
**Target:** One creature  
**Duration:** 1 round/level (D)  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes  
**Learned From:** Skeleton Horror Family

The caster emulates a mahadeva throwing dust upon it's foe within 15 feet away. Requires a ranged touch attack roll to hit and inflicts zombie status effect. A successful Fortitude save prevents the status effect from taking effect.

## Eerie Howl

Enfeebling  
**Level:** Blue Mage 5  
**Casting Time:** 1 standard action  
**Range:** 10 ft.  
**Area:** Creatures within a 10-ft.-radius centered on you  
**Duration:** 1d4 rounds  
**Saving Throw:** Fortitude negate  
**Spell Resistance:** Yes  
**Learned From:** Bandersnatch

The caster emulates the howl of a bandersnatch. Creatures within the area of effect are inflicted with Disable status (Fortitude save to negate) for 1d4 rounds.

## **Fire Roar**

Enfeebling/Elemental (Fire)

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Fire Gigas

The caster emulates a fire gigas roaring a fiery cone. Any creature in the area of the roar takes 10d6 points of fire damage and are inflicted with the Burning status effect. A successful Reflex save reduces the damage by half and negates the status effect.

## **Fulmination**

Enfeebling/Elemental (Lightning)

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** 20-ft.-radius

**Duration:** Instantaneous/1d4 rounds

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Chimera

The caster emulates the Chimera's powerful lightning blast. Creatures in the area of effect take 10d6 points of lightning damage and are inflicted with Disable status for 1d4 rounds, a successful Reflex for half damage and status effect negation.

## **Hailstorm**

Enhancing

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 100 ft.

**Area:** 20-ft.-radius spread, centered on you.

**Duration:** 1 round/level (D)

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

**Learned From:** Shiva

The caster emulates Shiva's ability to summon a hailstorm. Creatures within the area of effect take 3d6 points of bludgeoning damage and 2d6 points of ice damage every turn. A successful Reflex save halves the damage on each instance of damage.

## **Howling Moon**

Enhancing

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** White Nakk or Black Nakk

The caster emulates the howling veracity of a nakk. The caster goes into a berserk-like rage with haste. While berserk, he gains a +6 bonus to Strength and, if he makes a full attack action, gains a single extra attack each round at his highest bonus. However, he also takes a –4 penalty to Armor Class and takes 2 points of nonlethal damage per round. This status effect causes the character to fly into a rage attacking the nearest creature. The subject cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Acrobatics, Escape Artist, Intimidate, and Ride), or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a materia), or spell completion to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats.

## **HP Absorb**

Enfeebling

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Emerald Eye

The caster emulates the HP draining ability of an Emerald Eye. The target takes 5d6 points of non-elemental damage (Fortitude save to negate). Damage dealt this way heals the caster.

## **Ice Roar**

Enfeebling/Elemental (Ice)

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Ice Gigas

The caster emulates an ice gigas roaring an icy cone. Any creature in the area of the roar takes 10d6 points of ice damage and are inflicted with the Frozen status effect. A successful Reflex save reduces the damage by half and negates the status effect.

## **Inertial Barrier**

Enhancing

**Level:** Blue Mage 5

**Casting Time:** 1 standard action



**Range:** Personal  
**Target:** You  
**Duration:** See text (D)  
**Saving Throw:** None  
**Spell Resistance:** No  
**Learned From:** Cie'th Vetala

The caster emulates the cie'th vetala's ability to manifest a shield of hexagonal plates of energy that completely surrounds the caster. The shield grants the caster a damage reduction 10/- and negates up to 30 points of elemental damage, applying the caster's elemental resistances (if any) to the damage dealt to the shield, before dispersing. While this shield is in effect, the caster cannot take full-round actions, nor can it take both a standard and a move action in the same round.

## **Lethe Arrow**

Elemental (Wind)  
**Level:** Blue Mage 5  
**Casting Time:** 1 standard action  
**Range:** 60 ft.  
**Duration:** Instantaneous/1d2 rounds  
**Saving Throw:** Will partial  
**Spell Resistance:** Yes  
**Learned From:** Seelie, Sidhe, or Unseelie

The caster emulates shooting out a blue arrow from their fingertip like a Seelie towards the opponent. The caster must make a range touch attack, and if it hits, the target takes 8d6 points of wind damage and must make a Will save or be inflicted with the Sleep status effect.

## **Magitek Barrier**

Enhancing  
**Level:** Blue Mage 5  
**Casting Time:** 1 standard action  
**Range:** 30-ft.-radius burst centered on caster  
**Duration:** 1 round/2 levels (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  
**Learned From:** Heavy M-tek Armor, Mega Armor, Pluto Armor

The caster emulates a Mega Armor ability to shield their allies and themselves within the area of effect are protected against magical attacks and deflect physical attacks. They receive a +2 deflection bonus to Armor Class and a barrier that deflects the next spell (like the *Reflect* spell) targeted at themselves back at its caster. It is then discharged or lasts until duration of the spell, whichever happens first.

## **March of the Moogles**

Enhancing  
**Level:** Blue Mage 5  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Area:** Creatures within a 30-ft.-radius spread centered on caster  
**Duration:** 1d4+1 rounds  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

## **Learned From:** Puksi Piko the Shaggysong & Good King Moggle Mog XII

The caster emulates Puksi Piko the Shaggysong by summoning a large harp and playing a the song of his people. All allies caught within the area of effect are granted a +5 moral bonus to attack & damage for 1d4+1 rounds.

### **Miasma**

Enfeebling

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous; see below

**Saving Throw:** Reflex half; see below

**Spell Resistance:** Yes

**Learned From:** Cie'th Cocytus, Cie'th Edimmu, Cie'th Pijavica, Cie'th Varcolaci

The caster can the cie'th cocytus's ability to belch forth a cloud of noxious mist. This deals 5d6 non-elemental damage to all enemies in a 30-ft.-cone; a successful Reflex save halves this damage. All enemies within the area of effect that failed the Reflex save must make a series of saves to avoid each of the following effects: Disease (Fort), Silence (Will), Sap (Fort), and Slow (Will), all of which last for 1d8 rounds.

### **Mighty Guard**

Enhancing

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 20-ft.-radius burst centered on caster

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Iron Giant

The caster emulates an Iron Giant ability to shield their allies and themselves within the area of effect are protected against magical attacks and deflect physical attacks. The target gets +2 resistance bonus to saving throws versus spells and +2 deflection bonus to Armor Class for the duration of the spell.

### **Mind Blast**

Enfeebling/Non-Elemental

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Duration:** Instantaneous/1d4 rounds

**Saving Throw:** Will half; see text

**Spell Resistance:** Yes

**Learned From:** Mindflayer, Piscodemon, or Squidraken

The caster emulates a mindflayer's psychic static towards a target within 60 feet. The target takes 8d6 points of non-elemental damage and has the Stunned status effect for 1d4 rounds unless the target makes a Will save. A successful Will save halves the damage and negates the status effects. This ability is considered a mind-affecting effect.

## Mog Thrust

Enhancing

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

**Learned From:** Pukna Pako the Tailturner & Good King Moogle Mog XII

The caster emulates Pukna Pako the Tailturner by summoning a surge of energy and dashing to his target. This allows the caster to dash to any creature within 60 ft. and may attack the creature, once, as a free action. The attack is made using the caster's full base attack bonus, plus any modifiers appropriate to the situation. If this attack hits, it becomes an automatic confirmed critical hit with a 4x multiplier.

## MP Absorb

Enfeebling

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Emerald Eye

The caster emulates the MP draining ability of an Emerald Eye. The target takes 5d6 points of MP damage (Fortitude save to negate). Damage dealt this way heals the caster's MP pool. This spell is less effective on summoned creatures, only draining half on a failed save.

## Multicast

Elemental (All)

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** One or more creatures (max of 3 per target)

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Cie'th Vetala

The caster emulates the cie'th vetala's ability to release a burst of magic formed by the chaotic energies that hold it together. A series of 1d6 missiles are launched upon any enemies within 60 ft. of the caster's choice, each one dealing 3d6 damage of a random element, determined by rolling a d6: 1 = fire, 2 = ice, 3 = wind, 4 = earth, 5 = lightning, 6 = water. No more than three missiles can be made upon a single target. The missiles strike unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

## Mustard Bomb

Enfeebling/Elemental (Fire)

**Level:** Blue Mage 5  
**Casting Time:** 1 standard action  
**Range:** 60 ft.  
**Target:** One creature  
**Duration:** Instantaneous; 1 round (see text)  
**Saving Throw:** None  
**Spell Resistance:** Yes  
**Learned From:** Marilith

The caster emulates Marilith condensing the inner heat of her enemies to lay them low. You make a ranged touch attack with a range of 60 feet. If successful, until the end of the target's next round, if the target uses a standard action, full-round action, or move action more than their base speed, they are reduced to -1 hit point and stabilized (no save). The target of the spell can dispel this effect when taking ice or water damage before then. This ability has no effect on targets with fire immunity or absorption.

### **Permafrost**

Enfeebling/Elemental (Ice)  
**Level:** Blue Mage 5  
**Casting Time:** 1 swift action  
**Range:** 30 ft.  
**Target:** One creature  
**Duration:** 1d4+1 rounds  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes  
**Learned From:** Fenrir

The caster can emulate Fenrir's ability to freeze the ground underneath an opponent. The target becomes Frozen on a failed save.

### **Petrifying Gaze**

Enfeebling  
**Level:** Blue Mage 5  
**Casting Time:** 1 swift action  
**Range:** 15 ft.  
**Target:** One creature  
**Duration:** Permanent  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes  
**Learned From:** Golem

The caster emulates the terrifying stony gaze of the golem. The target of this spell receives the Petrify status effect. The victim is turned into a stone statue of itself. This is permanent until cured.

### **Pit of Despair**

Enfeebling/Dark  
**Level:** Blue Mage 5  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One creature  
**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Diabolos

The caster emulates the despairing ability of Diabolos. This spell functions exactly like *Gravity*.

## **Pox**

Enfeebling

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** 10 minutes

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Mimic

The caster emulates the dreaded pox of a mimic. The target of this spell is inflicted with Disease and Sap status effects for the duration of the spell. The target takes 1d6 points of non-elemental damage per round.

## **Ragnarok**

Dark/Enfeebling

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 120 ft.

**Area:** Centered on caster, 120-ft.-radius burst

**Duration:** 1d4+1 rounds

**Saving Throw:** None

**Spell Resistance:** No

**Learned From:** Fenrir

The caster can emulate Fenrir's ability to plunge the area into complete, supernatural darkness. This affects an area of 120 feet and cannot be dispelled except by a *daylight* spell. All creatures gain total concealment and vision equivalent to a hume in darkness.

## **Raise Dukes**

Enhancing

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Wendigo

The caster emulates the defensive, countering power of a wendigo. The caster gains 10/- Damage reduction and is able to counterattack any melee attacks up to its Dexterity modifier per round, once per opponent. Also, the caster will be unable to move but he/she is also immune to Bull Rush combat maneuvers.

## **Sandstorm**

Enfeebling/Elemental (Earth/Wind)

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 50 ft.

**Area:** 30-ft.-radius

**Duration:** Instantaneous, 1d6 rounds

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

**Learned From:** Black Lizard

The caster emulates a black lizard that can cause a sandstorm at its enemies within a 30-ft.-radius. Creatures within the area of effect take 12d6 points of damage (half wind/half earth) and are inflicted with Blind status for 1d6 rounds. A successful Fortitude save reduces the damage by half and negates the status effect.

## Spring Water

Healing/Elemental (Water)

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Allies within a 30-ft.-radius burst centered on you

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Leviathan

The caster emulates the powerful water healing ability of Leviathan. All allies within 30 ft. are healed for 10d6 points of damage. Allies affected by status effects are cured of 1 status effect of 4th level or lower with a successful caster level check against the DC of each status effect.

## Ten Thousand Needles

Enfeebling/Non-Elemental

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half; see text

**Spell Resistance:** No

**Learned From:** Gigantuar

The caster emulates the gigantuar by conjuring needles and firing them at targets in a 60-ft.-cone. Creatures within the area take 16d4 points of piercing damage and are inflicted with 5 points of bleeding. A successful Reflex save halves the damage and negates the bleeding effect.

## Thunderbolt

Elemental (Lightning)

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 120 ft.

**Area:** 40-ft.-radius

**Duration:** Instantaneous/1d4 rounds

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Behemoth

The caster emulates the Behemoth's ability to discharge a large lightning storm. Creatures within the area of effect take 10d6 points of lightning damage and are inflicted with Static status effect for 1d4 rounds. A successful Reflex save reduces the damage by half and negates the status effect.

## **Wail**

Enfeebling

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius centered on you

**Duration:** See text

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Strigoi Cie'th

The caster can emulate Strigoi Cie'th's ability to shatter the nerves of all who draw near. All creatures who are within a 30 ft. radius must make a Fortitude save or be stunned for 1 round and then staggered for 1d4 rounds afterward. Those who make the save are instead staggered for 1 round. A creature under the effects of this ability cannot be affected again by it until the effects of the first usage and one additional round have passed, even if they are under the effects from another creature's use of the ability.

## **Water Shield**

Elemental (Water)/Enhancing

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius centered on you

**Duration:** 1 minute/level (D)

**Saving Throw:** None (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Siren

The caster can emulate Siren's ability to grant nearby allies a powerful watery bubble. All allies get the effect of *Water Breathing* and *Freedom of Movement*, as per the spells, for 1 minute per level.

## **Winter Breeze**

Enfeebling

**Level:** Blue Mage 5

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius centered on you

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** None

**Learned From:** Unseelie

The caster can emulate a bluish-white breeze of magical energies of an unseelie within a 30-ft.-radius. This spell functions like *Greater Dispel* except it only applies the area dispel to all creature within the area of effect.

## 6TH-LEVEL BLUE MAGE SPELLS

### Bewitching Gaze

Enfeebling

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 30 feet.

**Target:** One creature

**Duration:** 2d4 rounds each; see text

**Saving Throw:** See text

**Spell Resistance:** Yes

**Learned From:** Ahriman Elite

The caster emulates the overwhelming gaze of the ahriman elite's massive eye to inflict status effects. The target of this spell must make a successful Fortitude save for each status effect or be inflicted with (in order) Blind, Silence, Immobilize, Disable, and Petrify for 2d4 rounds each.

### Bloodreaver

Dark/Enfeebling

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial (object)

**Spell Resistance:** Yes

**Learned From:** Scarmiglione Z

You mimic Scarmiglione Z's ability to feast upon the essence of your enemies with but a touch. As a standard action, make a melee touch attack; if successful, the enemy takes 8d6 points of shadow damage, and you are healed as much. The target must also make a Fortitude save, or be staggered for 1 round. If used on undead or creatures immune to shadow damage, it still functions, dealing non-elemental damage instead, and they must still roll a Fortitude save to negate the stagger effect.

### Blood Saber

Enfeebling/Dark

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** Creatures within a 15-ft.-radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** Fortitude half; see text

**Spell Resistance:** Yes

**Learned From:** Dark Skeleton, Skuldier, & Draugar

The caster emulates a dark skeleton by siphoning blood from all nearby enemies within 15-ft.-radius spread. All creatures must make a Fortitude save for half damage and no heal from selected target or take 9d6 points of shadow damage and the caster is healed by half of the total damage.



## Concerted Effort

Enhancing

**Level:** Blue Mage 6

**Casting Time:** 1 swift action

**Range:** 30 ft.

**Target:** Personal / One creature within 30 feet (see text)

**Duration:** 1 minute / 1d6 rounds (see text)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Wladislaus Cie'th

The caster emulates the Wladislaus Cie'th's ability to imbue his allies with an empowering, supernatural fervor as he slices through his enemies. For 1 minute, whenever the caster makes a successful attack, any single ally apart from the caster itself within 30 ft. may be granted the effects of a *protect*, *shell*, or *wind runner* spell for 1d6 rounds; if the ally is adjacent or the caster lands a successful critical hit, he may grant an ally the effects of *protect II*, *shell II*, or *haste* instead. If the caster lands a critical hit and the ally he grants an effect on is adjacent to him, he may offer *protect II* and *barrier*, *shell II* and *elemental resistance* (three elements of his choice), or *haste* and *enspell* (element chosen by the caster, applies to first attack made every round for the duration of the effect).

## Confusing Glare

Enfeebling

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous/1d4 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Ahriman or Plague Horror

The caster emulates the mind-affecting gaze of the ahriman's eye to all creatures within the 30 foot cone also have to be facing the ahriman must make a Will save or are inflicted with Confused status for 1d4 rounds.

## Corruption

Enfeebling

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Diabolos

The caster emulates the corrupting influence of Diabolos. The target of this spell receives the Confuse status effect. The victim will randomly attack the nearest person until cured.

## Crimson Rays

Enfeebling

**Level:** Blue Mage 6  
**Casting Time:** 1 standard action  
**Range:** 20 ft.  
**Area:** Cone-shaped burst  
**Duration:** 1d6 rounds  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
**Learned From:** Anima

The caster can emulate the Anima's ability to release a crimson rainbow of lights, hitting all foes within a 20-ft.-cone radius. All creatures in the area of effect are inflicted with the Imperil status effect for 1d6 rounds unless they must make a Will save to negate the Imperil status effect.

## Death Claw

Enfeebling/Non-Elemental  
**Level:** Blue Mage 6  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One creature  
**Duration:** Instantaneous/1d4+1 rounds  
**Saving Throw:** Fortitude partial  
**Spell Resistance:** Yes  
**Learned From:** Death Claw or Iron Claw

The caster emulates a death claw wrapping their arms around their target squeezing the life from them. The caster must make a melee touch attack, and if it hits, the target takes 10d6 points of non-elemental damage and must make a Fortitude save or be inflicted with the Paralyzed status for 1d4+1 round.

## Death Cutter

Dark/Enfeebling  
**Level:** Blue Mage 6  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature struck  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude partial  
**Spell Resistance:** Yes  
**Learned From:** Lich

The caster emulates Lich's ability to imbue their weapon or natural weapon with a magical status effect, allowing the caster to make a single attack. If the caster hits with this weapon, the target takes the damage of the attack and must make a Fortitude save or be inflicted with the Doom status (as the *countdown* spell, not the *doom* spell). When casting this spell, you do not take attacks of opportunity.

## Death Grip

Dark/Enfeebling  
**Level:** Blue Mage 6  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous; 1 round

**Saving Throw:** Fortitude partial (see text)

**Spell Resistance:** Yes

**Learned From:** Lich

The caster emulates Lich coating his hand in black flames, then reaches for a single enemy, making a melee touch attack. If successful, the target takes 8d6 shadow damage, and must make a Fortitude save or be stunned for 1 round. On a successful save, they are instead staggered for 1 round.

## **Diamond Fire**

Non-Elemental

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Diamond Weapon

The caster emulates the Diamond Weapon's magical blast that shoots out from the caster's fingertips. The caster makes a ranged touch attack to hit, and if the ray hits, it deals 15d6 points of non-elemental damage.

## **Earthen Ward**

Enhancing/Elemental (Earth)

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Allies within a 30-ft.-radius burst centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Titan

The caster emulates the Titan and wards his/her allies with a powerful stony hide that reduces the damage from physical attacks. For the duration of the spell, allies within 30 ft. receive Damage Reduction 10/-.

## **Emerald Beam**

Non-Elemental

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Emerald Weapon

The caster emulates the Emerald Weapon's magical blast that shoots out from the caster's fingertips. The caster makes a ranged touch attack to hit, and if the ray hits, it deals 15d6 points of non-elemental damage.

## **Eruption**

Enfeebling/Elemental (Fire)

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** 20-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half — see description

**Spell Resistance:** Yes

**Learned From:** Ifrit

The caster emulates the Ifrit's ability to cause an eruption of fire to burst forth from underneath its foes. Creatures within the area of effect take 15d6 points of fire damage and are knock prone. A successful Reflex save halves the damage and prevents being knocked prone.

## Everyone's Grudge

Dark

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

**Learned From:** Tonberry

The caster emulates the hatred of a tonberry by unleashing it upon a single target within 60 ft. The target takes 14d8 points of shadow damage (Fortitude save for half damage).

## Exploding Bubbles

Enfeebling/Elemental (Water/Wind)

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** 15-ft.-cone spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half — see description

**Spell Resistance:** Yes

**Learned From:** Bismarck

The caster emulates the Bismarck's ability to breathe out exploding bubbles in a 15-ft.-cone. Creatures within the area of effect 15d6 points of damage (half water/half wind) and are knocked prone. A successful Reflex save halves the damage and prevents being knocked prone.

## Feel My Pain

Enfeebling/Necromancy

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** One creature

**Duration:** 1d8 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes  
**Learned From:** Anima

The caster emulates the Anima's ability to focus on her target, giving a chilling feeling to her victim. This ability functions like *Unwilling Shield*. as the spell, that lasts for 1d8 rounds and the target must make a Will save to negate this effect.

### **Heaven's Cataract**

Enfeebling/Non-Elemental  
**Level:** Blue Mage 6  
**Casting Time:** 1 standard action  
**Range:** 30-ft.  
**Area:** 30-ft. radius centered on the caster  
**Duration:** Instantaneous; 1d6 rounds (D)  
**Saving Throw:** Will half (see text)  
**Spell Resistance:** Yes  
**Learned From:** Kukulcan

The caster emulates a kukulcan creating an eerie sound affecting anyone within a 30-ft. radius from her. Those caught in the eerie waves takes 12d4 points of non-elemental damage and are inflicted with Deprotect and Deshell. A successful Will save reduces the damage by half and negates the status effects. Anyone that cannot hear is immune to this effect.

### **Incisor**

Enfeebling/Non-Elemental  
**Level:** Blue Mage 6  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Duration:** Instantaneous/1d6 rounds  
**Saving Throw:** Fortitude partial  
**Spell Resistance:** Yes  
**Learned From:** Skull Eater

The caster emulates a skull eater's ability to bite extremely hard upon a single target that bypasses armor. The caster must make a melee touch attack, and if it hits, the target takes 10d6 points of non-elemental damage and must make a Fortitude save or be inflicted with the Poison status for 1d6 rounds.

### **Level 3 Confuse**

Enfeebling  
**Level:** Blue Mage 6  
**Casting Time:** 1 standard action  
**Range:** 30 feet  
**Area:** 30-ft.-radius centered on the caster  
**Duration:** 1 round/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
**Learned From:** Greater Demon Family

The caster emulates Acocrypha tunes of confusion at all enemies within a 30 ft. radius of you. All creatures with a total HD that is a multiple of 3 must make a Will save or be inflicted with the Confuse status effect.

## Level 5 Death

Dark

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** 30-ft.-radius centered on you

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Lich

The caster emulates Lich calling forth a great wraith, who scythes at all creatures within a 30-ft.-radius of you. All creatures with a total HD that is a multiple of 5 must make a Fortitude save or die.

## Level ? Holy

Light/Enfeebling

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** 30-ft.-radius centered on you

**Duration:** Instantaneous; 1 round/level – see description

**Saving Throw:** Reflex half – see description

**Spell Resistance:** Yes

**Learned From:** Silver Dragon Family

The caster emulates a silver dragon wyrm that shines upon a dazzling light towards all enemies within a 30 ft. radius of you, light that burns dealing 1d8 points of holy damage per caster level (maximum 15d8) and inflicting the Dazzled status effect for 2d4 rounds. All creatures with a total HD that are a prime number must make a successful Reflex save for half damage and negates the status effects.

## Lightning Roar

Enfeebling/Elemental (Lightning)

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 45 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous; 1d6 rounds

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Thunder Gigas

The caster emulates a thunder gigas roaring a lightning cone. Any creature in the area of the roar takes 15d6 points of lightning damage and are inflicted with the Static status effect for 1d6 rounds. A successful Reflex save reduces the damage by half and negates the status effect.

## Megaflash

Enfeebling/Elemental (Fire)

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius burst centered on you

**Duration:** Instantaneous/1d6 rounds

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Phoenix

The caster emulates the bursting flames of the Phoenix. Creatures within the area of effect take 12d6 points of fire damage and are inflicted with Blind status for 1d6 rounds. A successful Reflex save reduces the damage by half and negates the status effect.

## **Mog Eye Shot**

Non-Elemental

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 100 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

**Learned From:** Woolywart Kupu Kogi & Good King Moogle Mog XII

The caster emulates Woolywart Kupu Kogi by summoning a large bow and blasting a barrage of arrows at his target. The caster makes a ranged touch attack roll to hit, if it hits, it deals 8d10 non-elemental damage + double your Dexterity modifier.

## **Pom Cure**

Healing

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 30-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Furryfoot Kupli Kipp & Good King Moogle Mog XII

The caster emulates Furryfoot Kupli Kipp by summoning a large ball of life energy from the sky and launching it at their allies. All allies caught within the area of effect heal 10d6+25 points of damage.

## **Pom Flare**

Elemental (Fire)/Enfeebling

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 30-ft.-radius burst

**Duration:** Instantaneous/1d6 rounds

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Pukla Puki the Pomburner & Good King Moogle Mog XII

The caster emulates Pukla Puki the Pomburner by summoning a large fireball from the sky and launching it at their foes. All creatures caught within the area of effect take 10d6 points of fire damage and gain the burning status condition for 1d6 rounds. A Reflex save for half damage and negates the burning status condition.

### **Pond's Chorus**

Enfeebling

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius spread centered on you

**Duration:** 1d6 rounds

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Archeotoad

The caster emulates an Archeotoad by croaking multiple times as if you were making a song affecting all those within 30 ft. The targets of this spell receives the Frog status effect if they fail their save. The victim is polymorphed into a frog temporarily, unable to cast spells or attack, but can defend itself.

### **Poison Gas**

Enfeebling/Non-elemental

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius burst centered on you

**Duration:** Instantaneous/1d6 rounds

**Saving Throw:** Fortitude half; see text

**Spell Resistance:** Yes

**Learned From:** Neochu and Zombie Dragon

The caster emulates releasing a poison gas from itself like a neochu. Creatures within the area of effect take 12d6 points of non-elemental damage and are inflicted with Poison status for 1d6 rounds. A successful Fortitude save halves the damage and negates the status effects.

### **Ruby Light**

Enhancing

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Allies within a 30-ft.-radius centered on you

**Duration:** 1d6 rounds

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Carbuncle

The caster emulates the reflecting ruby ability of Carbuncle. Allies within the area of effect are enchanted with a magical shield that deflects the next spell targeted them back at its caster, and is then discharged. The shield also discharges after 1d6 rounds.

### **Ruby Ray**

Non-Elemental



**Level:** Blue Mage 6  
**Casting Time:** 1 standard action  
**Range:** 60 ft.  
**Effect:** Ray  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** Yes  
**Learned From:** Ruby Weapon

The caster emulates the Ruby Weapon's magical blast that shoots out from the caster's fingertips. The caster makes a ranged touch attack to hit, and if the ray hits, it deals 15d6 points of non-elemental damage.

## Shadow Flare

Dark  
**Level:** Blue Mage 6  
**Learned From:** Ruby Weapon

The caster emulates the shadowy explosion ability of the Ruby Weapon. This spell functions exactly like *Flare* but the elemental damage is shadow, not fire and inflicts the Dimmed status effect instead.

## Snowstorm

Elemental (Ice)  
**Level:** Blue Mage 6  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Area:** 30-ft.-line  
**Duration:** Instantaneous  
**Saving Throw:** Reflex half; see text  
**Spell Resistance:** Yes  
**Learned From:** Chimera Brain or Gorgimera

The caster emulates a Chimera Brain by breathing out a shredding flurry of icy slivers hitting all creatures within a 30-ft.-line. Creatures in the area of effect take 14d6 points of ice damage and are inflicted with Frozen status for 1d4 rounds. A successful Reflex save reduces the damage by half and negates the status effect.

## Thunder Guard

Elemental (Lightning)/Enhancing  
**Level:** Blue Mage 6  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Area:** Allies within a 30-ft.-radius centered on you  
**Duration:** 1 minute/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  
**Learned From:** Ixion

The caster emulates Ixion's ability to grant nearby allies a shocking guard. All allies within 30 feet gain a +10 morale bonus to saving throws versus lightning spells and effects.

## Thunderspark

Elemental (Lightning)/Enfeebling

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** 30-ft.-radius burst, centered on you

**Duration:** Instantaneous/1d6 rounds

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

**Learned From:** Ramuh

The caster emulates Ramuh's ability to cause an electronic distortion, causing nearby creatures to be paralyzed. Creatures within a 30-ft.-radius take 10d6 points of lightning damage and are paralyzed for 1d6 rounds. A successful Reflex save halves the damage and negates the paralysis status effect.

## **Tidal Roar**

Enfeebling

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** 30-ft.-radius spread, centered on you

**Duration:** 1d4+1 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Leviathan

The caster emulates Leviathan's ability to send out an echoing roar, lowering all nearby creatures' combat prowess within a 30-ft.-radius. Creatures within the area of effect are shaken and inflicted with a penalty to Attack rolls equal to 1d4 + Leviathan's Dexterity modifier for 1d4+1 rounds unless they succeed a Will save to negate it.

## **Turtle Shell**

Enhancing

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Up to 5 rounds (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Adamantoise

The caster emulates the defensive power of an adamantoise. This spell can only be cast when the caster's health is 50% or lower. The caster receives Fast Healing 10, 15/- Damage reduction, +10 armor bonus to AC, and (all) Elemental Resist 15 for up to 5 rounds but cannot perform any other actions.

## **Twister**

Elemental (Wind)

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Learned from:** Barbariccia

The caster emulates Barbariccia's ability to surround an enemy with swirling black winds. The target must make a Fortitude save or be reduced to a number of hit points equal to their HD. If the target is already at such a level of hit points or lower, they are reduced to 1 hit point instead. A successful saving throw reduces the enemy's current hit points by one quarter instead.

## **Virus Fly**

Enfeebling/Dark

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Effect:** Ray

**Duration:** Instantaneous/1d6 rounds

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Learned From:** Abadon

The caster emulates an Abadon's ability to release a plague of flies upon a single target within 30 ft. The caster must make a ranged touch attack, and if it hits, the target takes 14d6 points of shadow damage and must make a Fortitude save or be inflicted with the Curse status for 1d6 rounds.

## **Whirlpool**

Elemental (Water)/Enfeebling

**Level:** Blue Mage 6

**Casting Time:** 1 standard action

**Range:** 50 ft.

**Area:** 15-ft.-radius spread

**Duration:** Instantaneous/1d6 rounds

**Saving Throw:** Will half; see text

**Spell Resistance:** Yes

**Learned From:** Leviathan

The caster emulates Leviathan's ability to awaken a pool of water that roots his target in place. Any creatures within 15 feet-radius of the target take 10d6 points of water damage and are inflicted with Immobilize status effect for 1d6 rounds. All creatures within the area of effect must make a Will save (DC 10 + half of the summoner's level + Leviathan's Dexterity modifier) to half the damage and negate the status effect.

## **7TH-LEVEL BLUE MAGE SPELLS**

### **Adaptive Defense**

Enhancing/Elemental (All)

**Level:** Blue Mage 7

**Casting Time:** 1 immediate action

**Range:** Personal

**Target:** You

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** No

## **Learned From:** Jubjub Bird

The caster emulates the jubjub bird's defense mechanism. When damaged by an attack that causes earth, fire, ice, lightning, water, or wind damage, the caster may cast this spell to gain resistance 30 to that elemental type until the end of its next turn. If an attack causes more than one type of elemental damage, the caster gains resistance 30 to all the types of elemental damage dealt.

## **Angel Whisper**

Healing

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/2 levels (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Sidhe

The caster can emulate the healing touch of a sidhe leaving behind a halo upon her healed target. The healing touch heals the target for 3d6+12 points of damage and imbues with the Reraise status. When the creature with Reraise status dies, a *Raise* spell goes off immediately. It only lasts for one use.

## **Annihilate**

Elemental (Fire)/Enfeebling

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 100 ft.

**Area:** 30-ft.-radius spread

**Duration:** Instantaneous; 1 round/level

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

**Learned From:** King Bomb

The caster emulates the powerful nuke ability of a king bomb. Creatures within the area of effect take 15d8 points of fire damage and are inflicted with the Burning status for 1 round per level. A successful Reflex save halves the damage and negates the status effect.

## **Beta**

Enfeebling/Elemental (Fire)

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** 20 ft. radius burst

**Duration:** Instantaneous; 2d4 rounds

**Saving Throw:** Reflex partial — see description

**Spell Resistance:** Yes

**Learned From:** Zolom

You emulate a zolom's ability to call forth a pillar of agonizingly hot fire. All creatures within a 20 ft. radius burst take 15d6 fire damage, and must make a Reflex save or be inflicted with the Burning status for 2d4 rounds.

## **Big Wave**

Enfeebling/Elemental (Water)

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 50 ft.

**Area:** 50-ft.-line, 25-ft.-wide

**Duration:** Instantaneous

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

**Learned From:** Cagnazzo

The caster emulates Cagnazzo's ability to unleash a burst of water. All creatures in a 50-ft.-line that is 25-ft.-wide take 15d6 points of water damage and are knocked prone. A Reflex save halves the damage and prevents those affected from being knocked prone. Those who fail the Reflex save must also make a Fortitude save or begin drowning (they are knocked unconscious, are taken to -1 hit points on the following round, and one round after that, die). The drowning may be prevented by making a Heal check (DC 20) as a full-round action, or casting a spell or using an item upon the victim that lets them breathe underwater.

## **Calcifying Ray**

Enfeebling

**Level:** Blue Mage 7

**Casting Time:** 1 swift action

**Range:** 60 ft.

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned from:** Barbariccia

The caster emulates Barbariccia's ability to turn her enemies to stone. The caster makes a ranged touch attack against a single creature within a 60 foot range. If it hits, the target is Petrified at the end of their next turn (no save). Items or spells that remove the Petrified status prevent the Petrified status from taking effect if used before the end of the target's turn.

## **Danse Macabre**

Dark/Enfeebling

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** 30-ft.-radius burst centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Pharaoh

The caster emulates the pharaoh's ability to spread out a dark purple wave of blight from his hand within a 30-ft.-radius burst. This spell inflicts the zombie status effect on all living creatures within the area if they fail their Fortitude save. This status effects causes the targets to have their type changed to [Undead], but without any of the benefits of that type. Those inflicted are now damaged by healing spells and effects, but immune to death

spells and effects.

## **Death-Stealing Gaze**

Dark/Enfeebling

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 30 feet.

**Targets:** Living creatures within 30 feet.

**Duration:** Permanent

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Nabasu Demon

The caster can emulate the death gaze of a nabasu demon. All living creatures within 30 feet of the caster must succeed on a Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the blue mage's control. This spell can only create one ghoul per round—if multiple humanoids perish from the gaze in a round, the blue mage picks which humanoid becomes a ghoul.

## **Downburst**

Elemental (Wind)/Enfeebling

**Level:** Blue Mage 7

**Casting Time:** 1 swift action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

**Learned From:** Garuda

The caster emulates Garuda's ability to thrust forward a burst of wind, causing enemies to be knocked backwards. Creatures within a 30-ft.-cone take 12d6 points of wind damage and are pushed back up to 30 feet away from the caster. A successful Reflex save halves the damage and negates the knockback.

## **Gaze**

Enfeebling

**Level:** Blue Mage 7

**Casting Time:** 1 swift action

**Range:** 30 feet

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Primal Bandersnatch

The caster emulates the confusing gaze of a primal bandersnatch. As a swift action, the caster can direct its gaze attack against a single foe. This is a mind-affecting compulsion effect.

## **Granite Gaol**

Enfeebling/Elemental (Earth)

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** One creature

**Duration:** Instantaneous; 1 minute; see text

**Saving Throw:** Fortitude negates; see text

**Spell Resistance:** Yes

**Learned From:** Titan, the Lord of Crag

The caster emulates the Titan's ability to envelop a creature within stone. The target must make a successful Fortitude save or be imprisoned in stone, unable to move or act until released. The earth prison has 45 hit points and a Hardness of 8. Once released, the creature is inflicted with Sickened condition for 1 minute.

## **Inertial Barrier II**

Enhancing

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** See text (D)

**Saving Throw:** None

**Spell Resistance:** No

**Learned From:** Cie'th Ispusteke

The caster emulates the cie'th ispuseteke's ability to manifest a shield of hexagonal plates of energy that completely surrounds the caster. The shield grants the caster damage reduction 15/- and negates up to 60 points of elemental damage, applying the caster's elemental resistances (if any) to the damage dealt to the shield, before dispersing. While this shield is in effect, the caster cannot take full-round actions, nor can it take both a standard and a move action in the same round.

## **Lava Blast**

Elemental (Fire)/Enfeebling

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Effect:** Ray

**Duration:** Instantaneous; 1 round/level

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Learned From:** Brijidine Azata

The caster emulates the Brijidine Azata's blast of lava that shoots out from the caster's fingertips. The caster makes a ranged touch attack to hit, and if the ray hits, it deals 16d6 points of fire damage and the target must make a Fortitude save or be inflicted with Burning and Entrangled status effects.

## **Level 4 Flare**

Elemental (Fire)/Enfeebling

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 30 feet

**Area:** 30-ft.-radius centered on the caster

**Duration:** Instantaneous; 1 round/level – see description

**Saving Throw:** Reflex half – see description

**Spell Resistance:** Yes

**Learned From:** Greater Demon Family

The caster emulates Acocrypha bolts of fire streak towards all enemies within a 30 ft. radius of the caster, exploding into intense flames dealing 1d8 points of fire damage per caster level (maximum 20d8) and inflicting the Burning status effect for 2d4 rounds. All creatures with a total HD that is a multiple of 4 must make a successful Reflex save for half damage and negates the status effect.

## **Magma Hoplon**

Enhancing

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Cerberus

The caster emulates the red, fiery barrier ability of a Cerberus. The caster gains 10/- Damage reduction and creatures attacking the caster with natural weapons, unarmed strikes, or handheld weapons take 3d6 points of fire damage.

## **Mighty Guard II**

Enhancing

**Level:** Blue Mage 7

**Learned From:** Mythrill Giant

This spell functions like *Mighty Guard*, except the target gains +4 resistance bonus to saving throws versus spells and +4 deflection bonus to Armor Class for the duration of the spell.

## **Moon Flute**

Enfeebling

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** 30-ft.-radius spread centered on the caster

**Duration:** Instantaneous/1d4 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Jackanapes

The caster emulates the jackanapes ability to creature an eerie noise. Every creature even the caster must make a successful Will save or be inflicted with Berserk status for 1d4 rounds. While berserk, they gains a +6 bonus to Strength and, if they makes a full attack action, they gains a single extra attack each round at their highest bonus. However, they also takes a –4 penalty to Armor Class and takes 2 points of nonlethal damage per round. This status effect causes the character to fly into a rage attacking the nearest creature. The subject cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Acrobatics, Escape Artist, Intimidate, and Ride), or any abilities that require patience or concentration, nor can he cast spells or activate magic items that



require a command word, a spell trigger (such as a materia), or spell completion to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats.

## **Multicast II**

Elemental (All)

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** One or more creatures (max of 4 per target)

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Cie'th Ispusteke

The caster emulates the cie'th ispusteke's ability to release a burst of magic formed by the chaotic energies that hold it together. A series of 2d4 missiles are launched upon any enemies within 60 ft. of the caster's choice, each one dealing 4d6 damage of a random element, determined by rolling a d8: 1 = fire, 2 = ice, 3 = wind, 4 = earth, 5 = lightning, 6 = water, 7 = holy, 8 = shadow. No more than four missiles can be made upon a single target. The missiles strike unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

## **Night Terror**

Dark/Enfeebling

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 100 ft.

**Target:** One creature

**Duration:** Instantaneous; see text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Diabolos

The caster emulates Diabolos's ability to inflict an inner nightmare within a target creature. The subject must make a Will save or take 15d4 points of shadow damage and is inflicted with Frightened status effect for 1d6 rounds. If the victim is asleep, the target takes 15d8 points of shadow damage and is inflicted with the Panicked status effect for 1d8 rounds instead.

## **Restoring Ruby**

Healing

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Allies within a 30-ft.-radius burst centered on you

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Carbuncle

The caster emulates the powerful healing ability of Carbuncle. All allies within 30 ft. are healed for 15d8 points of damage and are cured of 1 negative status effect of 4th level spell or lower. The caster must make a caster level check (1d20 + caster level) against the DC of the status effects for each one affecting your allies.

## **Rocket Punch**

Enfeebling (compulsion) [mind-affecting]

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** See below

**Spell Resistance:** Yes

**Learned From:** Gilgamesh

The caster emulates Gilgamesh shoots out a robotic fist towards a single target. This spell functions exactly like Gravity, needing a Fortitude save to resist the effects, if the target fails the save, it must also make a Will save or become Confused.

## **Sacrament**

Light

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** 4 rays

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Alexander

The caster emulates Alexander's ability to fire rays of holy energy. Each ray requires a ranged touch attack to hit and deals 4d6 points of holy damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

## **Sear**

Enfeebling/Elemental (Fire)

**Level:** Blue Mage 7

**Casting Time:** 1 swift action

**Range:** 50 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates — see description

**Spell Resistance:** Yes

**Learned From:** Ifrit

The caster emulates the Ifrit's ability to cause a foe to be inflicted with a blazing aura, causing creatures around it to burn. The target must make a successful Fortitude save, or fire erupts around it in a 15-ft.-radius burst, dealing 5d6 points of fire damage to creatures within the area of effect and are inflicted with the Burning status. A successful Reflex halves the damage and negates the status effect.

## **Shriek**

Enfeebling/Non-elemental

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** All creatures within a 30-ft.-radius centered on caster

**Duration:** Instantaneous/1d4 rounds

**Saving Throw:** Reflex half/Will negates; see text

**Spell Resistance:** Yes

**Learned From:** Immense Mandragora

The caster emulates the unsettling shriek of an immense mandragora. All creatures within 30 feet of the caster must make a DC 25 Reflex save or take 15d6 points of non-elemental damage and a DC 25 Will save or become nauseated for 1d4 rounds. A successful Reflex save halves the non-elemental damage, while a successful Will save negates the nausea. This is a sonic, mind-affecting effect.

## Stone Breath

Enfeebling

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Permanent

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Demonolith, Dolmen, & Tomb

The caster can emulate a dry gray breath of a Demonolith upon creatures in a 30-ft.-cone. Creatures within the area of effect are inflicted with Petrify status effect. This is permanent until cured.

## Tears of Frustration

Non-elemental

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** 30-ft.-radius burst centered on caster

**Duration:** Instantaneous

**Saving Throw:** Will half

**Spell Resistance:** Yes

**Learned From:** Cie'th Pijavica

The caster emulates the cie'th pijavica's ability to unleash a shrieking cry of despair. All enemies within a 30 ft. radius take 9d6 points of non-elemental damage, halving the damage on a successful Will save.

## Time Slip

Chronomancy/Enfeebling

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** See description

**Spell Resistance:** Yes

**Learned From:** Soulflayer Family and Gilgamesh

The caster emulates Psycheplayer clock rotating and engulfing his target into a deep slumber. The victim of this effect is aged 5d4 years in the blink of an eye with a Fortitude save to resist the effects. If the victim fails the Fortitude save, he must make a Will save or he falls into a magical slumber, can only be woken with a standard action. The target of this spell must have a HD equal to or less than the caster's caster level + caster modifier to be affected by this spell. This is a mind-affecting spell.

### **Vulcan Burst**

Enfeebling/Elemental (Fire)

**Level:** Blue Mage 7

**Casting Time:** 1 swift action

**Range:** 30 ft.

**Area:** 30-ft.-radius burst centered on caster

**Duration:** Instantaneous

**Saving Throw:** Reflex half — see description

**Spell Resistance:** Yes

**Learned From:** Ifrit

The caster emulates the Ifrit's ability to cause a burst of fiery energy to erupt around him, causing enemies to be blasted back. Creatures, except the caster, within a 30-ft.-radius take 10d6 points of fire damage and are pushed back up to 30 feet away from the caster. A successful Reflex save halves the damage and negates the knock back.

### **Weight of the Land**

Enfeebling/Elemental (Earth)

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** 3 10-ft.-diameter circles

**Duration:** Instantaneous

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

**Learned From:** Titan, the Lord of Crag

The caster emulates the Titan's earth eruptions. The caster chooses 3 10-ft.-diameter circles within 60 feet and causes all creatures within the area of effect to take 5d6 points of earth damage and are inflicted the Weighted status. A successful Reflex save reduces the damage by half and negates the status effect.

### **Zombie Breath**

Dark/Enfeebling

**Level:** Blue Mage 7

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Tot Aevis

The caster emulates the nasty foul breath of a tot aevis. This spell inflicts the Zombie status effect on all living creatures within the area if they fail their Fortitude save. This status effects causes the targets to have their type

changed to [Undead], but without any of the benefits of that type. Those inflicted are now damaged by healing spells and effects, but immune to death spells and effects.

## 8TH-LEVEL BLUE MAGE SPELLS

### Choco Halo

Enhancing

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Gold or Rainbow Chocobo

The caster emulates a gold chocobo's ability to place a halo over their ally or themselves. The target gains auto-raise, float, and haste: the ability to receive the Reraise status when the subject dies, gently float over the ground by 5 feet, receive +1 bonus to Attack rolls, +1 bonus to Reflex saves, +30 foot movement, and an extra attack if the subject uses a full-attack option.

### Choco Trishot

Elemental (Fire/Ice/Lightning)

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** Instantaneous; 1d4 rounds

**Saving Throw:** None

**Spell Resistance:** Yes(object)

**Learned From:** Rainbow Chocobo

The caster emulates a rainbow chocobo's ability to blast an opponent with fire, ice, and lightning at once within 30 ft. Requires a ranged touch attack roll to hit that deals 5d6+5 points of fire damage, 5d6+5 points of ice damage, and 5d6+5 points of lightning damage.

### Death Force

Enhancing

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** One creature

**Duration:** 2d4 rounds

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Phoenix Spawn

The caster emulates the protection of death from a phoenix spawn upon a single target. The target gains immunity to all Death spells and effects for 2d4 rounds.

### Diabolic Whistle

Enfeebling

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** 30 ft.-radius centered on you

**Duration:** 1d8 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Doomtrain

The caster emulates Doomtrain sending out an evil whistle hitting all enemies nearby him. All creatures within 30-ft.-radius are affected with a random bad ailment on each creature, roll a 1d8: Berserk (Will), Blind (Will), Confuse (Will), Doom (Fortitude), Frog (Fortitude), Sap (Fortitude), Silence (Will), or Slow (Fortitude).

## Dragon Force

Enhancing

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** Touch

**Duration:** 1 round/two level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Most Dragon types

The caster emulates a Red Dragon releasing the dragon soul within, improving herself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and ranged, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels.

## Emerald Blast

Enfeebling/Elemental (Water)

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

**Learned From:** Emerald Weapon

The caster emulates the Emerald Weapon's watery suffocating blast that engulfs a single target. The target takes 15d10 points of water damage and are inflicted with the Drenched status effect (Fortitude save for half damage and avoid the status effect).

## Flash Rain

Elemental (Ice/Water)

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** 30-ft.-cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

## **Learned From:** Blue Dragon

The caster emulates the Blue Dragon's ability to cause a shower of icy cold rain in a flash, hitting all those in a 30-ft.-cone. Those in the area of effect take 10d6 ice and 10d6 water damage, a successful Reflex for half damage.

## **Gigavolt**

Elemental (Lightning)

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** See below

**Target:** See below

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Yellow Dragon

The caster emulates a Yellow Dragon's charging up electricity and shooting it at a single target within 120 ft. or discharges a shock wave of electricity outward hitting all those within 60-ft. radius. The single target shot does 15d10 points of lightning damage or the radius blast does 10d10 points of lightning damage per target, a Reflex save for half damage.

## **Glare**

Elemental (Fire)

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** 90 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Rubicante

The caster emulates Rubicante's fiery gaze, and may select a single target within 90 feet. The target takes 15d10 points of fire damage, dealing half damage to those normally immune to fire and treating fire resistance as if it was 10 points lower.

## **Laser Barrage**

Non-Elemental

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** 60-ft.-cone

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Deathmask

You mimic a deathmask's ability to unleash a hail of lasers upon its foes. For each enemy within a 60 ft. cone, roll 1d4; the number rolled is how many times they take the 5d10 non-elemental damage. After the total damage is rolled, the affected creature makes a Reflex save for half damage.

## **Levinbolt**

Enfeebling/Elemental (Lightning)

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** 100 ft.

**Target:** 4 ranged touch attacks

**Duration:** Instantaneous/2d4 rounds

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Learned From:** Cie'th Cocytus

The caster emulates a cie'th cocytus's ability to unleash several blasts of electricity. The caster can make a series of four ranged touch attacks within 100 ft., each one doing 5d8 points of lightning damage and inflicting the Dazzled and Static conditions for 2d4 rounds, a successful Fortitude save negates the status effects. Upon a failed Fortitude save, those struck are also stunned for 1 round.

## **Maddening Cacophony**

Enfeebling/Dark

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** 60 feet

**Area:** 60-ft.-radius centered on caster

**Duration:** 1d6 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Shoggoth

The caster emulates the disturbing cacophony of sounds and words that sane life was not meant to hear from a shoggoth. All creatures in a 60-foot radius must make a DC 22 Will save or be confused for 1d6 rounds and take 1d6 points of Wisdom damage. A creature that saves cannot be affected by spell for 24 hours. This is a sonic mind-affecting effect.

## **Magnitude 8**

Elemental (Earth)

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Creatures within a 60-ft.-radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Brown Dragon

The caster can emulate the ground-shaking might of a Brown Dragon. Creatures within the area of effect take 15d10 points of earth damage and are inflicted with the weighted status effect. They must make reflex save for half damage and negates the status effect.

## **Mighty Roar**

Non-elemental



**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** 60 feet

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial or Reflex negates (object); see text

**Spell Resistance:** No; Yes (object)

**Learned From:** Thunder Behemoth

The caster emulates the mighty roar of a thunder behemoth. Any creature within the area is deafened for 6d6 rounds, stunned for 1 round, and takes 15d6 points of non-elemental damage. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of non-elemental damage per caster level (maximum 20d6). A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

## Northern Cross

Enfeebling/Elemental (Ice)

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 30-ft.-radius spread

**Duration:** 1 minute/level; see text

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Learned From:** White Dragon

The caster emulates a White Dragon's icy blizzard bombarding upon its prey. Every target can be trapped in solid ice 1 inch thick per caster level. If the creature fails its save, it is helpless, but can still breathe (the ice blocks line of effect to the target). If the target makes its save, it gains the entangled condition but can otherwise act normally. Whether or not the target saves, it takes 1 point of ice damage per caster level each round it is helpless or entangled in the ice. The ice has hardness 0 and 3 hit points per inch of thickness; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 10 + your caster level) or Escape Artist skill check (DC 15 + your caster level).

## Putrescence

Enfeebling/Non-Elemental

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** 45 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous; see text

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

**Learned From:** Cie'th Yomi

The caster emulates the cie'th yomi's ability to pour forth a cloud of black and magenta mist, robbing enemies of their strength. All enemies in a 45-ft.-cone take 12d8 points of non-elemental damage (Reflex save for half damage) and are subjected to a targeted *greater dispel* effect. Enemies that failed the Reflex save must also make a Fortitude save or be afflicted with the Disease status effect until cured, and suffer the Sap status effect for 1d6 minutes. Success results in being Poisoned for 1d6 rounds instead.

## **Ruby Fire**

Enfeebling/Elemental (Fire)

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

**Learned From:** Ruby Weapon

The caster emulates the Ruby Weapon's fiery blast that engulfs a single target. The target takes 15d10 points of fire damage and inflicts the Burning status effect (Fortitude save for half damage and negates the status effect).

## **Samba de Flan**

Enfeebling

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** 30-ft.-radius spread, centered on caster

**Duration:** 5d4 rounds

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Flan Princess

The caster emulates the flan princess's series of whistles, followed by rapid singing and dancing. All enemies within the area of effect must make a Will save or be inflicted with the Berserk status effect and suffer a -4 penalty on all further Will saves against the caster's abilities or spells for 5d4 rounds.

## **Shift Fate**

Enhancing/Enfeebling

**Level:** Blue Mage 8

**Casting Time:** 1 immediate action

**Range:** 120 feet

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Norn

The caster emulates the norn's ability to shift fates. As an immediate action, the caster can force any one target within 120 feet to reroll a saving throw—this ability must be used immediately after the saving throw is rolled, and the target must abide by the result of this second roll.

## **Spark Shower**

Elemental (Fire)/Elemental (Lightning)

**Level:** Blue Mage 8

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** Yes  
**Learned From:** Rune Giant

The caster emulates the Rune Giant's ability to cause a shower of sparks to erupt in a 30-ft.-cone. Those in the area of effect take 10d6 fire and 10d6 lightning damage, a successful Reflex for half damage.

## **Spirit Blades**

Summon/Non-elemental  
**Level:** Blue Mage 8  
**Casting Time:** 1 standard action  
**Range:** Personal; 50 feet  
**Target:** Six longsword-shaped force effects  
**Duration:** 1 round/level  
**Saving Throw:** None  
**Spell Resistance:** Yes  
**Learned From:** Asurendra Asura

The caster emulates the blades of force ability of an asurendra asura. The caster calls forth up to six longsword-shaped force effects that float near the caster until directed. The caster can use a standard action to direct one blade to attack a target up to a distance of 50 feet away, or use a full-attack action to cause all six blades to attack up to six different targets up to a distance of 50 feet away, each to a different location if desired. Once the caster directs a spirit blade to attack a foe, the blade continues to make a single attack against that foe each round on the caster's turn until directed otherwise by the caster and as long as the foe remains within 50 feet of the caster. As a move action, the caster can direct all currently attacking blades to switch targets to new foes within 50 feet. These weapons attack using the caster's base attack bonus modified by its Intelligence modifier, and deal 3d6 points of damage plus an amount of force damage equal to the caster's Intelligence modifier. Physical attacks do not affect these blades, but disintegrate, a sphere of annihilation, or a rod of cancellation (touch AC 25) causes them to vanish. If a spirit blade's target dies or moves beyond a 50-foot range and the caster does not retarget that blade by the end of its turn, the blade vanishes. Likewise, any blades that are not within 50 feet of the caster at the end of its turn also vanish.

## **Unholy Nimbus**

Dark/Enfeebling  
**Level:** Blue Mage 8  
**Casting Time:** 1 swift action  
**Range:** Personal  
**Area:** 60-ft.-radius burst centered on you  
**Duration:** Instantaneous; 1d10 rounds; see text  
**Saving Throw:** Will negate  
**Spell Resistance:** Yes  
**Learned From:** Nalfeshnee Demon

The caster can emulate the unholy nimbus of a nalfeshnee demon. The caster can create a nimbus of unholy light, causing nauseating beams of writhing color to play around his body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a Will save or be dazed for 1d10 rounds as visions of madness hound it. The caster is immune to this effect.

## **Void Form**

Enhancing/Dark

**Level:** Blue Mage 8  
**Casting Time:** 1 swift action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level  
**Saving Throw:** None  
**Spell Resistance:** No  
**Learned From:** Void Yai Oni

The caster emulates becoming incorporeal as a void yai oni. In this form, the caster appears as a solid black shadow of its true form. The caster gains the incorporeal subtype and incorporeal defensive ability while in void form. Any gear or armor the caster carries becomes incorporeal as well—it loses its AC bonus from armor and natural armor, but gains a deflection bonus to its AC equal to its Intelligence modifier. The caster may still speak while incorporeal and can still cast spells.

### **Wind Shear**

Enfeebling/Elemental (Wind)  
**Level:** Blue Mage 8  
**Casting Time:** 1 standard action  
**Range:** 100 ft.  
**Targets:** 4 ranged touch attacks  
**Duration:** Instantaneous; see text  
**Saving Throw:** Fortitude partial  
**Spell Resistance:** Yes  
**Learned From:** Cie'th Yomi

The caster emulates a cie'th yomi's ability to gather the very air itself into knifing blades and hurls them in the direction of his victims. The caster can make a series of four ranged touch attacks within 100 feet, all of which deal 5d8 points of wind damage and 1d6 bleed damage that stacks with other sources of bleed damage. A successful Fortitude save negates the bleed damage.

### **Wind Slash**

Elemental (Wind)  
**Level:** Blue Mage 8  
**Casting Time:** 1 standard action  
**Range:** 60 ft.  
**Area:** Cone-shaped burst  
**Duration:** Instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** Yes  
**Learned From:** Green Dragon

The caster emulates a Green Dragon's ability to cause the wind front of itself to slice all those in a 60-ft.-cone. Creatures within the area of effect take 15d6 points of wind damage, Reflex save for half damage.

## **9TH-LEVEL BLUE MAGE SPELLS**

### **Acid Rain**

Enfeebling  
**Level:** Blue Mage 9  
**Casting Time:** 1 standard action

**Range:** 20 ft.-radius centered on you  
**Duration:** 1 round/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
**Learned From:** Doomtrain

The caster emulates Doomtrain releasing a downpour of acid rain upon his enemies. All creatures within a 20-ft.-radius around the target must make a Will save or receive Deprotectra III and Deshellra III effects.

### **Aire Tam Storm**

Non-Elemental  
**Level:** Blue Mage 9  
**Casting Time:** 1 standard action  
**Range:** 60 ft.  
**Area:** Creatures within a 60-ft.-radius burst centered on you  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude half  
**Spell Resistance:** Yes  
**Learned From:** Emerald Weapon

The caster emulates the Emerald Weapon's powerful materia blast. This attack deals 20 points of non-elemental damage per material level (20/40/60/80) per materia on or equipped on each person within a 60-ft.-radius.

### **Anathema**

Dark/Enfeebling  
**Level:** Blue Mage 9  
**Casting Time:** 1 standard action  
**Range:** 60 ft.  
**Target:** One creature  
**Duration:** 1d6 rounds each; see text  
**Saving Throw:** See text  
**Spell Resistance:** Yes  
**Learned From:** Sacrifice Cie'th

The caster emulates the Sacrifice Cie'th's ability release a stream of black, vile mist at a target. The target is subjected to a targeted *greater dispel* effect, and given a menagerie of status effects. The target has to make a saving throw each to avoid the Sap (Fort), Slow (Will) and Imperil (Will) status. Another Will save must be made or imposes a -4 penalty on all saving throws against spells and spell-like abilities. In addition, it also forces the target to treat their caster level as four levels lower for determining the effects of any and all spells and spell-like abilities they use.

### **Choco Omnishot**

Dark/Elemental (All)/Light  
**Level:** Blue Mage 9  
**Casting Time:** 1 standard action  
**Range:** 30 ft.  
**Target:** One creature  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** Yes  
**Learned From:** Rainbow Chocobo

The caster emulates a rainbow chocobo's ability to blast an opponent with prismatic energies at once within 30 ft. Requires a single ranged touch attack roll to hit that deals 16d6+40 points of prismatic damage. (2d6+5 per element).

### **Diamond Flash**

Light/Enfeebling

**Level:** Blue Mage 9

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Creatures within a 60-ft.-radius centered on you

**Duration:** Instantaneous/1d6 rounds

**Saving Throw:** See below

**Spell Resistance:** Yes

**Learned From:** Diamond Weapon

The caster emulates the Diamond Weapon's holy attack that blasts the enemies around him/her. Creatures within the area of effect take 15d10 points of holy damage and are inflicted with the Dazzled status effect (Reflex save for half damage and negates the status effect). Creatures who fail the Reflex save are also inflicted with Silence status for 1d6 rounds. During the round that the caster casts this spell, the caster's damage reduction is reduced to zero.

### **Eyebeam**

Elemental (Lightning)

**Level:** Blue Mage 9

**Casting Time:** 1 standard action

**Range:** 100 feet

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Tzitzimitl

The caster emulates the tzitzimitl's glowing beam of force. As a ranged touch attack up to 100 feet, the caster deals 10d6 points of non-elemental damage and 10d6 points of lightning damage.

### **Flare Star**

Enfeebling/Elemental (fire)

**Level:** Blue Mage 9

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Area:** 20-ft.-radius centered on you

**Duration:** Instantaneous

**Saving Throw:** Reflex half and Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Bahamut

The caster emulates Bahamut reduces his opponents to ash, with a great flash of searing light. All enemies within the area of effect take 15d10 fire damage, with a Reflex save for half damage. Those who fail the saving throw are prompted to make a Fortitude save or be brought to -1 hit points and left dying (unless the damage from the fire damage brings them lower).

## Hyper Blaster

Enfeebling/Elemental (Lightning)

**Level:** Blue Mage 9

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Effect:** Ray

**Duration:** Instantaneous / 1d4 rounds

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Learned From:** Master Coeurl or Coeurl Regina

The caster emulates a Master Coeurl by releasing a pulse of extreme electricity through his/her fingertips at a single target within 30 ft. The caster must make a ranged touch attack, if it hits, the target takes 5d6 points of lightning damage and must make a Fortitude save or be inflicted with Doom for 1d4 rounds.

## Inertial Barrier III

Enhancing

**Level:** Blue Mage 9

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** See text (D)

**Saving Throw:** None

**Spell Resistance:** No

**Learned From:** Cie'th Raktavija

The caster emulates the cie'th raktavija's ability to manifest a shield of hexagonal plates of energy that completely surrounds the caster. The shield grants the caster damage reduction 20/- and negates up to 100 points of elemental damage, applying the caster's elemental resistances (if any) to the damage dealt to the shield, before dispersing. While this shield is in effect, the caster cannot take full-round actions, nor can it take both a standard and a move action in the same round.

## Inferno

Enfeebling/Elemental (Fire)

**Level:** Blue Mage 9

**Casting Time:** 1 standard action

**Range:** 60 feet

**Area:** 60-ft.-radius, centered on caster

**Duration:** Instantaneous / 1 minute

**Saving Throw:** Reflex half; see text

**Spell Resistance:** Yes

**Learned from:** Rubicante

The caster emulates Rubicante's ability to unleash a burst of hellfire. All creatures within a 60 ft. radius, including the caster, within the radius take 20d8 points of fire damage, dealing half damage to those normally immune to fire and treating fire resistance as if it was 10 points lower, also inflicting the Burning status for 1 minute, while the caster absorbs half of the damage rolled and does not suffer the Burning status effect. A successful Reflex save halves the damage dealt and negates the Burning status effect.

## Macabre

Non-Elemental

**Level:** Blue Mage 9

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Soul Eater

The caster emulates a soul eater's ability to release a ghastly wave from within. All creatures within the 30-ft.-radius must make a Reflex save for half or take 20d6 points of non-elemental damage.

## Maelstrom

Elemental (Wind)

**Level:** Blue Mage 9

**Casting Time:** 1 full-round action

**Range:** 30 ft.

**Area:** 20-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Learned from:** Barbariccia

The caster emulates Barbariccia's ability to unleash a black, draining wind upon their enemies. All enemies in a 20-ft.-radius burst, with a range of 30 feet, must make a Fortitude save or be reduced to a number of hit points equal to their HD. Those who are already at such a level of hit points or lower are reduced to 1 hit point instead. A successful saving throw reduces the enemy's current hit points by one quarter instead.

## Malediction

Enfeebling/Dark

**Level:** Blue Mage 9

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Creatures within a 30-ft.-radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** Fortitude half; see text

**Spell Resistance:** Yes

**Learned From:** Draugar

The caster emulates a draugar by releasing their malevolence on all nearby enemies within 30-ft.-radius spread. All creatures must make a Fortitude save for half damage, taking 12d6 points of shadow damage and the caster is healed by half of the total damage.

## Mighty Guard III

Enhancing

**Level:** Blue Mage 9

**Learned From:** Chrome Giant



This spell functions like *Mighty Guard*, except the target gets +6 resistance bonus to saving throws versus spells and +6 deflection bonus to Armor Class for the duration of the spell.

### **Multicast III**

Elemental (All)

**Level:** Blue Mage 9

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** One or more creatures (max of 5 per target)

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Cie'th Raktavija

The caster emulates the cie'th raktavija's ability to release a burst of magic formed by the chaotic energies that hold it together. A series of 3d4 missiles are launched upon any enemies within 60 ft. of the caster's choice, each one dealing 5d6 damage of a random element, determined by rolling a d10: 1 = fire, 2 = ice, 3 = wind, 4 = earth, 5 = lightning, 6 = water, 7 = holy, 8 = shadow, 9-10: non-elemental. No more than five missiles can be made upon a single target. The missiles strike unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

### **Phoenix Tear**

Healing

**Level:** Blue Mage 9

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Learned From:** Phoenix Spawn

The caster emulates the power to raise the dead through the phoenix spawn's tear. The caster's tear brings the target back to life and to full health, healing all damage. The target cannot be dead no longer than 10 minutes per caster level to be raised.

### **Purification**

Healing

**Level:** Blue Mage 9

**Learned From:** Alexander

The caster emulates Alexander's ability to purify his allies. This spell functions like *Greater Esunaga*.

### **Putrid Breath**

Enfeebling

**Level:** Blue Mage 9

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** 1d4 rounds

**Saving Throw:** See below

**Spell Resistance:** Yes

**Learned From:** Malboro Menace

The caster can emulate the noxious breath of a Malboro Menace. All creatures caught within the cone are affected by the following status effects for 1d4 rounds each: Berserk (Will save), Blind (Fortitude save), Confuse (Will save), Disable (Fortitude save), Disease (Fortitude save), Silence (Fortitude save), Petrify (Fortitude save), Poison (Fortitude save), Sap (Fortitude save), Sleep (Will save), and Slow (Fortitude save).

## **Rest In Peace**

Enfeebling

**Level:** Blue Mage 9

**Casting Time:** 1 standard action

**Range:** 100 ft.

**Area:** 30-ft.-radius

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Learned From:** Treant Family

The caster emulates a melia chanting a hymn of eternal rest. Any creature in the area of the hymn whom are asleep (friend and foe alike) die unless they make a Fortitude save.

## **Roulette**

Dark

**Level:** Blue Mage 9

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Allies, enemies, and self within a 60-ft.-radius centered on you

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Learned From:** Hecteyes or Orukat

The caster emulates a Hecteyes by summoning a hand of death that cycles through your allies, yourself, and your foes alike. Choose a creature within 60 feet at random, that creature dies. This spell cannot be reflected back at the caster. Everyone's numbers must be decided before you make the roll. Roll a die based on the size of the group within the radius and if it happens on fall upon their number, that target dies. If the number happens to be in between two picked numbers, flip a coin to determines who dies.

## **Soul-Drained Breath**

Dark

**Level:** Blue Mage 9

**Casting Time:** 1 standard action

**Range:** 120 ft. or 60 ft.

**Area:** 120-ft.-line or 60-ft.-cone

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Learned From:** Olethrodaemon

The caster emulates shrieking black smoke and wind of an olethrodaemon. The caster can either expel a 120-ft.-line or a 60-ft.-cone of shrieking black smoke and wind. Any living creature in the area of this attack takes 20d10 points of shadow damage, or half on a successful Reflex save. Undead creatures caught in this dark energy are healed for the same amount instead of damaged.

## Stop Gaze

Chronomancy/Enfeebling

**Level:** Blue Mage 9

**Casting Time:** 1 standard action

**Range:** 150 feet.

**Area:** 150-ft.-cone burst

**Duration:** 1 minute.

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Learned From:** Gazer

The caster emulates the central eye of a gazer. Creatures in the area of effect receives the Stop status effect. The victims are unable to move and act (are helpless) for the duration of the spell or until cured.

## Terror Eye

Chronomancy/Enfeebling

**Level:** Blue Mage 9

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** 1 round/2 levels (D)

**Saving Throw:** Will Negates

**Spell Resistance:** Yes

**Learned From:** Fora

The caster emulates a fora striking fear in their opponents. Creatures in the area of effect receive the Stop status effect. This is considered a fear effect. The victims are unable to move and act (are helpless) for the duration of the spell or until cured.

## Unicorn Purification

Healing

**Level:** Blue Mage 9

**Learned From:** Kirin

The caster emulates Kirin's holy light. This spell functions like *Basuna*.

## Vespersong

Enhancing

**Level:** Blue Mage 9

**Learned From:** Pumpkin Head

The caster emulates a pumpkin head that sings arcanic tunes around himself. This spell functions like *Faithra*.

## Warsong

Enhancing

**Level:** Blue Mage 9

**Learned From:** Deadly Nightshade

The caster emulates a deadly nightshade that sings proudly tunes around herself. This spell functions like *Bravera*.

## **Whirlsand**

Enfeebling/Elemental (Wind)

**Level:** Blue Mage 9

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Creatures within a 60-ft.-radius centered on you

**Duration:** Instantaneous/1d6 rounds

**Saving Throw:** See below

**Spell Resistance:** Yes

**Learned From:** Ruby Weapon

The caster emulates the Ruby Weapon's wind blast. Creatures within the area of effect take 15d10 points of wind damage and are inflicted with the Squalled status effect (Reflex save for half damage and negates the status effect). Creatures who fail the Reflex save must also make a Fortitude save or be inflicted with Blind status for 1d6 rounds.