

Blue Mage Spell List

0-LEVEL BLUE MAGE SPELLS

- Dancing Lights:** Creates torches or other lights.
- Daze:** A single humanoid creature with 4 HD or less loses its next action.
- Detect Magic:** Detects all spells and magic items within 60 ft.
- Elemental Orb:** Orb deals 1d3 elemental damage of chosen type.
- Guidance:** +1 on one attack roll, saving throw, or skill check.
- Ignite:** Ignites flammable objects.
- Mending:** Makes minor repairs on an object.
- Message:** Whisper conversation at distance.
- Read Magic:** Read magical scrolls.
- Resistance:** Subject gains +1 on saving throws.
- Ten Needles:** Target takes 1d4+1 points of piercing damage.
- Torchlight:** Object shines like a torch.

1ST-LEVEL BLUE MAGE SPELLS

- Blast Shot:** Ranged touch that deals 1d6+5 fire damage.
- Blood Drain:** Target takes 1d8 shadow damage and caster healed for damage inflicted.
- Chill:** Caster imbues his weapon or natural weaponry to deal additional ice damage.
- Congeval Water:** Target is inflicted with entangled and begins drowning.
- Dancehall Daze:** Creatures within 20-ft.-radius spread dance uncontrollably.
- Engulfing Winds:** Target takes 4d4 points of wind damage and is inflicted with Squall status.
- Fiddle:** Creatures within a 20-ft.-radius spread are compelled to dance.
- Frostbolt:** Ranged touch that deals 1d6+5 ice damage.
- Goblin Punch:** Ranged touch that deals 1d4+3 points of wind damage and causes the target to fall prone.
- Hundred Needles:** Target takes 3d4 points of piercing damage.
- Holybolt:** Ranged touch that deals 1d6+5 holy damage.
- Magic Fang:** One natural weapon of subject creature gets +1 on attack and damage rolls.
- Marrow Drain:** Target takes 1d4 MP damage, heals caster for MP or HP if no MP pool.
- Magic Hammer:** Ranged touch that deals 1d4 points of MP damage.
- Mud Gun:** Ranged touch that deals 1d6+2 earth damage and Weighted status effect.
- Photosynthesis:** Caster heals 1d6+3 damage and gains Fast Healing 1.
- Poison Needles:** Ranged touch that deals 2d4 non-elemental damage and is inflicted with Poison status.
- Pumpkin Head:** Ranged touch that deals 1 point of non-elemental damage plus 1d4 per 5 hit points the caster has lost from max.
- Seed Cannon:** Ranged touch that deals 2d6 points of piercing damage.
- Self Destruct:** Caster explodes, dealing 1d6 half fire/bludgeoning damage per level to all creatures within 5-ft.-radius burst/level.
- Sickening Breath:** Enemies suffer -2 penalty to Attack rolls/Skill checks, 10-ft.-radius.
- Tail Fling:** Ranged touch that deals 1d6+5 points of earth damage.
- Terror Touch:** Target becomes frightened.
- Umbral Gaze:** Ranged touch that deals 1d6+2 points of lightning damage and is inflicted with Blind status.
- Water Gun:** Ranged touch that deals 1d6+2 points of water damage and inflicts Drenched status.

2ND-LEVEL BLUE MAGE SPELLS

- Acid Droplet:** Target takes 4d6 points of water damage and is inflicted with Poison status.
- Autumn Breeze:** Caster heals for 3d6+12 damage.
- Choco Cure:** Heals for 3d8+6 damage.
- Choco Dark:** Ranged touch that deals 3d6+5 shadow damage and inflicts Dimmed status.
- Choco Flame:** Ranged touch that deals 3d6+5 fire damage and inflicts Burning status.

Choco Guard: Caster gains a +2 resistance bonus on saves vs spells and a +2 deflection bonus to AC.

Choco Ice: Ranged touch that deals 3d6+5 ice damage and inflicts Frozen status.

Choco Light: Ranged touch that deals 3d6+5 holy damage and inflicts Dazzled status.

Choco Stone: Ranged touch that deals 3d6+5 earth damage and inflicts Weighted status.

Choco Thunder: Ranged touch that deals 3d6+5 lightning damage and inflicts Static status.

Choco Water: Ranged touch that deals 3d6+5 water damage and inflicts Drenched status.

Choco Wind: Ranged touch that deals 3d6+5 wind damage and inflicts Squalled status.

Corrosive Web: Ranged touch that inflicts Entangled and Poison status effect.

Dream Pollen: Enemies are inflicted with Sleep status.

Electric Shock: Deals 2d8 points of lightning damage to a single living creature.

Electrocute: Random lightning spell effect.

Fireflash: Target takes 3d6 points of fire damage and is inflicted with Blind status.

Flash: 30-ft.-radius, inflicts Blind status.

Frightful Moan: Living creatures within 30 feet become panicked.

Garuda's Favor: Blesses allies within a 30-ft.-radius with a +2 dodge bonus to AC.

Healing Ruby: Heals 2d8+5 damage and bestows Fast Healing 2.

Hear No Evil: Ranged touch attack that deals 3d6 shadow damage and inflicts Deafened status.

Hell Slash: Touched slashing weapon deals an additional 1d6 points of shadow damage.

Impulse: Ranged touch that deals 4d6 points of non-elemental damage.

Leech: Target takes 2d6 points of shadow damage and the caster is healed for that much.

Sandblast: Enemies are inflicted with Blind status.

Sandpit: Target is inflicted with Immobilize status.

Shadow Blink: Teleports caster to any foe within 15 ft. and is allowed 1 single melee attack.

Shriek: Creatures within 30 feet become nauseated.

Snowpit: 15-ft.-radius spread, all creatures are inflicted with the Frozen status.

Telekinetic: Caster can launch movable objects.

Wing Cutter: Creatures within the 30-ft.-cone burst take 4d6 points of wind damage.

Zephyr Arrow: Ranged touch that deals 3d6 wind damage and knocks the target back 10 feet.

3RD-LEVEL BLUE MAGE SPELLS

Aqueous Discharge: Enemies take 3d6 water damage and are inflicted with Drenched and Imperil (water) status effects.

Ashen Blight: Enemies are inflicted with Blind status.

Bacteria: Target is inflicted with Sap status.

Black Cloud: Targets take 5d4 points of shadow damage and are inflicted with Blind status.

Black Waves: Targets take 3d6+12 points of shadow damage each round.

Blaster: Ranged touch that deals 3d6 lightning damage and is inflicted with Immobilize status.

Blind Needles: Ranged touch that deals 6d4 non-elemental damage and is inflicted with Blind status.

Blood Howl: Nearby allies are granted a +2 dodge bonus to AC and a +2 morale bonus to attack rolls.

Bloody Claw: Melee touch that deals 3d6 shadow damage and caster is healed for that much.

Choco Barrier: Caster gains a +2 resistance bonus on saves vs spells, +2 deflection bonus to AC, and Fast Healing of 2.

Curse Gaze: Target is inflicted with the Curse status effect.

Ecliptic Howl: Grants nearby allies a +3 morale bonus to Attack rolls and a +3 dodge bonus to Armor Class.

Ectosmash: Teleports caster to any foe within 30 ft. and is allowed 1 single melee attack.

Fireball: 20-ft.-radius burst that deals 5d8 points of fire damage.

Fists of Lightning and Thunder: Caster imbues his natural attacks with lightning or thunder.

Frightful Moan: 30'-radius, centered on caster, inflicted Panicked on all living creatures.

Grave Reel: 2d6 shadow damage, 15-ft.-radius, heals caster for damage inflicted.

Greater Magic Fang: One natural weapon gets + 1/four levels (max +5).

Greater Magic Hammer: Ranged touch attack that deals 3d4 points of MP damage.

Horror Cloud: Target is inflicted with Slow status.

Ice Block: Target becomes encased in ice.

Life Sounding: Allies are healed for 3d6 points of damage, cured of Poisoned status, and are no longer fatigued.

Light Rays: Four ranged touch attacks that deal 2d6 points of holy damage each.

Nausea Powder: Targets take 3d6 points of non-elemental damage and are inflicted with Poison status.

Rock Throw: Ranged attack that deals 3d6 (+ strength modifier) points of earth damage and inflicts Slow.

Rolling Thunder: Allies gain +1d6 lightning damage to their weapon damage rolls.

Shining Ruby: Allies gain a +3 deflection bonus to AC and +3 resistance bonus to saving throws.

Silver Powder: Targets are inflicted with Blind, Silence, and Poison status.

Sonic Tail: 20-ft.-radius, centered on caster, that deals 5d4 points of non-elemental damage and dazes creatures for 1 round.

Speak No Evil: Ranged touch attack that deals 5d6 shadow damage and inflicts Silence status.

Spectral Mist: Caster can assume a cat-like mist form.

Spring Breeze: Targets are inflicted with Sleep status.

Thousand Needles: 8d4 points of piercing damage, 30-ft.-cone burst.

Tongue: Melee touch that inflicts Sleep status.

Touch of Ages: Caster imbues his touch or melee weapons with the ability to magically age or de-age a foe.

Triumphant Roar: Caster gains a +6 morale bonus to Attack rolls.

White Wind: Allies are healed for 4d6+15 damage.

4TH-LEVEL BLUE MAGE SPELLS

100-Kuponze Swipe: Summons a great axe that swings in a 30-ft.-cone for 7d6 non-elemental damage.

Aerial Armor: Allies gain Damage Reduction 5/-.

Aqualung: 8d6 water damage, 30-ft.-radius, inflicts Silence status.

Breath Wing: 30-ft.-cone that deals 8d6 points of wind damage.

Choco Esuna: Target is cured of a status effect like the *Esuna* spell.

Choco Life: Target dead creature is raised back to life like the *Raise* spell.

Cold Wave: Deals 1d4 ice damage/caster level + 1d2 dexterity damage in a 45-ft.-cone.

Confusing Gaze: Target is inflicted with Confused status.

Corrupting Touch: Melee touch attack deals 7d6 points of shadow damage.

Crimson Roar: Allies gain a morale bonus to melee damage rolls.

Curse: Enemies are inflicted with Curse status.

Death Needles: Ranged touch that deals 8d4 non-elemental damage and inflicts Paralyzed status.

Discord: Ranged touch attack that deals 1d4 negative levels.

Drain Touch: Melee touch that deals 4d6 shadow damage and caster is healed for that much.

Earthquake: 8d6 earth damage, 30-ft.-radius.

Entice: Target is charmed like the *Charm* spell.

Fearful Bay: Caster barks or howls, inflicting panic in all creatures within 300 feet.

Filth Cloud: Disease and Poison status inflicted, 30-ft.-cone.

Frog Song: Target is inflicted with the Frog status.

Frost Armor: Creatures attacking the subject of this spell take ice damage.

Gates of Hades: 8d6 fire damage, 20-ft.-radius.

Glittering Ruby: Allies gain a +5 bonus to a random stat.

Hallowed Armor: Enemies attacking the subjects of this spell with melee attacks take 1d6 holy damage.

Healing Flame: Target takes 6d6 damage (half fire/holy) and caster is healed for half the damage dealt.

Hydrotwister: Target takes 6d6 points of water damage and is inflicted with Deprotect and Deshell statuses.

Lightning Armor: Creatures attacking the subject of this spell take 1d6 points of lightning damage.

Lilliputian Lyric: Target is inflicted with the Mini status effect.

Mesmerizing Voice: Inflicts the Charm status effect to nearby creatures.

Mournful Howl: Caster howls, inflicting paralyze in all creatures within 100 feet.

Nightmarish Slumber: Inflicts Sleep status effect and lowers Attack rolls by 1d6 to nearby creatures.

Petrify: Target is inflicted with the Petrify status.

Rail Cannon: 10-ft.-line that deals 8d6 holy damage and inflicts Dazed.

Sea Song: Allies gain a bonus to AC equal to caster's Charisma modifier.

Shockwave: Targets take 8d6 points of earth damage and pushed back.

Spinning Mogshield: Summons a spinning shield that deals 3d7 bludgeoning damage and inflicts Stunned for 1d4 rounds.

Summer Breeze: Caster receives the benefits of *Esuna* or Fast Healing 5 if it fails.

Sweet Breath: 15-ft.-cone that inflicts Sleep status.

Tek Laser: 5d8 points of non-elemental damage, 30-ft.-cone.

Umbral Storm: Deals 8d6 lightning damage and inflicts Blind in a 20-ft.-radius burst.

5TH-LEVEL BLUE MAGE SPELLS

Bad Breath: Status effects, 30-ft.-cone.

Bedazzle: 30-ft.-radius spread, inflicting Charm and Confused status effects.

Choco Meteor: An exploding sphere that deals 10d6 points of damage (half earth/fire).

Choco Recharge: Transfers 5d6 MP to a nearby ally.

Crypt Dust: Target is inflicted with the Zombie status effect.

Eerie Howl: Enemies are inflicted with Disable status.

Fire Roar: 30-ft.-cone that deals 10d6 fire damage and inflicts Burning status.

Fulmination: 10d6 lightning damage, 20-ft.-radius, inflicts Disable status.

Hailstorm: 3d6 bludgeoning damage, 2d6 ice damage, 20-ft.-radius, each round.

Howling Moon: Caster goes into a berserk-like rage.

HP Absorb: Target takes 5d6 points of non-elemental damage, heals caster equal to damage.

Ice Roar: 30-ft.-cone that deals 10d6 ice damage and inflicts Frozen status.

Inertial Barrier: Grants damage reduction 10/- and absorbs up to 30 points of elemental damage.

Lethe Arrow: Ranged touch that deals 8d6 points of wind damage and inflicts Sleep status.

Magitek Barrier: Caster and nearby allies gain a +2 deflection bonus to AC and spell reflection.

March of the Moogles: Summons a large harp that bestows a +5 bonus to attack/damage rolls for allies within range.

Miasma: Deals 5d6 points of non-elemental damage in a 30-ft.-cone and inflicts status effects.

Mighty Guard: Caster and nearby allies gain a +2 resistance bonus on saves vs spells and a +2 deflection bonus to AC.

Mind Blast: Target takes 8d6 points of non-elemental damage and inflicted with Stunned status.

MP Absorb: Target takes 5d6 points of MP damage, heals caster's MP pool equal to damage.

Multicast: Caster fires off 1d6 missiles of 3d6 points of random elemental damage.

Mustard Bomb: Ranged touch that causes the target to be reduced to -1 HP if taking any action.

Permafrost: Target is inflicted with the Frozen status.

Pit of Despair: Functions exactly like *Gravity*.

Pox: Target is inflicted with Disease and Sap status effects.

Ragnarok: Creates a 120-ft.-radius darkness, centered on the caster.

Raise Dukes: Caster gains 10/- DR, Counterattack, and is unable to move.

Sandstorm: 30-ft.-radius that deals 12d6 points of damage (half earth/wind) and inflicts Blind status.

Spring Water: Allies are cured of 1 magical status effect of 4th level or lower and healed for 10d6 damage.

Ten Thousand Needles: 16d4 points of piercing damage with 5 points of bleeding, 60-ft.-cone burst.

Thunderbolt: 10d6 lightning damage, 40-ft.-radius, inflicts Static status.

Wail: 30-ft.-radius burst, stunning all creatures and staggering them afterwards.

Water Shield: Grants nearby allies *water breathing* and *freedom of movement*.

Winter Breeze: 30-ft.-radius burst, affecting all with the effects of *Greater Dispel*.

6TH-LEVEL BLUE MAGE SPELLS

Bewitching Gaze: Target is inflicted with Blind, Silence, Immobilize, Disable, and Petrify.

Blood Saber: Targets take 9d6 shadow damage and caster is healed from half of the total damage.

Concerted Effort: Caster is imbued with the ability to imbue allies with enhancing magic with successive attacks.

Confusing Glare: 30-ft.-cone gaze that inflicts Confused status.

Corruption: Target is inflicted with Confuse status.

Crimson Rays: 20-ft.-cone, inflicts Imperil status.

Death Claw: Melee touch that deals 10d6 non-elemental damage and inflicts Paralyzed status.

Death Cutter: Caster imbues his weapon and makes a single attack that causes the Doom (as *Countdown*) status.

Death Grip: Melee touch that deals 8d6 shadow damage and inflicts Stun.

Diamond Fire: Ranged touch that deals 15d6 points of non-elemental damage.

Earthen Ward: Allies gains Damage Reduction 10/-.

Emerald Beam: Ranged touch that deals 15d6 points of non-elemental damage.

Eruption: 20-ft.-radius burst that deals 15d6 points of fire damage and inflicts Burning status.

Everyone's Grudge: Target takes 14d8 points of shadow damage.

Exploding Bubbles: 15-ft.-cone that deals 15d6 points of water/wind damage and knocks creatures prone.

Feel My Pain: Target is inflicted by the spell, Unwilling Shield.

Incisor: Melee touch that deals 10d6 non-elemental damage and inflicts Poisoned status.

Heaven's Cataract: 30-ft.-radius, centered on caster, dealing 12d4 non-elemental damage and inflicting Deprotect and Deshell status effects.

Level 3 Confuse: HD of multiples of 3 are inflicted with the Confuse status.

Level 5 Death: 30-ft.-radius, centered on caster, kills all creatures with HD in multiples of 5.

Level ? Holy: 30-ft.-radius, centered on caster, deals 1d8 points of holy damage and inflicts Dazzled in multiples of HD that equals a prime number.

Lightning Roar: 45-ft.-cone that deals 15d6 lightning damage and inflicts Static status.

Megaflash: 12d6 fire damage, 30-ft.-radius, inflicts Blind status.

Mog Eye Shot: Ranged touch attack that deals 8d10 non-elemental damage plus double your Dexterity modifier.

Pom Cure: Heals all allies for 10d6+25 damage.

Pom Flare: 30-ft.-radius, deals 10d6 fire damage and inflicts Burning status.

Pond's Chorus: Targets are inflicted with the Frog status.

Poison Gas: 30-ft.-radius burst, deals 12d6 non-elemental damage and inflicts Poisoned status.

Ruby Light: Allies are protected by a magical barrier that has a chance to reflect spells.

Ruby Ray: Ranged touch that deals 15d6 points of non-elemental damage.

Shadow Flare: Target takes 1d6 shadow damage per level (maximum 15d6) and is inflicted with Dimmed status.

Snowstorm: 30-ft.-line that deals 14d6 ice damage and inflicts Frozen status.

Thunder Guard: Allies gain a +10 morale bonus to saving throws versus lightning spells and effects.

Thunderspark: 10d6 lightning damage, 30-ft.-radius, inflicts Paralyzed status.

Tidal Roar: Inflicts Shaken status and a penalty to Attack rolls to nearby creatures.

Turtle Shell: Fast Healing 10, DR 15/-, +10 Armor Bonus to AC, Elemental Resistance 15 but unable to do any other action.

Twister: Target is reduced to a number of hit points equal to its HD.

Virus Fly: Ranged touch that deals 14d6 shadow damage and is inflicted with Curse status.

Whirlpool: 10d6 water damage, 15-ft.-radius, inflicts Immobilize status.

7TH-LEVEL BLUE MAGE SPELLS

Adaptive Defense: Caster gains resistance 30 against an attack.

Angel Whisper: Heals for 3d6+12 damage and imbues with Reraise status.

Annihilate: Deals 15d8 fire damage and inflicts Burning status in a 30-ft.-radius.

Big Wave: 50-ft.-line, 25-ft.-wide, dealing 15d6 points of water damage and knocking creatures prone.

Calcifying Ray: 60-ft. ranged touch attack that petrifies a target.

Danse Macabre: Targets are inflicted with Zombie status.

Death-Stealing Gaze: Inflicts a negative level to all living creatures within 30 feet.

Downburst: 12d6 wind damage, 30-ft.-cone, inflicts knockback.

Gaze: Target is inflicted with confusion.

Granite Gaol: Target is imprisoned in stone and is inflicted with Sickened condition.

Inertial Barrier II: Grants damage reduction 15/- and absorbs up to 60 points of elemental damage.

Lava Blast: Ranged touch that deals 16d6 points of fire damage and inflicts Burning and Entangled status effects.

Level 4 Flare: HD of multiples of 4 take 1d8 fire damage per level and are inflicted with the Burning status.

Magma Hoplon: Caster gains 10/- DR and creatures attacking the subject take 3d6 points of fire damage.

Mighty Guard II: As *Mighty Guard*, except +4 to all bonuses instead.

Moon Flute: Caster and all creatures within area of effect are inflicted with Berserk status.

Multicast II: Caster fires off 2d4 missiles of 4d6 points of random elemental damage.

Night Terror: Target takes 15d4 shadow damage (or 15d8 shadow damage if asleep) and is inflicted with Frightened (or Panicked if asleep) status.

Restoring Ruby: Allies are cured of 1 magical status effect of 4th level or lower and healed for 15d8 points of damage.

Rocket Punch: Functions like the *Gravity* spell, except it also inflicts Confusion.

Sacrament: Caster fires 4 rays that deal 4d6 holy damage each, as a ranged touch attack.

Sear: Target is inflicted with a blazing aura that deals 5d6 points of fire damage in a 15-ft.-radius burst around the target.

Shriek: Deals 15d6 points of sonic damage and inflicts Nauseated status within a 30-ft.-radius burst.

Stone Breath: 30-ft.-cone that inflicts creatures with Petrify status.

Tears of Frustration: Deals 9d6 points of non-elemental damage in a 30-ft.-radius.

Time Slip: The target falls asleep and is aged by 5d4 years permanently.

Vulcan Burst: 30-ft.-radius burst that deals 10d6 points of fire damage and knocks creatures 30 feet away.

Weight of the Land: Deals 5d6 earth damage and inflicts Weighted status in 3 10-ft.-diameter circles.

Zombie Breath: 30-ft.-cone burst that inflicts Zombie status.

8TH-LEVEL BLUE MAGE SPELLS

Choco Halo: Subject gains Reraise, Float, and Haste status.

Choco Trishot: Ranged touch that deals 5d6+5 fire damage, 5d6+5 ice damage, and 5d6+5 lightning damage.

Death Force: Target gains immunity to Death spells and effects.

Diabolic Whistle: 30-ft.-radius, centered on you, inflicts a random status effect.

Dragon Force: Target gains an increase in all healing and damage dealt.

Emerald Blast: Target takes 15d10 points of water damage and is inflicted with the Drenched status.

Flash Rain: 30-ft.-cone burst that deals 10d6 ice damage and 10d6 water damage.

Gigavolt: Either deals 15d10 lightning damage to a single target or 10d10 lightning damage to multiple targets.

Glare: Target takes 15d10 points of fire damage.

Levinbolt: Caster launches 4 ranged touch attacks up to 100 feet away, dealing 5d8 points of lightning damage and inflicting Dazzled and Static status effects.

Maddening Cacophony: All creatures within a 60-ft.-radius become confused and suffer 1d6 wisdom damage.

Magnitude 8: All creatures within a 60-ft.-radius take 15d10 points of earth damage and become weighted.

Mighty Roar: Deals 15d6 non-elemental damage in a 60-ft.-cone and causes deafness and stun effects.

Northern Cross: Creatures are encased in ice and take ice damage per round.

Putrescence: Deals 12d8 points of non-elemental damage in a 45-ft.-cone, inflicting greater dispel, disease, and sap status effects.

Ruby Fire: Target takes 15d10 points of fire damage and is inflicted with Burning status.

Samba de Flan: 30-ft.-radius burst, all creatures are inflicted with Berserk status.

Shift Fate: Target is forced to reroll a saving throw.

Spark Shower: Deals 10d6 fire and 10d6 lightning damage in a 30-ft.-cone.

Spirit Blades: Conjures six longsword-shaped force effects.

Unholy Nimbus: Caster surrounds himself in nauseating beams of light that inflict Daze on non-demons.

Void Form: Caster becomes incorporeal.

Wind Shear: Caster launches 4 ranged touch attacks up to 100 feet away, dealing 5d8 points of wind damage and inflicts 1d6 points of bleeding.

Wind Slash: 60-ft.-cone burst that deals 15d6 points of wind damage.

9TH-LEVEL BLUE MAGE SPELLS

Acid Rain: 20-ft.-radius, centered on you, inflicts Deprotect III and Deshell III.

Aire Tam Storm: Deals 5 points of non-elemental damage per material level (5/10/15/20) per materia equipped/on enemies within a 60-ft.-radius.

Anathema: Inflicts Greater Dispel and inflicts Sap, Slow, and Imperil status effects to single target.

Choco Omnishot: Ranged touch that deals 16d6+40 prismatic damage. (2d6+5 for each element).

Diamond Flash: 15d10 points of holy damage, 60-ft.-radius, inflicts Silence status.

Eye Beam: Ranged touch attack that deals 10d6 non-elemental damage and 10d6 lightning damage.

Flare Star: 15d10 points of fire damage, 20-ft.-radius, and must make Fortitude save or be brought to -1 HP.

Hyper Blaster: Ranged touch that deals 5d6 lightning damage and inflicts Doom status.

Inertial Barrier III: Grants damage reduction 20/- and absorbs up to 100 points of elemental damage.

Inferno: 60-ft.-radius, dealing 20d8 points of fire damage and inflicting Burning status.

Macabre: 30-ft.-radius spread, dealing 20d6 points of non-elemental damage.

Maelstrom: 20-ft.-radius burst, reducing all creatures' hit points to the number of HD they possess.

Malediction: 30-ft.-radius spread, dealing 12d6 shadow damage and caster is healed by half of the total damage.

Megaflare: 60-ft.-cone burst that deals 1d8 points of fire damage per level, inflicting Burning status and ignoring any resistances.

Mighty Guard III: As *Mighty Guard*, except +6 to all bonuses instead.

Multicast III: Caster fires off 3d4 missiles of 5d6 points of random elemental damage.

Phoenix Tear: Target is raised from the dead and at full health.

Purification: This spell functions like *Greater Esunaga*.

Putrid Breath: As *Bad Breath*, but more status effects in a 30-ft.-cone burst.

Rest In Peace: 30-ft.-radius that kills any sleeping creatures in the area.

Roulette: One random creature within a 60-ft.-radius dies.

Soul-Drained Breath: 20d10 points of shadow damage in a 120-ft.-line or 60-ft.-cone.

Stop Gaze: Inflicts Stop status effect in a 150-ft.-cone.

Terror Eye: 30-ft.-cone burst, inflicts Stop status.

Unicorn Purification: This spell functions like *Basuna*.

Vespersong: This spell functions like *Faithra*.

Warsong: This spell functions like *Bravera*.

Whirlsand: 15d10 points of wind damage, 60-ft.-radius, inflicts Blind status.