

Tactics Ogre: The Knight of Lodis Spell/Ability Guide

by DHooper

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Tactics Ogre: The Knight of Lodis
Version: 1.3
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The Guide to Spells & Abilities

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I. Version History

Version 1.0 (7/28/2002) This is the first version of my first FAQ. I know that there will be lots to add so I'm bracing myself.

Version 1.1 (8/11/2002) Adding more info on where to find certain spells.

Version 1.2 (8/11/2002) Added locations of more of the spells and added a section about shopping for Spells.

Version 1.3 (8/14/2002) Added a Contact section. Also added a Spell Combo's section. Added my opinions/ratings for some of the spells. Fixed some mistakes about the level on which you gain some abilities. Also revamped the spell section to make it look better.

Version 1.4 (8/15/2002) Added some new credits, changed some of the spell

description (thank you Rashidi) and got rid of my ratings, left my opinion on it but no more A's and B's.

II. About this FAQ

This FAQ is going to be a FAQ that will tell you what spells to cast when and on whom. It will also tell you about the different people that can cast spells and what spells they can cast.

III. The Basics of Spells and MP

-----Part A-----

How to equip a spell: I'll bring you through this from the beginning, first you must be on the Organize screen. Then you must select the character you want to equip the spell to. Once you are on the Character Data screen press R and then select the "Spell" option. Now if you see blank space in the box below talent then you can equip a spell, if you see a box with and X in it you cannot equip a spell there. The maximum number of spells you can have equipped at one time is four. This means that if you see a small blank space and then 3 boxes with X's in them, then you can equip 1 spell.

Now to actually equip the spell you must press A twice over a blank space. This will bring you to a screen showing you all the spells that you have in your possession. If the name of the spell is written in black lettering, click on it once to equip it. If the name of the spell is written in grey lettering then you cannot equip the spell while you are in your current class. If the name of the spell is written in red then all the copies you have of that spell have already been equipped, you can only equip one copy of one spell to one person at a time. You are allow to equip two of the same spell to a person though, if you have enough copies, not that you would ever want to do that.

Now to remove a spell all you have to do is move the cursor over the spell and then press L and it disappears from your list and goes back into your inventory. Now if you go on to a characters spell screen and one of the spells there is written in red there is no way to remove it, so don't even try. Usually those abilities written in red are abilities that only the class you are in have so don't expect to use in when you change classes, the spots that the abilities are in can't be changed so they aren't really spell slots.

-----Part B-----

What kinds of spells are there: There are 8 types of spells. The 8 types are Missile Spells/Attacks, Area-Effect Spells, Support Spells, Summon Spells, Breath Attacks, Effect Spells, Direct Attack Spells and Special Attack Spells. Here are the general descriptions for all of the types of spells.

Missile Spells/Attacks: These are the bottom of the barrel they do little damage and don't always hit, there only redeeming fact about them is that they only usually cost a few mp to cast so you could cast them all day.

Area-Effect Spells: These spells are the all-purpose spells of the game. They are almost spilt into two parts the elemental Area-effect Spells and the bane & virtue Area-Effect Spells. The elemental Area-effect Spells do as much damage as Missile Spells but they never miss, ever. Also after your spell caster has more then 70 Int instead of only affecting 1 space, it will effect five, in a +

pattern. The Bane & Virtue Area-Effect Spells are very different though some don't ever affect more than one space and some don't do damage, look for more detailed information under the spell section.

Support Spells: This is mixed bag, so you'll have to look under the spells description to find out more information.

Summon Spells: A massive area of effect spell that does massive damage. It is different then area-effect spells because what a summon does is it targets all of the people inside the AOE (area of effect) with 1-10 attacks (1 attack per 20 Int.) The main difference though is that the attacks the summon makes can miss, depending on what direction the person is facing, their agility, your agility and what you are standing on.

Breath Attacks: An attack that only a few animals and anyone with the dragon set equipped have. They are pretty powerful but at first they can only reach one space in front of where you character is facing but eventually it has an AOE of 4 in a < shape. They also never miss. Though the effect that the breath has does not always works.

Effect Spells: These are the spells that don't go under any other category, like Support Spells it is a mixed bag.

Direct Attack Spells: They are exactly what they say you must get beside your opponent to use the spell. They are usually pretty powerful, though they do not always hit.

Special Attack Spells: These are some of the most powerful attacks in the game which why there are only 4. They can be equipped anything but beasts and dragons, whether they have a spell slot or not it automatically takes up the fourth spell slot (used completely for these skills). One of which though can only be given to one specific person. Other then that they share nothing in common so you will have to look at their descriptions to find out more.

-----Part C-----

MP/SP and how it works: MP is a very important part of spell casting, this is for obvious reasons because without MP/SP you can't cast spells (you can use some abilities but that's different.) The first thing you must know about MP is that it does not work like HP, at the beginning of a match you have 0 MP and then it goes up by 10 every turn. This means that for your first turn (unless you have Euphaire or some items) you have no MP, and only once you are on your second turn do you get 10MP. There are of course a few items that can raise your MP, both temporarily and permanently. SP is a little different, for one there is no way to raise its max other then by levelling up, and there in no item, or spell that can raise it during a match. One thing you must remember is that every spell takes away from you MP and only so much will regenerate every turn to you must remember to conserve it.

IV. Who can Cast What Kind of Spells

Part A

Who can cast what spells:

Humans:

Soldier: They can only equip the Special Attack Spells, they have no spell slots.

Ninja: They can equip all Missile Spells (except Lightning Bow) and get Shuriken Barrage as an ability (not un-equipable.) They can also equip all of the Area-Effect spells except for Exorcism, Fiend's Grip, Brain Sap and Enfeeble, they have one spell slot.

Archer: They can, like soldiers only equip the Special Attack Spells, they have no spell slots.

Wizard: Finally a real magic class. Despite the fact that they have 3 magic slots they can't cast anything that a ninja couldn't. They can also equip the Special Attack Spells.

Cleric: These are one of the three healing classes. They have 3 spell slots. In these 3 slots you can put in any Virtue spells except for Resurrection, Tranquillize, Divine Radiance and Ingis Fatuus. They can also equip the Special Attack Spells.

Knight: They can cast Heal, Cleanse and Lightning Bow, though they have only one spell slot.

Swordmaster: They can cast any support spell but the virtue element ones and the bane ones, but one can cast Fluid Magic. They also get two abilities, Pelting Fury- a Missile Attack Spell and Swallow's Daze- a Direct Attack Spell. They also (like all the other classes) can equip the Special Attack Spells. They have one spell slot.

Valkyrie: They can cast any spell that a wizard can but, with one less spell slot. They can also equip the Special Attack Spells

Dragoon: Dragons have one spell slot I which they can put any one missile spell, except for Lightning bow. They can also equip the Special Attack spells.

Siren: They have 3 spell slots into which you can put in everything a wizard can, plus all of the Summon Spells. They can also equip the Special Attack Spells.

Warlock: They can equip any support spell except for the Virtue ones and all the bane ones except for Fluid Magic. They also get the special ability Barren Soul. They of course can also equip the special attack spells. They have two spell slots.

Witch: They can cast anything a Warlock can. They also have 2 spell slots. They also get the special ability Fascination.

Priest: This is the Cleric's upgrade and the second best healing class. They have three spell slots, in which they can put any Virtue spell, except for Ignis Fatuus. They can also equip the Special Attack Spells.

Beast Tamer: They have no spell slots, so the only thing they can equip are the Special Attack Spells.

Dragon Tamer: They have one spell slot. In this spell slot you can equip any of the Missile Spells, except for Lightning Bow. They can also equip the Special

Attack Spells.

Demi-Humans:

Fairy: They have no spell slots, but they get 3 abilities, Fairy's Kiss, Fairy's Embrace and Magic Missile. They can also equip the Special Attack Spells.

Hawkman: They, like fairies have no spell slots, but they get one ability, Thunder Arrow. They can also equip the Special Attack Spells.

Mermaid: They have no spell slots, but they have 2 abilities, Lullaby and Cheer. They can also equip the Special Attack Spells.

Giant: They have no spell slots but they get the ability Titan Crush. They cannot learn the Special Attack Spells.

Transcended Beings:

Lich: They have 3 spell slots to equip any spell they can. They can equip any equip able spell except for all the virtue ones and summons.

Angel Knight: They have no spell slots but have two special abilities, Poignant Melody and Banish. They can also equip the Special Attack Spells.

Undead Beings:

Ghost: They have 3 spells slots that you can fill with, Nightmare, Brain Sap, Cursed Existence and Enfeeble. They can also equip the Special Attack Spells.

Dragon Zombie: They have no spell slots, they do have Rotten Breath as an ability though. They cannot learn the Special Attack Spells.

Beasts: (Note: None of the Beasts can learn the Special Attack Spells, and none of them have Spell Slots)

Griffin: There only ability is Windstorm.

Cockatrice: There only ability is Petrifying Breath.

Octopus: There only ability is Strangling Tentacles.

Cerberus: There only ability is Mesmerize.

Dragons: (Note: None of the Dragons can learn the Special Attack Spells, and none of them have Spell Slots)

Thunder Dragon: They have the ability Thunder Breath.

Red Dragon: They have the ability Fire Breath.

Earth Dragon: They have the ability Poison Breath.

Blue Dragon: They have the ability Cold Breath.

Mushus: They have the ability to use the Breath Weapon that corresponds to their element. Fire element Mushus get Fire Breath, wind element Mushus get Thunder Breath, earth element Mushus get Poison Breath and water element Mushus get Poison Breath.

Naga: They have the ability to use the Breath Weapon that corresponds to their element.

Vrtra: They have the ability to use the Breath Weapon that corresponds to their element.

Denizens of the Netherworld:

Gorgon: They have no spell slots but they get the ability Evil Eye. They can equip the Special Attack Spells.

Gremlin: They have no spell slots but they get 2 abilities, Fairy's Kiss and Fairy's Embrace. They can equip the Special Attack Spells.

Hero Classes:

High Priest (Rictor Lasanti): The third (and best) of the healing classes, he has 3 spell slots in which to put *any* Virtue spells. He can also equip the Special Attack Spells.

Sorceress (Cybil Alinda): She has three spell slots into which she can put everything but any Virtue spell or any Bane spell other than Nightmare, Fluid Magic and Fiend's Grip. She can also equip the Special Attack Spells.

Shaman (Euphaire): She has three spell slot which she can put everything but any Virtue spell, except Ignis Fatuss or any Bane spell other than Necromancy. She can also equip the Special Attack Spells.

Summoner (Elrik): He has two spell slot into which he can put everything but any Virtue spell, except Ignis Fatuss or any Bane spell other than Necromancy. He also has the special ability Sumoon Golem. He can also equip the Special Attack Spells.

Lesser Daemon (Saia): He has two spell slots into which he can put any Bane spell except Fiend's Grip, Necromancy and Fluid Magic. He can also equip the Special Attack Spells.

The Witch* (Deneb Rhode): She has 2 spell slot into which she can put every spell that a normal Witch can plus all of the summons, Cursed Existence, Faith and Tranquillize. She also has the special ability Temptation. She can also equip the Special Attack Spells.

Part B

What spells should they equip:

Humans:

Soldier: My suggestion is to equip nothing, they could equip a Special Attack Spell but you probably shouldn't because soldiers are not very strong so the moves would be wasted.

Ninja: Since they only have one magic slot, my suggestion is to equip the elemental Area-Effect Spells that matches that character element, because Shuriken Barrage works fine as a Missile Spell.

Archer: My suggestion is to equip nothing, but if you use them as your main bowman then they actually are good candidates for Lachesis but if you use a Hawkman or Angel Knight as your bowman equip it to them.

Wizard: I would suggest giving a wizard, the Area-Effect Spell that matches their element, the Missile Spell that matches your element and a Area-Effect Spell that doesn't match your element (though still not the opposite. Saying this a wind element wizard would have these 3 spells equipped, Thunder Flare, Air Blade and Firestorm/ Ice Field. I wouldn't suggest giving any of the Special Attack Spells to a wizard because the spells rely too much on strength and wizards are (in general) weak.

Cleric: My suggestion would be to give a cleric the following three spells, Heal Plus (the beat of the healing spells, Faith (to get rid of Undead) and Lightning Bow (the only offensive spell a Cleric can cast) if your not dealing with undead then switch out Faith for Cleanse (to get rid of abnormal status.) Though they are stronger then wizards (Strength Wise) they are still weak, so don't give them any of the special attack spells.

Knights: My suggestion would be to equip them with Heal, because Cleanse never was too useful for me anyway and Lightning Bow relies on agility to determine whether it hits or not and a knights agility is not very good. You could put Atropos on a Knight because they have high HP and high defense which will offset the HP loss (when using Teleport/Atropos in Quest Mode this is important.)

Swordmaster: I usually equip one with one of 3 spells Molten Blade, Teleport or Ray of Paralysis. There are many options so equip what you think is appropriate. My other suggestion is whenever you can't reach your opponent any don't have much MP use Pelting Fury, it may not do much but some is better then none. In regard to Swallow's Daze it is decent move but only use it if it is a desperate situation. When speaking about the Special Attack Spells, you should give Atropos to your strongest Swordmaster.

Valkyrie: My suggestion would be to equip the Area-Effect and Missile Spell that match your element. Saying that a Water element Valkyrie would have the following two spells equipped, Ice Javelin and Ice field. They can also equip the Special Attack Spells and one of the best candidates for Clotho, though Dragoons are better.

Dragoon: My suggestion is a simple one, give the Dragoon the Missile Spell that matches its element, and then only use it as a last resort because Dragoons are (in general) stupid. They are also one of the best candidates for Clotho, but many people use them with a sword so that would be stupid. Personally I use them with spears, but I don't have any on my main team so I have it on Elrik. About Atropos they are a good candidate because they have high HP and high defense which will offset the HP loss (when using Teleport/Atropos in Quest Mode this is important.)

Siren: My suggestion is to put the same thing you put on your wizard on your Siren unless you use your Siren as your main Summoner then instead of putting in the two Area-Effect Spells put in the elements Summon spell. So a fire Siren would look like this, Salamander, Fireball and Thunderbird/ Gnome. Don't give them one of the Special Attack Spells there too weak.

Warlock: I would suggest that you put Ray of Paralysis and one other spell for the other spell I suggest either Petrifying Cloud, Teleport, Poison Squall or Molten Blade, I would choose this second one based on your Element. In regard to the Special Attack Spells even though a Warlock is not a bad fighter one can just not compare to some of the other classes (strength wise.)

Witch: My suggestion for the Witch is the exact same as the one for the Warlock. When talking about putting the Special Attack Spells on a Witch, stop, and never think about it again, don't do it they're too weak.

Priest: There are so many different ways you can set up a Priest I will tell you my three favorites. Set-up 1: Resurrection (to bring back the dead), Heal Plus (to make sure you don't have to use Resurrection) and Divine Radiance (to do massive damage, so your heavy hitters can finish them off.) Set up 2: Resurrection (same reason as before), Faith (to get rid of un-dead) and Heal Plus (same reason as before.) Set-up 3: Full Heal (bring a guy from 1 to full health in one shot), Lightning Bow (so the Priest can do some damage without wasting too much MP) and Resurrection (same reason as stated before.) You can choose whichever or even make your own, though personally I think #1 is one of the best set-ups out there. On the note of Special Attack Spells, like Clerics they're too weak for them. I also have a verses mode set-up (because you can't use Resurrection in vs. mode.)

Dagon Tamer: Simple what to do, put in whatever Missile Spell matches there Element, and don't bother with the Special Attack Spells Dragon Tamer's are too weak.

Beast Tamer: Nothing, don't equip anything at all, they are way too weak to equip any of the Special Attack Spells and they have no spells slot.

Demi-Humans: (Note: I'm only going to talk about Hawkmen because you shouldn't even consider putting any of the Special Attack Spells on any of the other Demi-Humans, and none of them have spell slots so telling you what to put in them would be a little redundant.)

Hawkman: They actually are one of the better choices for Lachesis, the other good one is an Angel Knight but personally I like it better on an Angel Knight, but if you disagree go right ahead and put it on a hawkman they are still a very good choice.

Transcended Beings:

Lich: Since a Lich is more of an offensive spellcaster than a supportive spellcaster I would suggest that you equip the following three spells, Fiend's Grip (for large amounts of Area-Effect damage), Time Flux (to let one of the other characters on the team go again) and Enfeeble (to do some damage in a pinch while getting some HP back too. Don't equip the Special Attack Spells to a Lich they're (like most spellcasters) too weak.

Angel Knight: They have no spell slots so they can't equip anything but the Special Attack Spells and a Angel Knight is actually a good candidate for one, Lachesis. They are in my opinion the best candidate for it, for two reasons,

one, they can fly and two, they also have ofthere really good abilities to back it up.

Undead Beings: (Note: I will only talk about the Ghost because the Zombie Dragon has no spell slots and it can't equip the Special Attack Spells.)

Ghost: They have little choice about what they can equip but the ones they can equip aren't bad, so my suggestion is to equip, Nightmare (2nd turn attack), Brain Sap (to get enough MP for Enfeeble), Enfeeble (main attack spell, do some decent damage while getting back HP).

Beasts and Dragons (Note: I'm not going to talk about them because they have no spell slots and cannot equip the Special Attack Spells, So like most of the Demi-Humans me telling you about what to equip would be extremely silly. If you do want to know how to effectively use these abilities look at the spells description, I'll tell you there.)

Denizens of the Netherworld:

Gorgon: Don't equip anything they're too weak to effectively use the Special Attack Spells, your going to have to deal with only using Evil Eye (which is a good spell anyway.)

Gremlin: Like Fairy's they are very weak and have low HP so even if you did do some damage the amount you would take yourself would be crippling (i.e., where you might have survived one hit before, you might not now.)

Hero Classes:

High Priest (Rictor Lasanti): I suggest you use the same set-up as you would a priest except use Ignis Fatuss as your attack spell (if you want one.) In regard to the Special Attack Spells, though he is a decent fighter he's just not quite good enough to really do the amount of damage you want to get from those spells.

Sorceress (Cybil Alinda): It is hotly debated how Cybil should be set up so I will show what in my opinion are the best three ways (Note: These are all done with Cybil as a Wind element character.) Set-up #1, (use this if you have no Fluid Magic user/ Euphaire) Air Blade (use this when your really low on MP), Thunder Flare (use this when you have some MP but not much) and Thunderbird (use once you've spent the turns building up the MP.) Set-up #2 (Use this if you have a Fluid Magic user/ Euphaire, but only use them once a match), Air Blade (use this when your running low on MP), Thunderbird (use this right after your MP is charged up to do some big damage early) and Fenrir/ Salamander (use this when your opponent is particularly resistant to Wind element attacks.) Set-up #3 (use this when your not afraid to use you Fluid Magic user/ Euphaire often), Thunderbird (use this in the same way as you would in Set-up #2), Fenrir/ Salamander/ Ignis Fatuss (use this in the same way as you would in Set-up #2) and Fiend's Grip (use this when either you see a large group of people together or when your opponent is very fast and your summons would barely hit.) I personally use Set-up #3 in combination with Euphaire and a Priest. Though Cybil is a better fighter then the average spellcaster she still isn't strong enough to use the Special Attack Spells so don't equip them to her.

Shaman (Euphaire): (Note: This is all based upon Euphaire being a Fire element character.) I have two different set-ups that work well with Euphaire. Set-up #1 (general set-up, use if Euphaire is the one that give the party MP, not visa-versa) Firestorm (to use if you don't need to give anyone MP but don't have enough MP for Salamander) and Salmander (to use if you have a lot of MP and don't need to give MP to anyone else.) Set-up #2 (Use if Euphaire is your main summoner) Salamander (main attack spell), Gnome/Tunderbird/Ignis Fatuss (use if opponent is resistant to fire.) Euphaire is way to weak to use a Special Attack Spell.

Summoner (Elrik): (Note: This is based on Elrik being a Earth element character): Like Euphaire I will tell you 2 different set-ups. Set-up #1 (use if Elrik has little MP support) Acid Vapour (2nd turn attack, only use if necessary) and Gnome (to use once you have enough MP), whenever you have 20-30 MP use Summon Golem. Set-up #2 (Use if Elrik has a lot of MP support) Gnome (main attack spell), Fenrir/ Salamander/ Ignis Fatuss (use if opponent is resistant to earth spells. Elrik is a decent candidate for Clotho and personally I use him for that, but only because no one else on my team has a spear/thrusting sword.

Lesser Daemon (Saia): I have one spell set-up for Saia and Rashidi has another, mine is, Enfeeble (for some decent damage while healing) and Brain Sap (so you have enough MP to use Enfeeble.) Rashidi's is to put Enfeeble and Nightmare and here's why, "The best spell set up for Saia is Nightmare and Enfeeble. Why? Because the Bloody Cleaver can be used as an item (without breaking) to cast Enfeeble. So Saia can use all three of his spells." As for the Special Attack Spells, though he would be a good candidate for Atropos but you get him to late so he can't learn it.

Witch* (Deneb Rhode): I have two good set-ups for Deneb. Set-up #1 (Use if she's more offence then support) Petrifying Cloud (if your opponent can't remove the effect, the person that was effected, is out of the match) and whichever summon corresponds to her element (use once you've build up enough MP.) Set-up #2 (Use if she's the one who gives the group MP) Fluid Magic (to give the group MP) and Ray of Paralysis (use if no one needs MP.) She is (like most spellcasters) weak so don't give her the Special Attack Spells.

V. The Spells

Part A: Missile Spells/Attacks

Air Blade

Game Description: Missile (Wind). 6 MP, Range 7, AOE 1. Spinning ring of wind.

Power: 35

Cost: 400 Goth.

Rating: This spell though not very useful, uses very little MP so it can be used when you are running low, on a personal note I think that this is the third best looking Missile Spell.

Fireball

Game Description: Missile (Fire). 6 MP, Range 7, AOE 1. Fireball that damages a foe, burns fields and melts snow.

Power: 35

Cost: 400 Goth.

Rating: This spell is like the above spell but actually is better because it can

burn grass/snow, which may not sound important, but it helps in treasure hunting and it can also make a space that previously would have hindered your character, help him/her.

Acid Vapor

Game Description: Missile (Earth). 6 MP, Range 7, AOE 1. Vapor that corrodes target.

Power: 35

Cost: 400 Goth.

Rating: This spell is exactly like Air Blade in what it does except for I don't like the animation as much ;).

Ice Javelin

Game Description: Missile (Water). 6 MP, Range 7, AOE 1. Piercing ice spear.

Power: 35

Cost: 400 Goth.

Rating: This spell is exactly like Acid Vapor and Air Blade and just like them.

Lightning Bow

Game Description: Missile (Virtue). 6 MP, Range 7, AOE 1. Bolt of electrical energy hits target.

Power: 35

Cost: 500 Goth.

Rating: This spell is exactly like the other Missile Spells but this one is Virtue and during the game there are a lot of Bane enemies so it can be more effective.

(Note: All of the above spells are available from stores at the beginning of the game.)

Magic Missile

Gained: By Fairy's at level 20)

Game Description: Missile Attack (Virtue). 15 SP, Range 7, AOE 1. Sacred pellet.

Power: 45

Rating: The best Missile Spells (closely followed by Thunder Arrow), it is tied for 2nd for power and with it being wielded by a fairy is almost never misses and as an extra bonus it is a Virtue spell, which is always good, but it costs a lot of MP. I also think that it has the second best animation. A fairy should always use this when they get the chance.

Pelting Fury

Gained: As soon as the character becomes a Swordmaster.

Game Description: Missile Attack. 0 MP, Range 7, AOE 1. Hurls a stone at the enemy.

Power: 30

Rating: This spell though has less power than the buyable Missile Spells it takes no MP and when its being used by a Swordmaster it doesn't miss often, though its worthy to note that a Swordmaster should only use this if he cant reach his opponent, but it can be used every turn so you can build up the MP to use your support spell.

Shuriken Barrage

Gained: As soon as the character become a Ninja.

Game Description: Missile Attack. 0 MP Range 7, AOE 1. Small weapons thrown at a foe with decent accuracy.

Power: 25

Rating: This is the worst Missile Spell even though it uses no MP and is very accurate it is very very weak, so you ninja should only use it on the first turn if he/she can't reach his/her opponent but can reach with this. Don't use if you have enough MP to use another spell.

Thunder Arrow

Gained: By Hawkmen at level 10.

Game Description: Missile (Wind). 15 SP, Range 7, AOE 1. Bolt of lightning shocks enemy.

Power: 45

Rating: This is the second best Missile, and I think that it has the best animation, it does cost a lot of MP though (in comparison to the others), but its all that a Hawkman has to look forward to so a Hawkman should use this anytime he gets the chance.

Titan Crush

Gained: By Giant's at level 10.

Game Description: Missile Attack, 20 SP, Range 7, AOE 1. Crushes foe with gigantic boulder. Powerful, but not always accurate.

Power: 90

Rating: The first thing to not is that even though it doesn't say it in the game when a giant uses this ability the target (if hit) has a chance of being instantly killed. Though this spell (damage wise) is one of the most powerful in the game it is horribly inaccurate, never above 49% and if the giant's agility is lower then the character that he is using on it gets even lower, and with a giant's agility that's common. Though if your opponent has been slowed down or is unable to move and it hits it is going to hurt a lot.

(Note: The above spells are only available if your are currently in the specified class)

Part B: Area-Effect Spells

Thunder Flare

Game Description: Area-Effect (Wind). 12 MP, Range 6, AOE 1-5. Lighting strikes to damage foes. AOE increases with the users INT.

Power: 35

Where you can get it: Mullin drops it as her War Trophy in the Scabellum story battle.

Cost: 800 Goth.

Rating: This is the average Area-effect spell, I say this because all it does is damage and not to much at that, even saying that, it still isn't a bad spell.

Firestorm

Game Description: Area-Effect (Fire). 12 MP, Range 6, AOE 1-5. Pillars of fire that damages foes, burns fields and melts snow. AOE increases with the users INT.

Power: 35

Cost: 800 Goth.

Rating: This one does the same amount of damage as Thunder Flare but it also burns all of the spaces that is hits which is very helpful not only in treasure hunting but it can also make a space that previously would have hindered your character, help him/her.

Crag Crush

Game Description: Area-Effect (Fire). 12 MP, Range 6, AOE 1-5. Damages foes with a falling boulder. AOE increases with the users INT.

Power: 35

Where you can get it: The wizard at the Formido Fortress story battle drops it as a War trophy.

Cost: 800 Goth.

Rating: This spell is exactly like Thunder Flare except that it does the damage

with a different element.

Ice Field

Game Description: Area-Effect (Water). 12 MP, Range 6, AOE 1-5. Damages foes by freezing the air. AOE increases with the users INT.

Power: 35

Cost: 800 Goth.

Rating: This spell is like Crag Crush, with Water element damage.

(Note: All of the above spells can be bought from stores after the Formido Fortress Battle.)

Exorcism

Game Description: Area-Effect (Virtue). 25 MP, Range 5, AOE 1-5. Banishes undead (can't resurrect). Spell does not effect undead that are retrieving. AOE increases with the users INT.

Power: 0

Cost: 1250 Goth. Can be bought at any time after the Solea story battle

Rating: This a specialty spell, if you're fighting undead you'll be so happy that you have it, but if you're not fighting undead you're going to be saying to yourself "Why do I have this spell?" When fighting undead it can instantly banish them, if it hits and its pretty accurate. Though when fighting living creatures it does nothing.

Fiend's Grip

Game Description: Area-Effect (Bane). 18 MP, Range 6, AOE 1-5. Damages foes by the hand of an evil spirit. . AOE increases with the users INT.

Power: 55

Where you can get it: Fiend's Grip is acquired by beating the Harmonia story battle.

Rating: This is the most powerful Area-effect spell, and it only cost 6 MP more then the other damaging Area-Effect spells! It also is of the Bane element and you fight a lot of Virtue enemies near the end of the game, so that makes it that much more effective.

(Note: All of the above Area-Effect spells increase from 1 to 5 spaces affected when the caster's INT passes 70.)

Nightmare

Game Description: Area-Effect (Bane). 8 MP, Range 7, AOE 1. Foe drifts into unconsciousness and suffers from malignant nightmares.

Power: 20

Cost: 500 Goth. Can be bought at any time after the Formido Fortress Battle

Rating: First thing to say is that the spell can sometimes cause the target of the spell to fall asleep. Though it can make the opponent fall asleep it is rare and the damage the spell does is minimal.

Brain Sap

Game Description: Area-Effect (Bane). 15 MP, Range 4, AOE 1. Absorbs MP.

Power: 0

Cost: 800 Goth. Can be bought at any time after the Solea story battle.

Rating: Hmmm a spell that does MP damage and then gives the damage to the user of the spell, sounds helpful doesn't it? It isn't as effective as it may seem though it still is good. The reason that is not as effective as it looks is that there are other spells that can give you MP and they give you more, and if it hits it doesn't do too much damage meaning that you don't get much back, and to top it off its range is low meaning that an opponent can run up to the caster next turn and exact some, painful revenge.

Enfeeble

Game Description: Area-Effect (Bane). 15 MP, Range 4, AOE 1. Absorbs HP.

Power: 0

Where you can get it: It is equipped on Saia if you get him, is also equipped on some ghost's at Gryllus, but they do not drop it as war trophy's.

Rating: Takes about 5-15% of the opponents max HP and adds it to your current HP, though it can still not go over you max HP. This spell also through any defences which makes it very effective.

(Note: Even though these are Area-Effect spells, they only affect 1 space, don't ask me why they are like this they just are.)

Banish

Gained: only by Angel Knights when they reach level 15

Game Description: Area-Effect (Virtue). 25 SP, Range 6, AOE 1-5. Sacred prayer that damages foes mentally and banishes the unnatural. Area of Effect increases with user's INT.

Power: 35

Rating: Banishes undead and removes MP from anyone else that it is cast on. When talking about this spell think Exorcism with a bit of Brain Sap thrown in making it better then both.

Fascination

Gained: As soon as the character becomes a Witch

Game Description: Area-Effect (Bane), 15 MP, Range 7, AOE 1-5. Charms enemies with a little flirtatious batting of the eye lashes so that they join your troops. Area of Effect increases with caster's INT.

Power: 0

Rating: This is a half-decent spell, which if it hits is very effective, but it can never has a success rate of above 49% unless they are parilized/asleep but why would you want to charm them then. Though its low accuracy it a small price to pay for charming a possible 4 people.

Poignant Melody

Gained: As soon as the character becomes an Angel Knight

Game Description: Area-Effect (Virtue), 20 SP, Range 6, AOE 1-5. A requiem in the language of angels. Undead will recover HP/MP/SP. Area of Effect increases with user's INT.

Power: 45

Rating: This spell does what it does well unfortunately it only works on two classes Ghosts and Zombie Dragons.

Windstorm

Gained: Only by Griffins when they reach level 10

Game Description: Area-Effect (Wind), 20 SP, Range 7, AOE 5. Tiny tornado hits target.

Power: 35

Rating: Think Thunder Flare with a longer range, and you've got this spell,

Part C: Support Spells

Harnella's Influence

Game Description: Global Support (Wind), 10 MP. Strengthens Wind, weakens Earth.

Power: 0

Cost: 400 Goth. Available in stores from the beginning of the game on.

Rating: This spell raises all of the spaces on the playing field's bonus by +5 to Wind and -5 to Earth, which really isn't . (Note: All Global Support spells affect the entire field.)

Summon Tempest

Game Description: Global Support (Wind), 15 MP. Summons storm.

Power: 0

Cost: 600 Goth. Can be bought at any time after the Urodela story battle.

Rating:

Haste

Game Description: Support (Wind), 20 MP, Range 7, AOE 1. Temporarily increases speed and allows movement beyond normal range.

Power: 0

Cost: 1000 Goth. Can be bought at any time after the Solea story battle.

Rating:

Teleport

Game Descriptions: Support (Wind), 25 MP, Range 1, AOE 1, Teleports ally. Allows you to teleport one ally to any space (except obstacles) on the field.

Power:0

Where you can get it: A Swordmaster in the Haena story battle drops it as a War Trophy (Path A only).

Rating: Cannot be used in Vs. Mode.

Ray of Paralysis

Game Description: Support (Fire), 15 MP, Range 7, AOE 1-5, Paralyzing ray. Area of Effect increases with caster's INT.

Power: 0

Cost: 800 Goth.

Rating:

Zoshonel's Influence

Game Description: Global Support (Fire), 10 MP; Strengthens Fire, weakens Water.

Power:

Cost: 400 Goth.

Rating: Raises all of the spaces on the playing field's bonus by +5 to Fire and -5 to Water

Clear Sky

Game Description: Global Support (Fire), 15 MP, Drives away wind and rain.

Power: 0

Cost: 600 Goth.

Rating:

Molten Blade

Game Description: Support (Fire), 20 MP, Range 7, AOE 1. Temporarily strengthen ally's weapon.

Power: 0

Cost: 600 Goth.

Rating:

Berthe's Influence

Game Description: Global Support (Earth), 10 MP, Strengthens Earth, weakens Wind.

Power: 0

Cost: 400 Goth.

Rating: Raises all of the spaces on the playing field's bonus by +5 to Earth and -5 to Wind.

Constrain

Game Description: Support (Earth), 20 MP, Range 7, AOE 1, Temporarily lowers speed and restricts movement by changing target's movement type.

Power: 0

Cost: 800 Goth.

Rating:

Hurdle Wall

Game Description: Support (Earth), 20 MP, Range 7, AOE 1, Moves ally to adjacent panel regardless of elevation.

Power: 0

Cost: 800 Goth.

Rating:

Petrifying Cloud

Game Description: Support (Earth), 25 MP, Range 7, AOE 1-5. Petrifying gas creeps from the earth, turning foes to stone. Area of Effect increases with user's INT.

Power: 0

Where you can get it: The Witch in the Ostorea Throne Room story battle has it, dropped as her War trophy.

Rating:

Slumber Mist

Game Description: Support, 15 MP, Range 7, AOE 1-5, Foes lured to sleep by chilling breeze. Area of Effect increases with caster's INT.

Power: 0

Cost: 800 Goth.

Rating:

Grueza's Influence

Game Description: Global Support (Water), 10 MP; Strengthens Water, weakens Fire.

Power: 0

Cost: 400 Goth.

Rating: Raises all of the spaces on the playing field's bonus by +5 to Water and -5 to Fire.

Purify

Game Description: Support (Water), 10 MP, Range 7, AOE 1, Recovers target from abnormal status. Which are, paralysis, charm, sleep, confusion, poison and petrified.

Power: 0

Cost: 600 Goth.

Rating:

Poison Squall

Support, 20 MP, Range 6, AOE 1-5, Saturates air with toxic elements, damaging and poisoning foes. Area of Effect increases with caster's INT.

Power: 20

Cost: 600 Goth.

Rating:

Heal

Game Description: Support (Virtue), 8 MP, Range 7, AOE 1. Recovers HP of living character, excludes undead.

Power: 25

Cost: 400 Goth.

Rating:

Cleanse

Game Description: Support (Virtue), 10 MP, Range 7, AOE 1; Recover from abnormal status.

Power:0

Where you can get it: The Cleric at the Formido Fortress story battle drops it.

Can also be taken from the cleric at the Naja story battle. Cost: 1000 Goth.
Rating: Which are, paralysis, charm, sleep, confusion, poison and petrified.

Faith

Game Description: Global Support (Virtue), 15 MP, Hearts are purified by God's grace, and the undead that are about to revive are banished.

Power: 0

Cost: 400 Goth.

Rating:

Tranquillize

Game Description: Global Support (Virtue) 15 MP, Negates support/fear effects.

Power: 0

Cost: 600 Goth.

Rating: Takes away anything that raises or lowers someone else's bravery level.

Heal Plus

Game Description: Support (Virtue), 12 MP, Range 6, AOE 1-5, Multiple characters recover HP, excludes undead. Area of Effect increases with caster's INT.

Power: 35

Cost: 1000 Goth.

Rating:

Full Heal

Game Description: Support (Virtue), 18 MP, Range 1, AOE 1, Recovers target's HP fully (not undead).

Power: 0

Cost: 1250 Goth.

Rating: Always heals 999 damage, still can't go over your max.

Resurrection

Game Description: Support (Virtue), 25 MP. The soul is returned by prayer.

Power: 0

Where you can get it: Dropped by the Priest in the Sotavento story battle.

Rating:

Cursed Existence

Game Description: Global Support (Bane), 15 MP, The undead are immediately resurrected by the evil god, Asmodee.

Power: 0

Cost: 400 Goth.

Rating: Any undead that are resurrecting come back immediately.

Fluid Magic

Game Description: Support (Bane), 8 MP, Range 7, AOE 1, Transfers MP to an ally.

Power: 0

Cost: 1200 Goth.

Rating: However much HP damage it does your character the person that it is directed to gets that much MP.

Time Flux

Game Description: Support (Bane), 25 MP, Range 6, AOE 1, Allow second turn.

Power: 0

Where you can get it: Dropped by the witch in the Charadrius story battle (Path B only).

Rating:

Necromancy

Game Description: Support (Bane), 25 MP, When cast before battle's end, revives dead characters as undead.

Power: 0

Where you can get it: Beat the third quest in a certain amount of turns.

Rating: Humans and Transmigrated characters turn into Ghosts and dragons turn into Zombie Dragons, does not work on anyone else.

(Note: All of the above spells with an AOE increase in range from 1 to 5 spaces affected when the caster's INT passes 70.)

Part D: Summon Spells

Thunderbird

Game Description: Summon (Wind), 35 MP, RNG 5, AOE 13. Summons Thunderbird, the spirit of lightning. Number of summons depends on user's INT.

Power: 55

Where you can get it: Either having Cybil in your party (Path A) or killing her when she is possessed (Path B).

Rating: All of the Summon Spells except for Summon Golem are the same in what they do so there isn't much difference between them, but they are all still very, very good spells.

Salamander

Game Description: Summon (Fire), 35 MP, Range 5, AOE 13. Summons Salamander, spirit of Fire. Number of summons depends on user's INT.

Power: 55

Where you can get it: Dropped by Euphaire at the Blete story battle.

Rating: (Stated above)

Gnome

Game Description: Summon (Earth), 35 MP, RNG 5, AOE 13. Summons Gnome, the spirit of earth. Number of summons depends on user's INT.

Power: 55

Where you can get it: Dropped by the Siren in Naja story battle.

Rating: (Stated above)

Fenrir

Game Description: Summon (Water), 35 MP, Range 5, AOE 13. Summons Fenrir, the spirit of Ice. Number of summons depends on user's INT.

Power: 55

Where you can get it: Dropped by Elrik at the Belleza story battle.

Rating: (Stated above)

Ignis Fatuus

Game Description: Summon (Virtue); 35 MP, RNG 5, AOE 13, Summons Ignis Fatuus, the spirit of light. Number of summons depends on user's INT.

Power: 55

Where you can get it: It is equipped on Rictor when he joins your party (Path B) or if on Path A you get when you kill him at the Ostorea Crypt story battle.

Rating: This spell is better than all of the other Summon Spells because of one thing, its virtue element, making it more effective.

(Note: For the above you get 1 summon attack per 20 Int for up to 10 attacks)

Summon Golem

Game Description: Summon (Earth); 20 MP, Range 7, AOE 1, Summons Golem, an enchanted mud doll that can be unleashed on the enemy.

Power: 55

Where you can get it: It is equipped on Elrik and it cannot be unequipped.

Rating: This is a very good spell but it just can't compare (damage wise) to the other Summon Spells. It is sort of funny though when you see it run up to something hug it then try to kill it.

Part E: Breath Attacks

Thunder Breath

Gained: Only on wind element dragons of the 10th level and people of the wind element with the dragon set on.

Game Description: Breath Attack (Wind), 20 SP, AOE 1-4. Damages foes with breath of lightning. Fixed chance of paralysis. AOE increases with caster's INT.

Power: 55

Rating: This is the best of the dragon breath's, because paralysis is the best effect out of all of them, because it doesn't allow the opponent do anything until its passed and hitting them won't bring them out of it.

Fire Breath

Gained: Only on fire element dragons of the 10th level and people of the fire element with the dragon set on.

Game Description: Breath Attack (Fire), 20 SP, AOE 1-4. Damages foes with breath of fire. Fixed chance of confusion. Area of Effect increases with caster's INT.

Power: 55

Rating: This is the second worst dragon breath, I say this because confusion may not help you at all there is an equal chance of the character affected by it to attack your party as it is to attack your opponents.

Poison Breath

Gained: Only on earth element dragons of the 10th level and people of the earth element with the dragon set on.

Game Description: Breath Attack (Earth), 20 SP, AOE 1-4. Damages foes with toxic breath. Fixed chance of poison. Area of Effect increases with caster's INT.

Power: 55

Rating: This is the worst dragon breath simply because poison is the worst status effect, it does minimal damage and is easily cured.

Cold Breath

Gained: Only on water element dragons of the 10th level and people of the water element with the dragon set on.

Game Description: Breath Attack (Water), 20 SP, AOE 1-4. Damages foes with breath of cold. Fixed chance of sleep. Area of Effect increases with caster's INT.

Power: 55

Rating: This is the middle breath, not really good but not bad, even though the affected character is immediately awakened when hit, it does give you the chance to hit with some of those low accuracy, high power attacks.

Rotten Breath

Gained: Only on Zombie Dragons of the 15th level

Game Description: Breath Attack (Bane), 20 SP, AOE 1-4. Damages foes with putrid breath. Fixed chance of decreased equipment ability. Area of Effect increases with caster's INT.

Power: 55

Rating: This is the second best dragon breath simply because lowering the opponents equipment strength just rocks suddenly your opponents all powerful weapon is just good, and you just got your big chance to kill him/her. Its not as good as paralysis though because it doesn't matter how good an opponents weapon is if they can't move.

Mesmerize

Gained: Only by Cerberus of the 10th level

Game Description: Breath Attack (Fire), 20 SP, AOE 1-4. Damages foes with dark fire. Fixed chance of sleep. Area of Effect increases with user's INT.

Power: 55

Rating: This is identical to Cold breath except that it is of a different element.

Petrifying Breath

Gained: Only by Cockatrice's of the 15th level

Game Description: Breath Attack (Earth), 25 SP, AOE 1-4. Fixed chance of stone. Damages foes with petrifying breath. Area of Effect increases with user's INT. Power: 55

Rating: Bow down to the best breath weapon, nothing beats turning your opponent to stone, its like killing them without doing massive amounts of damage and wasting your time.

(Note: When the AOE goes from 1-4 it is in a < shape instead of the usual + shape.)

Part F: Effect Spells

Divine Radiance

Game Description: Effect (Virtue), 30 MP, RNG 7, AOE 1. Delivers massive damage. Power: 0

Where you can get it: The Priest in the battle at Ostorea South drops it or you can persuade one of the Priests in Charadrius (Path A only)

Rating: This spell deals about 90% of the targets current HP in damage but its accuracy never goes above 49% unless the target is asleep/paralysed. All that damage from one spell, wow, combine this spell with on that will paralyse/ put your opponent to sleep and you've got one deadly combo.

Cheer

Gained: Only by Mermaid's of the 15th level

Game Description: Effect (Wind), 22 SP, Range 5, AOE 1, Listeners are temporarily uplifted by this lively, booming voice. Power: 0

Rating: This makes the person who it was cast on faster, and able to move farther, even though that is a decent bonus it's not really worth 22 SP.

Energy Transfer

Gained: Known automatically by Shaman's)

Game Description: Effect (Bane), Range 7, AOE 1, Recover MP in exchange for HP. Power: 0

Rating: This spell takes about 1/4 of Euphaire's HP and gives the damage to another character in the form of MP. This is an amazing spell because you can do so many things with it and as a bonus it doesn't cost Euphaire any MP meaning you can do it first turn. A common strategy with this spell is to cast it on your healer then the healer heals Euphaire leaving her as good as new and your healer with lots of MP.

Fairy's Kiss

Gained: Only by Fairy's of the 10th level

Game Description: Effect (Virtue); 15 SP, Range 1, AOE 1; Cures abnormal status while recovering HP with the healing power of a fairy.

Power: 0

Rating: This spell is like a weaker Heal plus a Cleanse thrown in, making it a very good spell for the amount of MP it costs.

Fairy's Embrace

Gained: Only by Fairy's of the 15th level

Game Descriptions: Effect (Virtue); 25 SP, Range 1, AOE 1; Allows second turn while recovering HP with the healing power of a fairy.

Power: 0

Rating: This is a very very good spell it's like Time Flux with some healing

thrown it.

Lullaby

Gained: Automatically known by Mermaid's

Game Description: Effect (Wind), 15 SP, Range 6, AOE 1-5, Listeners will be lulled to sleep by this peaceful melody. Area of Effect increases with caster's INT.

Power: 0

Rating: Exactly like Slumber Mist, but with SP.

Fairy's Kiss (Evil)

Gained: Only by Gremlin's of the 10th level.

Game Description: Effect (Bane), 15 SP, RNG 1, AOE 1. Damages and confuses foe with dark fairy magic.

Power: 0

Rating: A decent spell which is the exact opposite of the other Fairy's Kiss, it doesn't do much damage and it only sometime causes confusion.

Fairy's Embrace (Evil)

Gained: Only by Gremlin's of the 15th level.

Game Description: Effect (Bane) 25 SP, RNG 1, AOE 1. Damages and petrifies foe with dark fairy magic.

Power: 0

Rating: Does only a little more damage then Fairy's Kiss (Evil) but it can inflict petrify which is the best status effect.

Part G: Direct Attack Spells

Barren Soul

Gained: Known as soon as your character becomes a Warlock

Game Description: Direct Attack (All Elements), 25 MP, Range 1, AOE 1. Attacks with a sword that has materialized from the element opposite of your foes.

Power: 60

Rating: This spell is very good is does lots of damage, and that's without it making itself strong against your opponents element which is very helpful.

Swallow's Daze

Gained: Only by Swordmaster's of the 20th level

Game Description: Direct Attack, Forfeit HP, Range 1, AOE 1. Topples and paralyzes foe with the force of sword-wind (katana).

Power: 30

Rating: This attack can only be used when the Swordmaster is using a katana, which may be okay early in the game but later when you get better weapons you most likely won't want to have a katana equipped, plus it doesn't do much damage, rarely paralyzes and it hurts the Swordmaster.

Part H: Special Attack Spells

Temptation

Gained: As soon as your character becomes Deneb

Game Description: Deneb's special skill, 15 MP, Range 7, AOE 1-5; Being in the service of Deneb is a dream come true, no matter how brief! Area of Effect increases with Deneb's INT.

Power: 0

Rating: First off the main difference between Fascination and Temptation is that Temptation's hit rate caps at 99%, not 49% like other Witches' Fascination skill. Also Deneb is faster then the average Witch making this even more effective. Charm is a very good status effect as long a your not stupid and attack your charmed people.

Strangling Tentacles

Gained: Only by 15th level Octopi

Game Description: Tentacle Attack, 25 SP, AOE 2. Furious 8-appendage attack.

Fixed chance of confusion.

Power: 60

Rating: This spell is a lot like Clotho with a bit of confusion, unfortunately it is much less accurate in general and Octopi are v e r y s l o w, making it even harder to hit.

Star Tiara

Gained: Only by Eleanor, once she has 170 INT *without* the help of items

Game Description: Eleanor's Special Technique; 60 MP; Gathers the light of the stars to damage foes and banish the undead. The caster forgets this spell after use.

Power: 60

Rating: This a very very good spell because it does decent damage to everyone on the field, plus it banishes undead, and to top it off it a Virtue spell which is always good, the only bad thing is that you will most likely only use it once during a match, the drawback though bad the pros of this spell far outweigh the cons.

Atropos

Game Description: Special sword technique (sword/katana/axe) in exchange for HP.

Power: 60

Where you can get it: Can only be learned after fighting Margaret. You only have one chance to give it to someone so pick well.

Rating: This spell is massively power but yes there is a downside, it takes away about 1/4 of your HP to do the attack, you cannot die from this though. Even though it takes away HP this spell is very very good.

Lachesis

Game Description: Special bow technique in exchange for HP.

Power: 60.

Where you can get it: Learned after beating the 4th quest. You can choose to not learn it when you beat it and do it later, but you still can only learn it once.

Rating: Everything that was said above holds true for this spell, though I think this spell actually does less damage but it does have a range so even though it does less damage, it is still good.

Clotho

Game Description: Special sword technique (thrusting sword/spear) in exchange for HP.

Power: 60.

Where you can get it: Learned after beating the 5th quest. You can choose to not learn it when you beat it and do it later, but you still can only learn it once.

Rating: Everything that was said about Atropos hold true here, though it seems to do a little less damage to one person comparatively to Atropos, it can hit two people in a straight line.

VI. Spell Combo's

Sometimes doing one spell to lead up to another can be very helpful and here are some of them that seem to work well. (Note: Almost all of these can be stopped in one-way or another)

The "Teleport + Atropos= Lots of damage" combo

This is a decently effective combo that has a few different incarnations. The first is just to wait a little into the match and then cast Teleport on you Atropos user. Usually the player chooses to either Teleport the character behind

the leader (because they are the strongest, of course that also makes it do less damage) or the team's healer (because one of these will usually kill a Priest/Cleric and that is a massive loss.)

The "Energy Transfer + Teleport + Atropos= First turn quest mode win" combo
This is another incarnation of the above combo and is probably more effective, though more so in quest mode. How it works is Euphaire casts Energy transfer on your Teleport user and then your Teleport user casts Teleport on your Atropos user who then teleports behind someone on the opposing team mostlikly killing them.

(Note: Neither of the above two combo's can be used in vs. mode because Teleport is banned.)

The "Molten Blade + Atropos= Ouch!" combo
This combo is the third incarnation of the Teleport + Atropos combo and is possibly the most damaging. It is quite simple in how it works one of characters cast Molten Blade on your Atropos user, and then your Atropos user walks up to an opponent and does some serious damage (if it hits.) This one can also be combined with Teleport so you're that you Atropos user can get behind anyone he/she wants to. Remember though that Teleport cannot be used in vs. Mode

The "Atropos + Time Flux + Atropos= 2x the damage" combo

VII. Shops

Start of Game:

Air Blade: 400 Goth
Harnella's Influence: 400 Goth
Fireball: 400 Goth
Ray of Paralysis: 800 Goth
Zoshonel's Influence: 400 Goth
Acid Vapour: 400 Goth
Berthe's Influence: 400 Goth
Ice Javelin: 400 Goth
Slumber Mist: 800 Goth
Grueza's Influence: 400 Goth
Purify: 600 Goth
Heal: 400 Goth

After the Formido Fortress story battle:
Everything that was there before plus..

Thunder Flare: 800 Goth
Firestorm: 800 Goth
Crag Crush: 800 Goth
Constrain: 800 Goth
Ice Field: 800 Goth
Nightmare: 500 Goth

After the Urodela story battle
Everything that was there before plus..

Summon Tempest: 600 Goth
Clear Sky: 600 Goth
Molten Blade: 600 Goth
Hurdle Wall: 800 Goth

Poison Squall: 600 Goth
Lightning Bow: 500 Goth
Cleanse: 1000 Goth
Faith: 400 Goth
Cursed Existence: 400 Goth

After the Solea story battle
Everything that was there before plus..

Haste: 1000 Goth
Tranquillize: 600 Goth
Heal Plus: 1000 Goth
Exorcism: 1250 Goth
Brain Sap: 800 Goth

After the Sotavento story battle
Everything that was there before plus..

Full Heal: 1250 Goth
Fluid Magic: 1200 Goth

VIII. Enemy Spells

Hell's Gate

Gained: Only by Naris

Game Description: The terrifying power of (Bane) darkness that steals souls.
Target loses consciousness and enter an eternal sleep.

Power: 60

Other Info: It costs Naris 20MP has a range of two and the AOE is 2 also, it is exactly like Clotho without hurting Naris and with a 20% instant death chance.

Anbicion (Steal souls)

Gained: Only by Shaher

Game description: Effect (Virtue). Transfer's foe's power to the swordhandler.
Power: 70!

Other Info: It costs no MP but it only has a range and AOE of 1. It is like a short ranged Enfeeble with more power.

Anbicion (use HP)

Gained: By using the Anbicion's special ability.

Game Description: Attack (Virtue). Forfeit HP. AOE 2. Use sword's sacred power.
Power: 65

Other Notes: This spell is like a slightly more powerful Clotho.

Summon Darkness

Gained: You can't, but its on daemons and some other people.

Game Description: Summon (Bane). Opens a portal to summon evil minions.
Power: 0

Other Notes: It costs no MP a summons either a ghost or Undead Knights. The new character will appear right beside the user of the spell.

Ice Requiem

Gained: Only by the Sacred Demon form of Shaher

Game Description: Global Effect (Water). 30SP. Thrashes the enemy with frozen earth and ice pillars.

Power: 50

Day of Reckoning

Gained: Only by the Sacred Demon form of Shaher

Game Description: GLB Effect (Bane). Nightmarish vision causing abnormal status.

Power: 0

Other Notes: People with shield automatically resist this.

Apocalypse

Gained: Only by the Sacred Demon form of Shaher

Game Description: Area-Effect (Bane). Bolt of negative energy.

Power: 90!!

Other Notes: Massive damage, but only to one character.

Cataclysm

Gained: Only by the Sacred Demon form of Shaher

Game Description: Global Effect. Fierce demon-wing wind. Violently throttles foes.

Power: 60

Other Notes: Hits everyone on field except for Shaher, including enemies. Costs 0 MP.

Descent

Gained: Only by the Sacred Demon form of Shaher

Game Description: Summon (Bane). Summons the Sacred Demon's evil minions.

Power: 0

Other Notes he uses this when his minion amount goes to two or below he summons enough, Hell Giants, Predators, and Dark Stalkers to bring his minion total to 4 but no higher.

IV. Contact

To contact me with any question/ comments about my FAQ email me at hooper_darren@hotmail.com with the subject being "FAQ"

X. Credits

Me: For writing it.

CjayC: For making GameFAQs

Atlus: For making such a wonderful game.

BlueWizard: For driving my to make my FAQ better.

ShoemakaJake: For believing that I could actually make this FAQ.

SilverWizard: For believing that I could actually make this FAQ, and for giving me some of his opinions on stuff. Also for giving me info about Hell's Gate and Apocalypse.

Jvtruman: For reminding me that Saia can't get Atropos because you get him after you get it.

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