Final Fantasy Magic FAQ

by Dan_Simpson   Updated to v1.3 on Apr 23, 2009

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                      Final Fantasy 1 (NES)
                          Magic FAQ

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                         April 23, 2009
                          Version 1.3


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       If emailing me, use this subject:  Final Fantasy Magic v 1.3

      (Emails that don't use this subject will be deleted, avoid using all CAPS)



                           Email Policy: (read before emailing me!)
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             If you see any mistakes, or have anything that you want to add,
             please email me.  I will, of course, give you full credit for
             your addition, and be eternally grateful to you.  Email addresses
             are not posted in the guide, unless you specifically state that
             you want it to be.



                                   Notes
 ----------------------------------------------------------------------------
  The most recent version of this FAQ can be found at:

     http://www.gamefaqs.com/

 If you are a webmaster and wish to post this on your web page, please email
 me first.  And if you do post this FAQ on your site, please make an attempt
 to keep it up to date.  There is nothing worse than getting emails from
 people who saw an old version asking about things that are already in the
 newer versions.  Well, maybe there are worse things, but it IS annoying!

 I am writing this FAQ because in the game Final Fantasy you have to pick
 not only your character classes, each of which can cast different spells (or
 not at all), but you also have to choose which spells to get, and which not
 to get.  So, I wanted to organize the spell information in such a way that
 it was easy to discover which spell you should buy, and which you should
 avoid.

 This FAQ looks best in Courier New at about 9 points.

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 creation of this game.  This FAQ may be posted on any site so long as
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First, the magic spells sorted by level.

      Classes Key: (pre-Upgraded classes are in lowercase, Upgraded classes are
                in UPPER case.)

       K  -- Knight          bm -- Black Mage
       rm -- Red Mage        BW -- Black Wizard
       RW -- Red Wizard      N  -- Ninja
       wm -- White Mage
       WW -- White Wizard


   White Magic:

   1:
       CURE        K   rm  RW  wm  WW      Restores 16-32 HPs to one Char
       FOG         K   rm  RW  wm  WW      Increases one Char's absorb by +8
       HARM                    wm  WW      Harms all undead enemies for 20-80 dmg
       RUSE        K       RW  wm  WW      Caster's Evade increased +80
   2:
       ALIT        K   rm  RW  wm  WW      Protects whole party from Lit damage
       INVS        K   rm  RW  wm  WW      Increases one Char's Evade +40
       LAMP        K   rm  RW  wm  WW      Cures Dark on one Char
       MUTE        K   rm  RW  wm  WW      Prevents all enemies from spellcasting
   3:
       AFIR        K   rm  RW  wm  WW      Protects whole party from Fire damage
       CUR2        K   rm  RW  wm  WW      Restores 32-64 HPs to one Char
       HEAL                    wm  WW      Restores 12-24 HPs to all Chars
       HRM2                    wm  WW      "Harm"s all undead for 40-160 damage
   4:
       AICE            rm  RW  wm  WW      Protects whole party from Ice damage
       AMUT                RW  wm  WW      Cures one Char's mute
       FEAR                    wm  WW      Makes enemies run away
       PURE            rm  RW  wm  WW      Cures one Char's poison
   5:
       CUR3            rm  RW  wm  WW      Restores 64-128 HPs to one Char
       HEL2                    wm  WW      Restores 24-48 HPs to all Chars, bugged
                                           and if cast in battle will act as HEL3
       HRM3                    wm  WW      "Harm"s all undead for 60-240 damage
       LIFE                RW  wm  WW      Resurrects one Char, but with only 1 HP
   6:
       EXIT                RW      WW      Exits the dungeon
       FOG2                RW  wm  WW      Increases party's Absorb rating by 12
       INV2                RW  wm  WW      Increases party's Evade +40
       SOFT                    wm  WW      Cures one Character's stone
   7:
       ARUB                RW  wm  WW      Protects party from RUB,XXXX,SQUINT
       CUR4                        WW      Restores all HPs to one Character, and
                                           removes all status effects except Stone
       HEL3                    wm  WW      Restores 48-96 HPs to party
       HRM4                        WW      "Harm"s all undead for 80-320 damage
   8:
       FADE                        WW      Damages all enemies for 80-320
       LIF2                        WW      Resurrects one Char with full HPs
       WALL                        WW      Protects all Chars against all magics
       XFER                        WW      Removes one enemies special Defenses***
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   Black Magic:


   1:
       FIRE         N   rm   RW   bm   BW      Hits one enemy for 10-40 dmg (Fire)
       LIT          N   rm   RW   bm   BW      Hits one enemy for 10-40 dmg (Lit)
       LOCK         N   rm   RW   bm   BW      Is meant to reduce enemies evade*
       SLEP         N   rm   RW   bm   BW      Puts all enemies to sleep
   2:
       DARK         N   rm   RW   bm   BW      Blinds all enemies
       ICE          N   rm   RW   bm   BW      Hits one enemy for 20-80 dmg (Ice)
       SLOW         N   rm   RW   bm   BW      Cuts all enemies hits in half
       TMPR         N   rm   RW   bm   BW      Is meant to increase one Char's dmg*
   3:
       FIR2         N   rm   RW   bm   BW      Hits all enemies for 30-120 dmg (Fire)
       HOLD         N   rm   RW   bm   BW      Holds one enemy (Paralyze)
       LIT2         N   rm   RW   bm   BW      Hits all enemies for 30-120 dmg (Lit)
       LOK2         N   rm   RW   bm   BW      Is meant to reduce enemies evade*
   4:
       CONF         N   rm   RW   bm   BW      All enemies attack each other
       FAST         N   rm   RW   bm   BW      Increases one Char's hits by 2x
       ICE2         N   rm   RW   bm   BW      Hits all enemies for 40-160 dmg (Ice)
       SLP2         N   rm   RW   bm   BW      Causes 1 enemy to sleep, higher chance
                                               for spell to hit than SLEP
   5:
       BANE                 RW   bm   BW      Chance to kill all enemies
       FIR3            rm   RW   bm   BW      Hits all enemies for 50-200 dmg (Fire)
       SLO2            rm   RW   bm   BW      Same as SLOW, but higher chance to hit
       WARP                 RW        BW      Warp up one level in a dungeon
   6:
       LIT3                 RW   bm   BW      Hits all enemies for 60-240 dmg (Lit)
       QAKE                      bm   BW      Kills all enemies
       RUB                       bm   BW      Rubs out (Kills) one enemy
       STUN                      bm   BW      Stuns an enemy (basically a Big HOLD)**
   7:
       BLND                      bm   BW      Blinds 1 enemy**
       BRAK                           BW      Kills one enemy
       ICE3                 RW   bm   BW      Hits all enemies for 70-280 dmg (Ice)
       SABR                           BW      Is meant to Improve one Char's DMG and
                                               Hit*
   8:
       NUKE                           BW      Hits all enemies for 100-400 dmg, non-
                                               elemental, can't be resisted
       STOP                           BW      Holds all enemies
       XXXX                           BW      Kills one enemy**
       ZAP!                           BW      Kills all enemies


   *    Indicates the spell is bugged, and doesn't work as described.
   **   Indicates the spell is guaranteed to succeed if the enemy has 300 hp or
        less
   ***  Indicates that the spell works for monsters when they cast it on you, but
        not when you cast it on them.
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Now to Comment on all the Magics! After each spell is listed will be a number,
that number is the Rank of the spell within its spell level. For example, CURE
is rated 1 in Level 1, so that spell is the first that you should get. Each
level has an Unrated spell, that's the one to avoid. That doesn't mean that
it's a bad spell, just that the others are better! Finally, two spells can be
unrated, which means that you can take your pick of which useless (well..) spell

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to buy.  Or buy neither.

   White Magic:

   1:
       CURE      1       |      Both Cure and Harm are spells that should not be
       FOG               |      passed up, as they keep you alive!  Fog and Ruse
       HARM      2       |      both accomplish much the same thing, so take your
       RUSE              |      pick.
   2:                    |
       ALIT      1       |      Alit is first here as it will sometimes dramatically
       INVS      2       |      reduce damage taken from lightning, and is very
       LAMP              |      useful.  Invs helps your people dodge attacks, and
       MUTE      3       |      Mute prevents the enemy from casting magics.
   3:                    |
       AFIR      3       |      Although Heal is a nice spell to have, the Heal
       CUR2      1       |      Staff can do the same thing, so you don't need it.
       HEAL              |      Besides, Heal doesn't help out that much in battle,
       HRM2      2       |      and it's completely useless in the field.
   4:                    |
       AICE      2       |      Pure will help you cut back on BUYING Pures, which
       AMUT      3       |      you will need a lot of around the Marsh Cave.  I
       FEAR              |      avoid Fear as I don't want the Enemy to Run Away!
       PURE      1       |      (and when I do, the spell doesn't work anyway)
                         |
                         |      On the other hand... For the same amount of money as
                         |      buying PURE once, you can buy 53 PURE potions, more
                         |      than you will probably ever use - and have 25 gold
                         |      left over! -- Luke Somers
   5:                    |
       CUR3      2       |      Consider picking up Hel2 here as it does pretty much
       HEL2              |      the same thing as Hel3!  This bug only works in
       HRM3      3       |      battle. Why skip Hrm3?  Well that's the question you
       LIFE      1       |      have to answer yourself!  To me, I just didn't need
                         |      that many different Harms.
   6:                    |
       EXIT      1       |      Exit is the most useful spell in the game, IMHO.
       FOG2              |      Soft is very necessary if you don't want to shell
       INV2              |      out 800 for the item Soft.  It's a tossup between
       SOFT      2       |      Fog2 and Inv2, I chose Inv2. (though it should be
                         |      noted that the White Shirt casts Inv2)
   7:                    |
       ARUB              |      Skip Arub, and equip everyone with ProRings instead,
       CUR4      1       |      has the same effect, plus it's ALWAYS working!
       HEL3      3       |
       HRM4      2       |
   8:                    |
       FADE              |      Lif2 and Wall are the only 2 you need here.  Unless
       LIF2      1       |      you do some serious leveling up, this level won't
       WALL      2       |      matter too much as you could only cast a spell here
       XFER              |      twice before running out.


   Black Magic:

   1:
       FIRE      1       |      Fire and Lit are just too useful to pass up,
       LIT       2       |      especially this early in the game.  Sleep can work
       LOCK              |      great when you are facing a lot of semi-weak foes.
       SLEP      3       |      Lock is bugged, don't use it.
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    2:                      |
        DARK             |       Ice is great as it's another attack spell, and it's
        ICE     1        |       not on the same level as Lit or Fire.  Slow is also
        SLOW    2        |       nice to use on enemies as they'll be less deadly to
        TMPR             |       your party.  TMPR is bugged and doesn't work; and
                         |       Dark is fairly useless.
    3:                      |
        FIR2    1        |       Again we go with the two elemental spells, Fir2 and
        HOLD    3        |       Lit2.  Hold is a surprisingly effective spell as I
        LIT2    2        |       have had it work against some strong enemies, such
        LOK2             |       as Kary the Fire Fiend. LOK2 is even more bugged
                         |       than LOCK, don't use it.
    4:                      |
        CONF             |       Ice2 and Fast are useful spells to have.  Conf is a
        FAST    2        |       good spell as well, but you can cast it for free
        ICE2    1        |       with the Wizard Staff.  Slp2 would be more useful,
        SLP2             |       but then by the time you get it, most enemies are
                         |       fairly immune to it!
    5:                      |
        BANE             |       Continuing on with the Elemental Attack spells, we
        FIR3    1        |       get Fir3.  Warp is a useful spell (though not so
        SLO2             |       much as Exit).  Bane is a nice spell as it has the
        WARP    2        |       chance to kill all enemies, but the Bane Sword does
                         |       the same.  Slo2 isn't effective enough to be useful.
    6:                      |
        LIT3    1        |       All the spells here are attack spells, Lit3, Qake,
        QAKE    3        |       and Rub.  Nothing much to say.
        RUB     2        |
        STUN             |
    7:                      |
        BLND             |       Ice3 is the only crucial spell to get here, the rest
        BRAK             |       is up to you. SABR is bugged and doesn't work.
        ICE3    1        |
        SABR             |
    8:                      |
        NUKE    1        |       Be sure to get Nuke, the most powerful magical, non-
        STOP    2        |       Elemental Attack, and Stop, which stops the enemies
        XXXX             |       from moving.
        ZAP!             |
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==
                              Final Words...
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Some information (Such as specific numbers in Spell Descriptions) from Ben
Siron's wonderful FF1 Handbook, which can also be found at GameFAQs.

Diamond_Dragon for sending in corrections, and notes on which spells are
    bugged

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Shameless Self Promotion:
ưưưưưưưưưưưưưưưưưưưưưưưưưư
    I am Dan Simpson (dsimpson.faqs@gmail.com) and have also written FAQs for:

    NES: Disney Adventures in the Magic Kingdom
                Final Fantasy -- Magic FAQ
                The Legend of Zelda
    SNES: Aerobiz
                Aerobiz Supersonic
                Utopia: Creation of a Nation
    Genesis: StarFlight
    PSX: Thousand Arms -- Walkthrough
                             -- Forging/Dating FAQ
    PS2:   Madden NFL 2001
    XBOX: Star Wars: KotOR II: The Sith Lords -- FAQ/Walkthrough
                                                    -- Influence Guide
    PC: AD&D Rules FAQ, 2nd and 3rd Editions
                Baldur's Gate & Tales of the Sword Coast -- FAQ/Walkthrough
                                                            NPC List
                                                            Creature List
                Baldur's Gate II & Throne of Bhaal -- FAQ/Walkthrough
                                                   -- Items List
                                                   -- Class FAQ
                                                   -- Creature List
                Civilization III (incomplete)
                Colonization -- the Single Colony Strategy Guide
                             -- the Cheat Guide
                Drakan: Order of the Flame
                Dungeon Hack
                Icewind Dale & Heart of Winter -- FAQ/Walkthrough
                                                  Items List
                                                  Kresselack's Tomb Map (JPG)
                                                  Burial Isle Map (JPG)
                                                  Shattered Hand Map (JPG)
                Icewind Dale II   -- Items List
                Master of Magic (revision)
                Messiah
                Pharaoh (currently being edited by Red Phoenix)
                Planescape: Torment -- FAQ/Walkthrough
                                        Items Listing
                Rollercoaster Tycoon
                Sid Meier's Alpha Centauri
                The Sims
                Ultima 4: Quest of the Avatar
                Ultima 7: The Black Gate
                Ultima 7 Part 2: Serpent Isle
                Ultima Underworld -- Keyboard Commands
                Ultima Underworld II -- Keyboard Commands
                                     -- Spell List
    All of my FAQs can be found at:
      http://www.gamefaqs.com/features/recognition/2203.html
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Version History:
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Original Version (3-25-00, 15k)
Changes in Version 1.01 (4-26-00, 16k)
  Small but very important format changes!
Changes in Version 1.1 (5-12-00, 17k)
  Added some information from Luke Somers
  Other Small Changes

  Version 1.11  January 17, 2005  17k

    Changed my email address and some minor format changes.

  Version 1.12  April 18, 2009  17k

    Sixth Flying Man corrects that SLP2 only makes 1 enemy sleep longer.

  Version 1.2  April 22, 2009  18k

    Diamond_Dragon sent in some corrections, and some notes on various bugged
    spells.

  Version 1.3  April 23, 2009  18k

    Some additional corrections sent in by Diamond_Dragon.


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Stinger:
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  "Kee... Kee..."


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