

Kingdom Hearts: Birth by Sleep Synthesis Guide

by lil_lamb

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Kingdom Hearts - Birth By Sleep
Command Charge List Guide (ENGLISH)
Created by: lil_lamb

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****Yo kids. The names on this guide are for the English version of BBS****

USE KH WIKIA IF YOU WANT TO KNOW WHAT EACH COMMAND DOES
(http://kingdomhearts.wikia.com/wiki/Deck_Command)

If you are looking for which Unversed drops which crystal, use this:
<http://www.gamefaqs.com/boards/943347-kingdom-hearts-birth-by-sleep/53109756?page=36>

However, the names are not the same as the American released games,
so...figure it out somehow :D

Please contact me at akumaxneko@gmail.com if there
is a problem or error in my guide,
or if you just wish to express your gratitude
:] No spam or hate mail please.

(If you wish to send me combinations that my list is missing, please
make sure that you also tell me all the effects that the crystals
create. Because I don't have the English version of BBS, and so I'm not
100% sure if the Japanese version is the same as the English version,
thus I am unable to test it out myself.)

*Much thanks to Shoeboxjeddy and lugiaXDG009er for helping me find
mistakes and finding many other combinations!!*

Current Authorized Sites:
gamefaqs.com
neoseeker.com

I have alphabetized the guide, and ordered the Magic Command sections
(See Table of Contents), but I think it'll still be faster to find
what you want using the find function (Ctrl+F or Command+F).

NOTE: For most commands, there are multiple ways to synthesize.
These will be marked with a number after them :]

How to Use:

FINAL PRODUCT

Command Material + Command Material
> Add Shimmering Crystal (ShC): Effect
> Add Fleeting Crystal (FC): Effect
> Add Pulsing Crystal (PC): Effect

- > Add Wellspring Crystal (WC): Effect
- > Add Soothing Crystal (SoC): Effect
- > Add Hungry Crystal (HC): Effect
- > Add Abounding Crystal (AC): Effect

Note: Note

(Please email me if I am wrong about the names or something.)

Table of Contents:

Attack Commands

Magic Commands

- Fire Type
- Blizzard Type
- Thunder Type
- Cure Type
- Detonate Type
- Zero G. Type
- Magnet Type
- Air Type
- Earth Type
- Status Effect Type
- Other Type

Slide Commands

Block Commands

Revenge Commands

Shoot Locks

Rare Occurrences

- Attack Commands (Alphabetized)
- Magic Commands (Ordered same as above)

Explanation of Added Effects

ATTACK COMMANDS

AERIAL SLAM (1)

Fire Surge + Aero

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: N/A

AERIAL SLAM (2)

Fire Strike + Aerora

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: Rare Occurrence - Ars Arcanum

ARS ARCANUM

Blitz + Aerial Slam

- > (ShC): Blizzard Boost

> (FC): Reload Boost
> (PC): Second Chance
> (WC): Air Combo Plus
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: Ven Only // Uses 2 Slots // Rare Occurrence - Lightning Ray

BARRIER SURGE (1)
Fire Dash + Barrier
> (ShC): Fire Screen
> (FC): Attack Haste
> (PC): Leaf Bracer
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: Aqua Only

BARRIER SURGE (2)
Stun Edge + Barrier
> (ShC): Thunder Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: Aqua Only

BINDING STRIKE (1)
Bind + Quick Blitz
> (ShC): Thunder Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: N/A

BINDING STRIKE (2)
Bind + Strike Raid
> (ShC): Dark Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: N/A

BINDING STRIKE (3)
Zero Gravity + Stun Edge
> (ShC): Thunder Boost
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet

> (AC): Link Prize Plus

Note: N/A

BLITZ (1)

Slot Edge + Quick Blitz

> (ShC): Dark Screen

> (FC): Attack Haste

> (PC): Finish Boost

> (WC): Air Combo Plus

> (SoC): Item Boost

> (HC): Treasure Magnet

> (AC): Lucky Strike

Note: Rare Occurrence (Ven Only) - Ars Arcanum

BLITZ (2)

Wishing Edge + Barrier Surge

> (ShC): Dark Screen

> (FC): Magic Haste

> (PC): Combo Finish Boost

> (WC): Air Combo Plus

> (SoC): Item Boost

> (HC): Treasure Magnet

> (AC): EXP Walker

Note: Aqua Only // Rare Occurrence - Time Splicer

BLITZ (3)

Stun Edge + Slot Edge

> (ShC): Thunder Screen

> (FC): Attack Haste

> (PC): Finish Boost

> (WC): Combo Plus

> (SoC): HP Boost

> (HC): Treasure Magnet

> (AC): Link Prize Plus

Note: N/A

BLIZZARD EDGE (1)

Quick Blitz + Blizzard

> (ShC): Blizzard Screen

> (FC): Attack Haste

> (PC): Leaf Bracer

> (WC): Air Combo Plus

> (SoC): Item Boost

> (HC): HP Prize Plus

> (AC): Lucky Strike

Note: N/A

BLIZZARD EDGE (2)

Sliding Dash + Blizzard

> (ShC): Blizzard Boost

> (FC): Magic Haste

> (PC): Leaf Bracer

> (WC): Combo Plus

> (SoC): Item Boost

> (HC): HP Prize Plus

> (AC): Lucky Strike

Note: N/A

BLIZZARD EDGE (3)

Sliding Dash + Blizzara

> (ShC): Blizzard Screen
> (FC): Attack Haste
> (PC): Leaf Bracer
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: N/A

BLIZZARD EDGE (4)

Quick Blitz + Blizzara
> (ShC): Blizzard Screen
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): HP Prize Plus
> (AC): EXP Walker
Note: N/A

BRUTAL BLAST (1)

Stun Edge + Mine Shield
> (ShC): Dark Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: Terra Only // Rare Occurrence - Quake

BRUTAL BLAST (2)

Binding Strike + Mine Square
> (ShC): Thunder Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: Terra Only // Rare Occurrence - Quake

CHAOS BLADE

Dark Haze + Sonic Blade
> (ShC): Fire Boost
> (FC): Reload Boost
> (PC): Finish Boost
> (WC): Once More
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): EXP Chance
Note: Terra Only // Rare Occurrence - Ars Solum

COLLISION MAGNET (1)

Magnet + Zero Gravira
> (ShC): Thunder Boost
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): HP Boost

> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: Rare Occurrence - Magnet Spiral

COLLISION MAGNET (2)

Magnera + Stun Edge
> (ShC): Thunder Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: N/A

COLLISION MAGNET (3)

Magnera + Quick Blitz
> (ShC): Thunder Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: Rare Occurrence - Magnet Spiral

CONFUSION STRIKE (1)

Confuse + Quick Blitz
> (ShC): Dark Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: N/A

CONFUSION STRIKE (2)

Confuse + Strike Raid
> (ShC): Blizzard Screen
> (FC): Attack Haste
> (PC): Leaf Bracer
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: N/A

CONFUSION STRIKE (3)

Zero Gravity + Strike Raid
> (ShC): Thunder Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: N/A

DARK HAZE (1)

Zero Gravira + Fire Dash

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: Terra Only

DARK HAZE (2)

Blackout + Fire Dash

- > (ShC): Fire Boost
- > (FC): Magic Haste
- > (PC): Leaf Bracer
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: Terra Only

FIRE DASH

Sliding Dash OR Confusion Strike + Fire

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: N/A

FIRE STRIKE (1)

Poison Edge + Fira

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: N/A

FIRE STRIKE (2)

Wishing Edge + Ignite

- > (ShC): Fire Boost
- > (FC): Magic Haste
- > (PC): Leaf Bracer
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: Aqua Only

FIRE STRIKE (3)

Stun Edge + Fire

- > (ShC): Thunder Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Combo Plus

> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: N/A

FIRE SURGE (1)

Binding Strike + Fire
> (ShC): Thunder Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: N/A

FIRE SURGE (2)

Fire Dash + Ignite
> (ShC): Fire Screen
> (FC): Attack Haste
> (PC): Leaf Bracer
> (WC): Combo Plus
> (SoC): N/A
> (HC): HP Prize Plus
> (AC): N/A
Note: N/A

FREEZE RAID

Strike Raid + Blizzara
> (ShC): Thunder Boost
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: N/A

GEO IMPACT

Brutal Blast + Brutal Blast
> (ShC): Cure Boost
> (FC): Reload Boost
> (PC): Second Chance
> (WC): Combo Plus
> (SoC): Defender
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: Terra Only // Rare Occurrence - Quake

LIMIT STORM (1)

Confusion Strike + Brutal Blast
> (ShC): Blizzard Screen
> (FC): Attack Haste
> (PC): Leaf Bracer
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: Terra Only

LIMIT STORM (2)

Binding Strike + Brutal Blast

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: Terra Only

MAGIC HOUR (1)

Barrier Surge + Aeroga

- > (ShC): Cure Boost
- > (FC): Reload Boost
- > (PC): Second Chance
- > (WC): Combo Plus
- > (SoC): Defender
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Aqua Only // Rare Occurrence - Meteor Shower

MAGIC HOUR (2)

Blitz + Zero Graviga

- > (ShC): Dark Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Aqua Only // Rare Occurrence - Meteor Shower

MAGNET SPIRAL (1)

Binding Strike + Magnega

- > (ShC): Thunder Boost
- > (FC): Reload Boost
- > (PC): Combo Finish Boost
- > (WC): Once More
- > (SoC): Defender
- > (HC): Treasure Magnet
- > (AC): EXP Chance

Note: N/A

MAGNET SPIRAL (2)

Binding Strike + Collision Magnet

- > (ShC): Thunder Screen
- > (FC): Reload Boost
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Link Prize Plus

Note: N/A

METEOR CRASH (1)

Blitz + Quake

- > (ShC): Cure Boost
- > (FC): Reload Boost
- > (PC): Second Chance

- > (WC): Combo Plus
 - > (SoC): Defender
 - > (HC): Treasure Magnet
 - > (AC): Lucky Strike
- Note: Terra Only

METEOR CRASH (2)

Fire Strike + Brutal Blast

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: Terra Only

METEOR CRASH (3)

Barrier Surge + Wishing Edge

- > (ShC): Dark Screen
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): EXP Walker

Note: Aqua Only

POISON EDGE (1)

Quick Blitz + Poison

- > (ShC): Dark Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Rare Occurrence - Bio Barrage

POISON EDGE (2)

Sliding Dash + Poison

- > (ShC): Thunder Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Link Prize Plus

Note: Rare Occurrence - Bio Barrage

POISON EDGE (3)

Quick Blitz + Blizzara

- > (ShC): Blizzard Screen
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): EXP Walker

Note: N/A

RAGING STORM

Fission Firaga + Firaga Burst

- > (ShC): Fire Boost
- > (FC): Reload Boost
- > (PC): Finish Boost
- > (WC): Once More
- > (SoC): Damage Syphon
- > (HC): HP Prize Plus
- > (AC): EXP Chance

Note: N/A

SACRIFICE (1)

Dark Haze + Warp

- > (ShC): Fire Boost
- > (FC): Reload Boost
- > (PC): Finish Boost
- > (WC): Once More
- > (SoC): Damage Syphon
- > (HC): HP Prize Plus
- > (AC): EXP Chance

Note: Terra Only

SACRIFICE (2)

Poison Edge + Warp

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: Terra Only

SALVATION

Wind Raid + Curaga

- > (ShC): Cure Boost
- > (FC): Reload Boost
- > (PC): Second Chance
- > (WC): Combo Plus
- > (SoC): Defender
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Ven Only // Uses 2 Slots

SLOT EDGE (1)

Blizzard Edge + Cura

- > (ShC): Blizzard Screen
- > (FC): Attack haste
- > (PC): Leaf Bracer
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): HP Prize Plus
- > (AC): Lucky Strike

Note: Rare Occurrence (Ven Only) - Ars Arcanum

SLOT EDGE (2)

Poison Edge + Cura

- > (ShC): Dark Screen

- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): EXP Walker

Note: N/A

SLOT EDGE (3)

Renewal Block + Curaga

- > (ShC): Cure Boost
- > (FC): Reload Boost
- > (PC): Second Chance
- > (WC): Combo Plus
- > (SoC): Defender
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Terra and Ven Only // Rare Occurrence - Break Time

SLOT EDGE (4)

Wishing Edge + Cure

- > (ShC): Dark Screen
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): EXP Walker

Note: Aqua Only

SLOT EDGE (5)

Renewal Block + Curaga

- > (ShC): Cure Boost
- > (FC): Reload Boost
- > (PC): Second Chance
- > (WC): Combo Plus
- > (SoC): Defender
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Aqua Only

SLOT EDGE (6)

Focus Barrer + Curaga

- > (ShC): Dark Screen
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): EXP Walker

Note: Aqua Only

SONIC BLADE (1)

Blitz + Dark Haze

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus

> (AC): Link Prize Plus

Note: Rare Occurrence - Lightning Ray

SONIC BLADE (2)

Blitz + Air Slide

> (ShC): Cure Boost

> (FC): Reload Boost

> (PC): Second Chance

> (WC): Combo Plus

> (SoC): Defender

> (HC): Treasure Magnet

> (AC): Lucky Strike

Note: Rare Occurrence - Lightning Ray

SONIC BLADE (3)

Fire Dash + Thunder Surge

> (ShC): Thunder Screen

> (FC): Attack Haste

> (PC): Finish Boost

> (WC): Combo Plus

> (SoC): HP Boost

> (HC): Treasure Magnet

> (AC): Link Prize Plus

Note: Rare Occurrence - Lightning Ray

SPARK RAID (1)

Treasure Raid + Magnega

> (ShC): Cure Boost

> (FC): Reload Boost

> (PC): Second Chance

> (WC): Combo Plus

> (SoC): Defender

> (HC): Treasure Magnet

> (AC): Lucky Strike

Note: Ven Only

SPARK RAID (2)

Freeze Raid + Magnega

> (ShC): Thunder Boost

> (FC): Reload Boost

> (Pic): Combo Finish Boost

> (WC): Air Combo Plus

> (SoC): HP Boost

> (HC): Treasure Magnet

> (AC): Link Prize Plus

Note: Ven Only

STRIKE RAID

Quick Blitz + Sliding Dash

> (ShC): Dark Screen

> (FC): Attack Haste

> (PC): Combo Finish Boost

> (WC): Air Combo Plus

> (SoC): Item Boost

> (HC): Treasure Magnet

> (AC): Lucky Strike

Note: N/A

STUN EDGE (1)

Sliding Dash + Thunder

- > (ShC): Thunder Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Link Prize Plus

Note: Rare Occurrence (Terra Only) - Ars Solum

STUN EDGE (2)
Strike Raid + Thunder

- > (ShC): Thunder Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: N/A

STUN EDGE (3)
Strike Raid + Thundara
Sliding Dash + Thunder

- > (ShC): Thunder Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Link Prize Plus

Note: Rare Occurrence (Terra Only) - Ars Solum

TIME SPLICER (1)
Aerial Slam + Stopga

- > (ShC): Blizzard Boost
- > (FC): Reload Boost
- > (PC): Second Chance
- > (WC): Air Combo Plus
- > (SoC): Damage Syphon
- > (HC): HP Prize Plus
- > (AC): Lucky Strike

Note: Terra cannot do this

THUNDER SURGE (1)
Freeze Raid + Thundara

- > (ShC): Blizzard Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus OR Air Combo Plus
- > (SoC): Item Boost
- > (HC): HP Prize Plus
- > (AC): Lucky Strike

Note: N/A

THUNDER SURGE (2)
Confusion Strike + Thundara

- > (ShC): Thunder Boost
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus

> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: Rare Occurrence (Terra Only) - Ars Solum

TORNADO STRIKE (1)
Binding Strike + Aeroga
> (ShC): Blizzard Boost
> (FC): Reload Boost
> (PC): Second Chance
> (WC): Air Combo Plus
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: Ven Only

TORNADO STRIKE (2)
Confusion Strike + Aeroga
> (ShC): Blizzard Screen
> (FC): Attack haste
> (PC): Leaf Bracer
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: Ven Only

TREASURE RAID (1)
Slot Edge + Strike Raid
> (ShC): Dark Screen
> (FC): Attack Haste
> (PC): Command Finish Boost
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: Ven Only // Rare Occurrence - Time Splicer

TREASURE RAID (2)
Slot Edge + Magnera
> (ShC): Thunder Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: Ven Only // Rare Occurrence - Time Splicer

WINDCUTTER (1)
Binding Strike + Aeroga
> (ShC): Blizzard Boost
> (FC): Reload Boost
> (PC): Second Chance
> (WC): Air Combo Plus
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: Terra Only

WINDCUTTER (2)

Confusion Strike + Aeroga

- > (ShC): Blizzard Boost
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): HP Prize Plus
- > (AC): Lucky Strike

Note: Terra Only

WIND RAID (1)

Aeroga + Freeze Raid

- > (ShC): Fire Boost
- > (FC): Reload Boost
- > (PC): Second Chance
- > (WC): Once More
- > (SoC): Damage Syphon
- > (HC): HP Prize Plus
- > (AC): EXP Chance

Note: Ven Only

WIND RAID (2)

Aeroga + Treasure Raid

- > (ShC): Blizzard Boost
- > (FC): Reload Boost
- > (PC): Second Chance
- > (WC): Air Combo Plus
- > (SoC): Damage Syphon
- > (HC): HP Prize Plus
- > (AC): Lucky Strike

Note: Ven Only

WISHING EDGE (1)

Strike Raid + Barrier Surge

- > (ShC): Dark Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Aqua Only

WISHING EDGE (2)

Stun Edge + Barrier Surge

- > (ShC): Thunder Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Link Prize Plus

Note: Aqua Only

WISHING EDGE (3)

Stun Edge + Binding Strike

- > (ShC): Thunder Boost
- > (FC): Reload Boost
- > (PC): Combo Finish Boost

- > (WC): Once More
 - > (SoC): Defender
 - > (HC): Treasure Magnet
 - > (AC): EXP Chance
- Note: Aqua Only

ZANTETSUKEN (1)

Stopga + Dark Haze

- > (ShC): Fire Boost
- > (FC): Reload Boost
- > (PC): Finish Boost
- > (WC): Once More
- > (SoC): Damage Syphon
- > (HC): HP Prize Plus
- > (AC): EXP Chance

Note: Terra Only // Rare Occurrence - Ars Solum

ZANTETSUKEN (2)

Stopga + Sonic Blade

- > (ShC): Blizzard Boost
- > (FC): Reload Boost
- > (PC): Second Chance
- > (WC): Air Combo Plus
- > (SoC): Damage Syphon
- > (HC): HP Prize Plus
- > (AC): Lucky Strike

Note: Terra Only // Rare Occurrence - Ars Solum

MAGIC COMMANDS

FIRA (1)

Fire Strike + Fire

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: N/A

FIRA (2)

Fire Dash + Fire

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: N/A

FIRA (3)

Fire + Fire

- > (ShC): Fire Boost
- > (FC): Magic Haste
- > (PC): Leaf Bracer
- > (WC): Air Combo Plus
- > (SoC): HP Boost

> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: N/A

FIRA (4)

Ignite + Fire
> (ShC): Fire Screen
> (FC): Attack Haste
> (PC): Leaf Bracer
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: N/A

FIRAGA (1)

Fire Dash + Fira
> (ShC): Fire Screen
> (FC): Attack Haste
> (PC): Leaf Bracer
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): N/A
Note: N/A

FIRAGA (2)

Fire + Fira
> (ShC): Fire Boost
> (FC): Magic Haste
> (PC): Leaf Bracer
> (WC): Air Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: Rare Occurrence (Aqua Only) - Raging Storm

FIRAGA (3)

Fira + Fira
> (ShC): Fire Boost
> (FC): Reload Boost
> (PC): Finish Boost
> (WC): Once More
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): EXP Chance
Note: Rare Occurrence (Aqua Only) - Raging Storm

DARK FIRAGA (1)

Dark Haze + Firaga
> (ShC): Fire Boost
> (FC): Attack Haste
> (PC): Leaf Bracer
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: Terra Only

DARK FIRAGA (2)

Blackout + Firaga

- > (ShC): Fire Boost
- > (FC): Reload Boost
- > (PC): Finish Boost
- > (WC): Once More
- > (SoC): Damage Syphon
- > (HC): HP Prize Plus
- > (AC): EXP Chance

Note: Terra Only

TRIPLE FIRAGA (1)

Firaga + Firaga

- > (ShC): Fire Boost
- > (FC): Reload Boost
- > (PC): Command Finish Boost
- > (WC): Once More
- > (SoC): Damage Syphon
- > (HC): HP Prize Plus
- > (AC): EXP Chance

Note: Aqua Only // Rare Occurrence - Raging Storm

TRIPLE FIRAGA (2)

Firaga + Fira

- > (ShC): Fire Boost
- > (FC): Magic Haste
- > (PC): Leaf Bracer
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: Aqua Only // Rare Occurrence - Raging Storm

FISSION FIRAGA (1)

Fira + Aeroga

- > (ShC): Fire Boost
- > (FC): Magic Haste
- > (PC): Leaf Bracer
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: Rare Occurrence (Aqua Only) - Firaga Burst

FISSION FIRAGA (2)

Firaga + Aeroga

- > (ShC): Fire Boost
- > (FC): Reload Boost
- > (PC): Leaf Bracer
- > (WC): Once More
- > (SoC): Damage Syphon
- > (HC): HP Prize Plus
- > (AC): EXP Chance

Note: Rare Occurrence (Aqua Only) - Firaga Burst

FISSION FIRAGA (3)

Firaga + Aerora

- > (ShC): Fire Boost
- > (FC): Magic Haste
- > (PC): Leaf Bracer
- > (WC): Air Combo Plus

> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: Rare Occurrence (Aqua Only) - Firaga Burst

CRAWLING FIRE (1)

Firaga + Stopra
> (ShC): Fire Screen
> (FC): Attack Haste
> (PC): Leaf Bracer
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: N/A

CRAWLING FIRE (2)

Firaga + Slow
> (ShC): Fire Boost
> (FC): Magic Haste
> (PC): Leaf Bracer
> (WC): Air Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: N/A

CRAWLING FIRE (3)

Firaga + Stopga
> (ShC): Fire Boost
> (FC): Reload Boost
> (PC): Finish Boost
> (WC): Once More
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): EXP Chance
Note: N/A

MEGA FLARE

Fission Firaga + Crawling Fire
> (ShC): Fire Boost
> (FC): Reload Boost
> (PC): Command Finish Boost
> (WC): Once More
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): EXP CHance
Note: Uses 2 Slots

IGNITE (1)

Bind + Fire
> (ShC): Fire Boost
> (FC): Magic Haste
> (PC): Leaf Bracer
> (WC): Air Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: N/A

IGNITE (2)

Bind + Fira

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Command Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: N/A

BLIZZARA (1)

Blizzard + Blizzard Edge

- > (ShC): Blizzard Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): HP Prize Plus
- > (AC): Lucky Strike

Note: N/A

BLIZZARA (2)

Blizzard + Strike Raid

- > (ShC): Blizzard Boost
- > (FC): Magic Haste
- > (PC): Leaf Bracer
- > (WC): Air Combo plus
- > (SoC): Item Boost
- > (HC): HP Prize Plus
- > (AC): Lucky Strike

Note: N/A

BLIZZARA (3)

Blizzard + Blizzard

- > (ShC): Blizzard Boost
- > (FC): Magic Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus
- > (SoC): Item Boost
- > (HC): HP Prize Plus
- > (AC): Lucky Strike

Note: N/A

BLIZZARA (4)

Blizzard + Aero

- > (ShC): Blizzard Screen
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): EXP Walker

Note: N/A

BLIZZAGA (1)

Blizzara + Blizzard Edge

- > (ShC): Blizzard Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer

> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: N/A

BLIZZAGA (2)

Blizzara + Blizzard
> (ShC): Blizzard Boost
> (FC): Magic Haste
> (PC): Leaf Bracer
> (WC): Combo Plus
> (SoC): Item Boost
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: N/A

BLIZZAGA (3)

Blizzara + Blizzara
> (ShC): Blizzard Boost
> (FC): Reload Boost
> (PC): Second Chance
> (WC): Air Combo Plus
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: N/A

TRIPLE BLIZZAGA (1)

Blizzaga + Blizzara
> (ShC): Blizzard Boost
> (FC): Magic Haste
> (PC): Leaf Bracer
> (WC): Combo Plus
> (SoC): Item Boost
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: Aqua Only

TRIPLE BLIZZAGA (2)

Blizzaga + Blitz
> (ShC): Blizzard Screen
> (FC): Attack Haste
> (PC): Leaf Bracer
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: Aqua Only

TRIPLE BLIZZAGA (3)

Blizzaga + Blizzaga
> (ShC): Blizzard Boost
> (FC): Reload Boost
> (PC): Second Chance
> (WC): Air Combo Plus
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: Aqua Only

ICE BARRAGE (1)

Blizzaga + Mine Square

- > (ShC): Blizzard Boost
- > (FC): Reload Boost
- > (PC): Second Chance
- > (WC): Air Combo Plus
- > (SoC): Damage Syphon
- > (HC): HP Prize Plus
- > (AC): Lucky Strike

Note: Aqua Only // Uses 2 Slots

ICE BARRAGE (2)

Blizzaga + Mine Shield

- > (ShC): Blizzard Screen
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): HP Prize Plus
- > (AC): EXP Walker

Note: Aqua Only // Uses 2 Slots

DEEP FREEZE (1)

Blizzaga + Binding Strike

- > (ShC): Blizzard Screen
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): HP Prize Plus
- > (AC): EXP Walker

Note: Uses 2 Slots

DEEP FREEZE (2)

Blizzaga + Freeze Raid

- > (ShC): Blizzard Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): HP Prize Plus
- > (AC): Lucky Strike

Note: Uses 2 Slots

GLACIER (1)

Deep Freeze + Triple Blizzaga

- > (ShC): Blizzard Boost
- > (FC): Reload Boost
- > (PC): Second Chance
- > (WC): Air Combo Plus
- > (SoC): Damage Syphon
- > (HC): HP Prize Plus
- > (AC): Lucky Strike

Note: Aqua Only // Uses 2 Slots

GLACIER (2)

Deep Freeze + Blizzaga

- > (ShC): Blizzard Boost
- > (FC): Reload Boost

> (PC): Leaf Bracer
> (WC): Combo Plus
> (SoC): Item Boost
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: Aqua Only // Uses 2 Slots

THUNDARA

Thunder + Thunder

> (ShC): Thunder Boost
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus

Note: Rare Occurrence - Lightning Ray

THUNDAGA (1)

Thundara + Binding Strike

> (ShC): Thunder Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus

Note: Rare Occurrence - Lightning Ray

THUNDAGA (2)

Thundara + Thunder

> (ShC): Thunder Boost
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus

Note: Rare Occurrence - Lightning Ray

THUNDAGA (3)

Thundara + Thundara

> (ShC): Thunder Boost
> (FC): Reload Boost
> (PC): Combo Finish Boost
> (WC): Once More
> (SoC): Defender
> (HC): Treasure Magnet
> (AC): EXP Chance

Note: Rare Occurrence - Lightning Ray

THUNDAGA SHOT (1)

Thundaga + Firaga

> (ShC): Fire Boost OR Thunder Boost
> (FC): Magic Haste
> (PC): Leaf Bracer
> (WC): Air Combo plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus

Note: Aqua Only // Rare Occurrence - Meteor Shower

THUNDAGA SHOT (2)

Thundaga + Strike Raid

- > (ShC): Thunder Boost
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Link Prize Plus

Note: Aqua Only // Rare Occurrence - Meteor Shower

THUNDAGA SHOT (3)

Thundaga + Freeze Raid

- > (ShC): Blizzard Boost
- > (FC): Magic Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus
- > (SoC): Item Boost
- > (HC): HP Prize Plus
- > (AC): Lucky Strike

Note: Aqua Only // Rare Occurrence - Meteor Shower

THUNDAGA SHOT (4)

Thundaga + Thundaga

- > (ShC): Fire Boost
- > (FC): Magic Haste
- > (PC): Leaf Bracer
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: Aqua Only

CURA (1)

Cure + Cure

- > (ShC): Cure Boost
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: N/A

CURA (2)

Thunder + Cure

- > (ShC): Thunder Boost
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Link Prize Plus

Note: N/A

CURA (3)

Aero + Cure

- > (ShC): Dark Screen

- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: N/A

CURAGA (1)

Cura + Cura

- > (ShC): Cure Boost
- > (FC): Reload Boost
- > (PC): Second Chance
- > (WC): Combo Plus
- > (SoC): Defender
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: N/A

CURAGA (2)

Cura + Cure

- > (ShC): Cure Boost
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: N/A

MINE SHIELD (1)

Stop + Ignite

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: N/A

MINE SHIELD (2)

Fira + Zero Gravity

- > (ShC): Fire Boost
- > (FC): Magic Haste
- > (PC): Leaf veil
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: N/A

MINE SHIELD (3)

Fira + Block

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus

> (AC): Link Prize Plus
Note: Terra and Ven Only

MINE SHIELD (4)

Stopra + Block

- > (ShC): Cure Boost
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Terra and Ven Only

MINE SQUARE (1)

Fira + Stop

- > (ShC): Fire Boost
- > (FC): Magic Haste
- > (PC): Leaf Bracer
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: N/A

MINE SQUARE (2)

Aerora + Ignite

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: N/A

MINE SQUARE (3)

Barrier + Fira

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: Aqua Only

MINE SQUARE (4)

Barrier + Stopra

- > (ShC): Cure Boost
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Aqua Only

SEEKER MINE (1)

Mine Square + Magnega

> (ShC): Fire Screen
> (FC): Attack Haste
> (PC): Leaf Bracer
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: Aqua Only

SEEKER MINE (2)
Mine Shield + Magnega
> (ShC): Fire Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: Aqua Only

SEEKER MINE (3)
Mine Shield + Mine Square
> (ShC): Fire Boost
> (FC): Reload Boost
> (PC): Finish Boost
> (WC): Once More
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): EXP Chance
Note: Aqua Only

ZERO GRAVIRA (1)
Zero Gravity + Zero Gravity
> (ShC): Cure Boost
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Combo Plus
> (SoC): Item Boost
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: Rare Occurrence (Terra Only) - Warp

ZERO GRAVIRA (2)
Zero Gravity + Thunder
> (ShC): Thunder Boost
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: N/A

ZERO GRAVIRA (3)
Magnet + Aero
> (ShC): Dark Screen
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): Item Boost

> (HC): Treasure Magnet

> (AC): EXP Walker

Note: N/A

ZERO GRAVIGA (1)

Zero Gravira + Zero Gravity

> (ShC): Cure Boost

> (FC): Magic Haste

> (PC): Combo Finish Boost

> (WC): Combo Plus

> (SoC): Item Boost

> (HC): Treasure Magnet

> (AC): Lucky Strike

Note: Rare Occurrence - Warp

ZERO GRAVIGA (2)

Zero Gravira + Zero Gravira

> (ShC): Cure Boost

> (FC): Reload Boost

> (PC): Second Chance

> (WC): Combo Plus

> (SoC): Defender

> (HC): Treasure Magnet

> (AC): Lucky Strike

Note: Rare Occurrence - Warp

ZERO GRAVIGA (3)

Zero Gravira + Thundara

> (ShC): Thunder Boost

> (FC): Magic Haste

> (PC): Combo Finish Boost

> (WC): Air Combo Plus

> (SoC): HP Boost

> (HC): Treasure Magnet

> (AC): Link Prize Plus

Note: N/A

MAGNERA (1)

Magnet + Magnet

> (ShC): Cure Boost

> (FC): Magic Haste

> (PC): Combo Finish Boost

> (WC): Combo Plus

> (SoC): Item Boost

> (HC): Treasure Magnet

> (AC): Lucky Strike

Note: N/A

MAGNERA (2)

Thunder + Magnet

> (ShC): Thunder Boost

> (FC): Magic Haste

> (PC): Combo Finish Boost

> (WC): Air Combo Plus

> (SoC): HP Boost

> (HC): Treasure Magnet

> (AC): Link Prize Plus

Note: N/A

MAGNERA (3)

Stun Edge + Magnet

- > (ShC): Thunder Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Link Prize Plus

Note: N/A

MAGNEGA

Magnera + Magnera

- > (ShC): Thunder Boost
- > (FC): Reload Boost
- > (PC): Combo Finish Boost
- > (WC): Once More
- > (SoC): Defender
- > (HC): Treasure Magnet
- > (AC): EXP Chance

Note: N/A

ENERGY MAGNET (1)

Magnera + Cure

- > (ShC): Cure Boost
- > (FC): Magic Haste
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Aqua Only

ENERGY MAGNET (2)

Magnera + Cura

- > (ShC): Cure Boost
- > (FC): Reload Boost
- > (PC): Second Chance
- > (WC): Combo Plus
- > (SoC): Defender
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Aqua Only

MUNNY MAGNET (1)

Magnera + Wishing Edge

- > (ShC): Thunder Screen
- > (FC): Attack Haste
- > (PC): Combo Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Link Prize Plus

Note: Aqua Only

MUNNY MAGNET (2)

Magnera + Thundara

- > (ShC): Thunder Boost
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus

> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: Aqua Only

D-LINK MAGNET (1)

Magnera + Stopra

> (ShC): Thunder Boost
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: Aqua Only

D-LINK MAGNET (2)

Magnera + Zero Gravira

> (ShC): Thunder Screen
> (FC): Attack Haste
> (PC): Combo Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: Aqua Only

AERORA (1)

Aero + Aero

> (ShC): Blizzard Boost
> (FC): Magic Haste
> (PC): Leaf Bracer
> (WC): Combo Plus
> (SoC): Item Boost
> (HC): Treasure Magnet OR HP Prize Plus
> (AC): Lucky Strike
Note: Rare Occurrence (Ven Only) - Tornado

AERORA (2)

Aero + Quick Blitz

> (ShC): Blizzard Screen
> (FC): Attack Haste
> (PC): Leaf Bracer
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: Rare Occurrence (Ven Only) - Tornado

AERORA (3)

Aero + Thunder

> (ShC): Thunder Boost
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: Rare Occurrence (Ven Only) - Tornado

AEROGA (1)

Aerora + Quick Blitz

- > (ShC): Dark Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: N/A

AEROGA (2)

Aerora + Aerora

- > (ShC): Cure Boost
- > (FC): Reload Boost
- > (PC): Combo Finish Boost
- > (WC): Combo Plus
- > (SoC): Defender
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: N/A

AEROGA (3)

Aerora + Aero

- > (ShC): Cure Boost
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Rare Occurrence (Ven Only) - Tornado

TORNADO

Aeroga + Magnega

- > (ShC): Cure Boost
- > (FC): Reload Boost
- > (PC): Second Chance
- > (WC): Combo Plus
- > (SoC): Defender
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Ven Only // Uses 2 Slots

QUAKE (1)

Brutal Blast + Zero Gravity

- > (ShC): Fire Boost
- > (FC): Reload Boost
- > (PC): Finish Boost
- > (WC): Once More
- > (SoC): Damage Syphon
- > (HC): HP Prize Plus
- > (AC): EXP Chance

Note: Terra Only // Rare Occurrence - Meteor

QUAKE (2)

Brutal Blast + Magnega

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Command Finish Boost

> (WC): Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: Terra Only // Uses 2 Slots

METEOR

Geo Impact + Quake
> (ShC): Fire Boost
> (FC): Reload Boost
> (PC): Finish Boost
> (WC): Once More
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): EXP Chance
Note: Terra Only // Uses 2 Slots

MINI (1)

Bind + Magnega
> (ShC): Thunder Boost
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Once More
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: N/A

MINI (2)

Magnega + Magnega
> (ShC): Thunder Boost
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Once More
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: N/A

BLACKOUT (1)

Confuse + Zero Gravity
> (ShC): Cure Boost
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Combo Plus
> (SoC): Item Boost
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: N/A

BLACKOUT (2)

Poison + Zero Gravira
> (ShC): Dark Screen
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): Treasure Magnet
> (AC): EXP Walker
Note: N/A

BLACKOUT (3)

Confuse + Zero Gravira

- > (ShC): Cure Boost
- > (FC): Reload Boost
- > (PC): Second Chance
- > (WC): Combo Plus
- > (SoC): Defender
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: N/A

STOPRA (1)

Slow + Slow

- > (ShC): Thunder Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: N/A

STOPRA (2)

Stop + Slow

- > (ShC): Thunder Screen
- > (FC): Magic Haste
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Link Prize Plus

Note: N/A

STOPRA (3)

Stop + Stop

- > (ShC): Thunder Boost
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Link Prize Plus

Note: N/A

STOPGA (1)

Stopra + Stop

- > (ShC): Thunder Boost
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Link Prize Plus

Note: N/A

STOPGA (2)

Stopra + Stopra

- > (ShC): Thunder Boost
- > (FC): Reload Boost

> (PC): Combo Finish Boost
> (WC): Once More
> (SoC): Defender
> (HC): Treasure Magnet
> (AC): EXP Chance
Note: N/A

WARP

Sliding Dash + Magnera

> (ShC): Dark Screen
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): HP Prize Plus
> (AC): EXP Walker

Note: N/A

TRANSCENDENCE

Magnet Spiral + Zero Graviga

> (ShC): Thunder Boost
> (FC): Reload boost
> (PC): Combo Finish Boost
> (WC): Once More
> (SoC): Defender
> (HC): Treasure Magnet
> (AC): EXP Chance

Note: Uses 2 Slots

FAITH

Wind Raid + Break Time

> (ShC): Cure Boost
> (FC): Reload Boost
> (PC): Second Chance
> (WC): Combo Plus
> (SoC): Defender
> (HC): Treasure Magnet
> (AC): Lucky Strike

Note: Ven Only // Uses 2 Slots

SLIDE COMMANDS

HOMING SLIDE (1)

Air Slide + Sliding Dash

> (ShC): Thunder Screen OR Fire Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Lucky Strike

Note: Terra cannot do this

HOMING SLIDE (2)

Sliding Dash + Magnera

> (ShC): Dark Screen
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus

> (SoC): Item Boost
> (HC): Treasure Magnet
> (AC): EXP Walker
Note: Terra cannot do this

FIRE GLIDE (1)

Glide + Firaga
> (ShC): Fire Boost
> (FC): Reload Boost
> (PC): Finish Boost
> (WC): Once More
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): EXP Chance
Note: Ven Only

FIRE GLIDE (2)

Glide + Fire Surge
> (ShC): Fire Screen
> (FC): Attack Haste
> (PC): Combo Finish Boost
> (WC): Once More
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: Ven Only

FIREWHEEL

Cartwheel + Fission Firaga OR Firaga
> (ShC): Fire Boost
> (FC): Reload Boost OR Attack Haste
> (PC): Command Finish Boost
> (WC): Combo Plus
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): Link Prize Plus OR EXP Chance
Note: Aqua Only // Rare Occurrence - Raging Storm

ICE SLIDE (1)

Air Slide + Blizzard Edge
> (ShC): Blizzard Boost
> (FC): Reload Boost
> (PC): Second Chance
> (WC): Air Combo Plus
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: N/A

ICE SLIDE (2)

Air Slide + Blizzaga
> (ShC): Blizzard Screen
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): HP Prize Plus
> (AC): EXP Walker
Note: N/A

THUNDER ROLL (1)

Thunder Surge + Dodge Roll

- > (ShC): Dark Screen
- > (FC): Magic haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): EXP Walker

Note: Ven Only

THUNDER ROLL (2)

Thundaga + Dodge Roll

- > (ShC): Thunder Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Ven Only

BLOCK COMMANDS

CONFUSE BARRIER (1)

Confusion Strike + Barrier

- > (ShC): Fire Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: Aqua Only

CONFUSE BARRIER (2)

Confuse + Barrier

- > (ShC): Thunder Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Aqua Only

POISON BLOCK (1)

Poison Edge + Block

- > (ShC): Blizzard Screen
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): HP Prize Plus
- > (AC): EXP Walker

Note: Terra and Ven Only // Rare Occurrence - Bio Barrage

POISON BLOCK (2)

Poison + Block

> (ShC): Dark Screen
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): Treasure Magnet
> (AC): EXP Walker
Note: Terra and Ven Only // Rare Occurrence - Bio Barrage

RENEWAL BLOCK (1)
Curaga + Barrier
> (ShC): Dark Screen
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): Treasure Magnet
> (AC): EXP Walker
Note: Aqua Only

RENEWAL BLOCK (2)
Esuna + Barrier
> (ShC): Cure Boost
> (FC): Reload Boost
> (PC): Second Chance
> (WC): Combo Plus
> (SoC): Defender
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: Aqua Only

RENEWAL BLOCK (1)
Curaga + Block
> (ShC): Dark Screen
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): Treasure Magnet
> (AC): EXP Walker
Note: Terra and Ven Only

RENEWAL BLOCK (2)
Esuna + Block
> (ShC): Fire Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: Terra and Ven Only

STOP BARRIER
Stopga + Barrier
> (ShC): Fire Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost

> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: Aqua Only

STUN BLOCK (1)

Stun Edge + Block

> (ShC): Thunder Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Lucky Strike

Note: Terra and Ven Only

STUN BLOCK (2)

Thundaga + Block

> (ShC): Thunder Boost
> (FC): Reload Boost
> (PC): Combo Finish Boost
> (WC): Once More
> (SoC): Defender
> (HC): Treasure Magnet
> (AC): EXP Boost

Note: Terra and Ven Only

REVENGE COMMANDS

PAYBACK FANG

Revenge Thunder + Sliding Dash

> (ShC): Dark Screen
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): Treasure Magnet
> (AC): EXP Walker

Note: Terra Only

PAYBACK RAID

Strike Raid + Sliding Dash

> (ShC): Dark Screen
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): Treasure Magnet
> (AC): EXP Walker

Note: Ven Only

PAYBACK SURGE (1)

Fire Surge + Sliding Dash

> (ShC): Fire Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus

Note: Aqua Only

PAYBACK SURGE (2)

Thunder Surge + Sliding Dash

> (ShC): Thunder Screen

> (FC): Attack Haste

> (PC): Finish Boost

> (WC): Combo Plus

> (SoC): HP Boost

> (HC): Treasure Magnet

> (AC): Lucky Strike

Note: Aqua Only

SHOTLOCKS [All Rare Occurrences]

BIO BARRAGE (1)

Quick Blitz + Poison

Note: Rare

BIO BARRAGE (2)

Poison Edge + Block

Note: Terra and Ven Only // Rare

BIO BARRAGE (3)

Poison + Block

Note: Terra and Ven Only // Rare

LIGHTNING RAY (1)

Blitz + Dark Haze

Note: Terra Only // Rare

LIGHTNING RAY (2)

Blitz + Aerial Slam

Note: Ven Only // Rare

LIGHTNING RAY (3)

Thundara + Binding Strike

Note: Rare

LIGHTNING RAY (4)

Fire Dash + Thunder Surge

Note: Rare

LIGHTNING RAY (5)

Thunder + Thunder

Note: Rare

LIGHTNING RAY (6)

Thundara + Thunder

Note: Rare

METEOR SHOWER (1)

Blitz + Zero Graviga

Note: Aqua Only // Rare

METEOR SHOWER (2)

Thundaga + Strike Raid

Note: Aqua Only // Rare

METEOR SHOWER (3)
Thundaga + Freeze Raid
Note: Aqua Only // Rare

METEOR SHOWER (4)
Thundaga + Firaga
Note: Aqua Only // Rare

RARE OCCURRENCES (Attack Commands)

ARS ARCANUM (1)
Fire Strike + Aerora
> (ShC): Fire Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: Ven Only // Rare // Original: Aerial Slam

ARS ARCANUM (2)
Slot Edge + Quick Blitz
> (ShC): Dark Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: Ven Only // Rare // Original: Blitz (1)

ARS ARCANUM (3)
Blizzard Edge + Cura
> (ShC): Blizzard Screen
> (FC): Attack haste
> (PC): Leaf Bracer
> (WC): Air Combo Plus
> (SoC): Item Boost
> (HC): HP Prize Plus
> (AC): Lucky Strike
Note: Ven Only // Rare // Original: Slot Edge (1)

BREAK TIME
Renewal Block + Curaga
> (ShC): Cure Boost
> (FC): Reload Boost
> (PC): Second Chance
> (WC): Combo Plus
> (SoC): Defender
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: Terra and Ven Only // Rare // Original: Slot Edge (3)

ARS SOLUM (1)
Dark Haze + Sonic Blade
> (ShC): Fire Boost
> (FC): Reload Boost
> (PC): Finish Boost

> (WC): Once More
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): EXP Chance
Note: Terra Only // Rare // Original: Chaos Blade

ARS SOLUM (2)

Sliding Dash + Thunder
> (ShC): Thunder Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: Terra Only // Rare // Original: Stun Edge (1)

ARS SOLUM (3)

Strike Raid + Thundara
Sliding Dash + Thunder
> (ShC): Thunder Screen
> (FC): Attack Haste
> (PC): Finish Boost
> (WC): Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: Terra Only // Rare // Original: Stun Edge (3)

ARS SOLUM (4)

Confusion Strike + Thundara
> (ShC): Thunder Boost
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Air Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Link Prize Plus
Note: Terra Only // Rare // Original: Thunder Surge (2)

ARS SOLUM (5)

Stopga + Dark Haze
> (ShC): Fire Boost
> (FC): Reload Boost
> (PC): Finish Boost
> (WC): Once More
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): N/A
Note: Terra Only // Rare // Original: Zantetsuken (1)

ARS SOLUM (6)

Stopga + Sonic Blade
> (ShC): Blizzard Boost
> (FC): Reload Boost
> (PC): Second Chance
> (WC): N/A
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): N/A

Note: Terra Only // Rare // Original: Zantetsuken (2)

TIME SPLICER (1)

Wishing Edge + Barrier Surge

- > (ShC): Dark Screen
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): EXP Walker

Note: Aqua Only // Rare // Original: Blitz (2)

TIME SPLICER (2)

Slot Edge + Strike Raid

- > (ShC): Dark Screen
- > (FC): Attack Haste
- > (PC): Command Finish Boost
- > (WC): Air combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Ven Only // Rare // Original: Treasure Raid (1)

TIME SPLICER (3)

Slot Edge + Magnera

- > (ShC): Thunder Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Link Prize Plus

Note: Ven Only // Rare // Original: Treasure Raid (2)

RARE OCCURRENCES (Magic Commands)

FIRAGA BURST (1)

Fira + Aeroga

- > (ShC): Fire Boost
- > (FC): Magic Haste
- > (PC): Leaf Bracer
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: Aqua Only // Rare // Original: Fission Firaga (1)

FIRAGA BURST (2)

Firaga + Aeroga

- > (ShC): Fire Boost
- > (FC): Reload Boost
- > (PC): Leaf Bracer
- > (WC): Once More
- > (SoC): Damage Syphon
- > (HC): HP Prize Plus
- > (AC): EXP Chance

Note: Aqua Only // Rare // Original: Fission Firaga (2)

FIRAGA BURST (3)

Firaga + Aerora

- > (ShC): Fire Boost
- > (FC): Magic Haste
- > (PC): Leaf Bracer
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus

Note: Aqua Only // Rare // Original: Fission Firaga (3)

MAGNET SPIRAL (1)

Magnet + Zero Gravira

- > (ShC): Thunder Boost
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Link Prize Plus

Note: Rare // Original: Collision Magnet (1)

MAGNET SPIRAL (2)

Magnera + Quick Blitz

- > (ShC): Thunder Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Link Prize Plus

Note: Rare // Original: Collision Magnet (3)

METEOR

Brutal Blast + Zero Gravity

- > (ShC): Fire Boost
- > (FC): Reload Boost
- > (PC): Finish Boost
- > (WC): Once More
- > (SoC): Damage Syphon
- > (HC): HP Prize Plus
- > (AC): EXP Chance

Note: Terra Only // Rare // Original: Quake (1)

QUAKE (1)

Stun Edge + Mine Shield

- > (ShC): Dark Screen
- > (FC): Attack Haste
- > (PC): Finish Boost
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): N/A

Note: Terra Only // Rare // Original: Brutal Blast (1)

QUAKE (2)

Binding Strike + Mine Square

- > (ShC): Thunder Screen
- > (FC): Attack Haste
- > (PC): Finish Boost

> (WC): Combo Plus
> (SoC): HP Boost
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: Terra Only // Rare // Original: Brutal Blast (2)

QUAKE (3)

Brutal Blast + Brutal Blast
> (ShC): Cure Boost
> (FC): Reload Boost
> (PC): Second Chance
> (WC): Combo Plus
> (SoC): Defender
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: Terra Only // Rare // Original: Geo Impact

RAGING STORM (1)

Fire + Fira
> (ShC): Fire Boost
> (FC): Magic Haste
> (PC): Leaf Bracer
> (WC): Air Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: Aqua Only // Rare // Original: Firaga (2)

RAGING STORM (2)

Fira + Fira
> (ShC): Fire Boost
> (FC): Reload Boost
> (PC): Finish Boost
> (WC): Once More
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): EXP Chance
Note: Aqua Only // Rare // Original: Firaga (3)

RAGING STORM (3)

Firaga + Firaga
> (ShC): Fire Boost
> (FC): Reload Boost
> (PC): Command Finish Boost
> (WC): Once More
> (SoC): Damage Syphon
> (HC): HP Prize Plus
> (AC): EXP Chance
Note: Aqua Only // Rare // Original: Triple Firaga (1)

RAGING STORM (4)

Firaga + Fira
> (ShC): Fire Boost
> (FC): Magic Haste
> (PC): Leaf Bracer
> (WC): Air Combo Plus
> (SoC): HP Boost
> (HC): HP Prize Plus
> (AC): Link Prize Plus
Note: Aqua Only // Rare // Original: Triple Firaga (2)

RAGING STORM (5)

Cartwheel + Fission Firaga OR Firaga

- > (ShC): Fire Boost
- > (FC): Reload Boost OR Attack Haste
- > (PC): Command Finish Boost
- > (WC): Combo Plus
- > (SoC): Damage Syphon
- > (HC): HP Prize Plus
- > (AC): Link Prize Plus OR EXP Chance

Note: Aqua Only // Rare // Original: Firewheel

TORNADO (1)

Aero + Aero

- > (ShC): Blizzard Boost
- > (FC): Magic Haste
- > (PC): Leaf Bracer
- > (WC): Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet OR HP Prize Plus
- > (AC): Lucky Strike

Note: Ven Only // Rare // Original: Aerora (1)

TORNADO (2)

Aero + Quick Blitz

- > (ShC): Blizzard Screen
- > (FC): Attack Haste
- > (PC): Leaf Bracer
- > (WC): Air Combo Plus
- > (SoC): Item Boost
- > (HC): HP Prize Plus
- > (AC): Lucky Strike

Note: Ven Only // Rare // Original: Aerora (2)

TORNADO (3)

Aero + Thunder

- > (ShC): Thunder Boost
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Air Combo Plus
- > (SoC): HP Boost
- > (HC): Treasure Magnet
- > (AC): Link Prize Plus

Note: Ven Only // Rare // Original: Aerora (3)

TORNADO (4)

Aerora + Aero

- > (ShC): Cure Boost
- > (FC): Magic Haste
- > (PC): Combo Finish Boost
- > (WC): Combo Plus
- > (SoC): Item Boost
- > (HC): Treasure Magnet
- > (AC): Lucky Strike

Note: Ven Only // Rare // Original: Aeroga (3)

WARP (1)

Zero Gravity + Zero Gravity

- > (ShC): Cure Boost
- > (FC): Magic Haste

> (PC): Combo Finish Boost
> (WC): Combo Plus
> (SoC): Item Boost
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: Terra Only // Rare // Original: Zero Gravira (1)

WARP (2)

Zero Gravira + Zero Gravity
> (ShC): Cure Boost
> (FC): Magic Haste
> (PC): Combo Finish Boost
> (WC): Combo Plus
> (SoC): Item Boost
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: Terra Only // Rare // Original: Zero Graviga (1)

WARP (3)

Zero Gravira + Zero Gravira
> (ShC): Cure Boost
> (FC): Reload Boost
> (PC): Second Chance
> (WC): N/A
> (SoC): Defender
> (HC): Treasure Magnet
> (AC): Lucky Strike
Note: Terra Only // Rare // Original: Zero Graviga (2)

ADDED EFFECTS

NOTE: The number in [] is the total number that can be equipped. Effect increases with the number that is equipped.

SHIMMERING CRYSTAL

Blizzard Boost: Increase power of Blizzard Type commands. [3]
Blizzard Screen: Increase resistance against Blizzard Type attacks. [2]
Cure Boost: Increase power of Cure Type commands. [3]
Dark Screen: Increase resistance against Dark Type attacks. [2]
Fire Boost: Increase power of Fire Type commands. [3]
Fire Screen: Increase resistance against Fire Type attacks. [3]
Thunder Boost: Increase power of Thunder Type Commands. [3]
Thunder Screen: Increase resistance against Thunder Type attacks. [2]

FLEETING CRYSTAL

Attack Haste: Decrease reloading time for Attack Commands. [5]
Magic Haste: Decrease reloading time for Magic Commands. [5]
Reload Boost: Decrease deck reloading time when HP is under 25%. [1]

PULSING CRYSTAL

Combo Finish Boost: Improves damage dealt by combos. [2]
Finish Boost: Increase power of commands. [2]
Second Chance: If HP is 2+, 1 HP will
 be left after taking fatal damage instead of 0. [1]
Leaf Bracer: Damage cannot be taken while using Cure Command. [1]

WELLSPRING CRYSTAL

Air Combo Plus: Air combos increase by 1. [3]
Combo Plus: Ground combos increase by 1. [3]

Once More: Character will stay alive with 1 HP after taking fatal damage from combo. Character will be invincible until the end of the combo. [1]

SOOTHING CRYSTAL

Damage Syphon: FOCUS will be restored when character is damaged. [1]

Defender: Defense increases when HP is under 25%. [1]

HP Boost: Increase max HP. [3]

Item Boost: Increase effect of recovery items. [3]

HUNGRY CRYSTAL

Treasure Magnet: Attracts nearby prizes dropped by enemies. [5]

HP Prize Plus: Increase drop rate of HP prizes. [3]

ABOUNDING CRYSTAL

EXP Chance: When HP is under 25%, EXP will be doubled. [1]

EXP Walker: 1 EXP is earned per step taken. [1]

Link Prize Plus: Increase drop rate of D-Link Prizes. [3]

Lucky Strike: Increases drop rate of rare items. [5]

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