

Rudra No Hihou Mantra List

by Reonis

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Treasure of the Rudras Mantra Listing, release 10.03.04
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Similar in nature to my Monster Listing, this is a compilation of every mantra that I was able to witness through the game. Some of these do not have the same effect as when the monster casts them; but, I've compiled this list as if the player is casting the mantra.

I've also added a section that has all of the mantras that are listed in the ROM for the game. I listed a mantra in the pertinent section if I personally witnessed the mantra during the play of the game; otherwise it's listed in the Ripped ROM section.

If you've seen a mantra that I've overlooked that is in the game, please contact me. I'd love to know where you saw the mantra or what monster you were fighting. If you can provide a savestate that would be even better. There shouldn't be any overlooked mantras as I pulled the text listing from the ROM; but, I could've missed a section.

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ウ Explanation ウ
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Each mantra is laid out like so:

Mantra Name (Breakdown)	MP Cost: #
Game Description	Element: ?
Spell Effect: #/#	Target: ?

Mantra Name: Obviously this is what you enter into TotR as your mantra.

Breakdown: This shows you what prefixes, suffixes and what base went into each mantra.

Game Description: This is the in-game description for the mantra.

Spell Effect: These two numbers represent the spell effect. The first number shows what animation to use and the second number is the type modifier.

MP Cost: The cost in MP to cast the mantra.

Element: What element the mantra is. It's neat to notice that Healing, Void, and Earth do not have an element attached to their mantras.

Target: This shows where a mantra is allowed to be cast and who the target is allowed to be.

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ウ Monster's Mantras ウ

AQUNATES (Aqu-Nates)	MP Cost: 9
Water damage	Element: Water
Spell Effect: 19/1	Target: Multiple
AQUIREK (Aqu-Rek)	MP Cost: 10
Block abnormal status	Element: -
Spell Effect: 107/64	Target: Single-Only Party
ARIROC (-)	MP Cost: 3
Water, Freeze status	Element: Water
Spell Effect: 100/0	Target: Single
BILAAQULUS (Bila-Aqu-Lus)	MP Cost: 8
Water damage	Element: Water
Spell Effect: 17/128	Target: Single
BILAPEMINU (Bila-Pe-MINU)	MP Cost: 16
Water damage	Element: Water
Spell Effect: 21/128	Target: Single
COANANISARI (Coa-Nani-Sari)	MP Cost: 21
Light damage	Element: Light
Spell Effect: 44/129	Target: Multiple
COANAZEHILI (Coa-Naze-Hili)	MP Cost: 8
Light damage	Element: Light
Spell Effect: 44/64	Target: Single
CONTAQU (Cont-Aqu)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 16/64	Target: Single
CUKONESS (Cuko-Ness)	MP Cost: 10
Dark damage	Element: Dark
Spell Effect: 51/65	Target: Multiple
CUKOPEREU (?)	MP Cost: 40
Restores HP	Element: -
Spell Effect: 71/128	Target: Single-Always Avail
DEES (-)	MP Cost: 10
Wind damage	Element: Wind
Spell Effect: 27/65	Target: Multiple
DEKUUSOA (De-Kuu-Soa)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 40/128	Target: Single
EERIROG (-)	MP Cost: 3
Fire, Burn status	Element: Fire
Spell Effect: 97/0	Target: Single
FRAGMATIC (-)	MP Cost: 21
Wind damage	Element: Wind
Spell Effect: 26/64	Target: Single
FULLDAMPOTEY (-)	MP Cost: 27

Fire damage Spell Effect: 13/129	Element: Fire Target: Multiple

FULLIGLUS (Full-Ig-Lus) Fire damage Spell Effect: 9/128	MP Cost: 5 Element: Fire Target: Single

FULLSUTA (Full-Suta) Water damage Spell Effect: 20/64	MP Cost: 11 Element: Water Target: Single

FULLTENU (Full-Tenu) Wind damage Spell Effect: 28/64	MP Cost: 11 Element: Wind Target: Single

GIGAPUSSPECK (Giga-Pusspeck) Magic defense Minus Spell Effect: 70/65	MP Cost: 12 Element: - Target: Multiple-Only Enemy

GINAAQUMEL (Gina-Aqu-mel) Water damage Spell Effect: 17/129	MP Cost: 15 Element: Water Target: Multiple

GOHSOALUS (Goh-Soa-Lus) Light damage Spell Effect: 41/64	MP Cost: 3 Element: Light Target: Single

GOHSOAMEL (Goh-Soa-Mel) Light damage Spell Effect: 41/65	MP Cost: 4 Element: Light Target: Multiple

GRANNIHINA (Gran-Nihi-Na) Void damage Spell Effect: 5/1	MP Cost: 19 Element: - Target: Multiple

GRANSERENA (Gran-Sere-Na) Dark damage Spell Effect: 53/1	MP Cost: 19 Element: Dark Target: Multiple

GRANTEONA (Gran-Teo-Na) Wind damage Spell Effect: 29/1	MP Cost: 19 Element: Wind Target: Multiple

GREATUNI (-) Light damage Spell Effect: 42/129	MP Cost: 12 Element: Light Target: Multiple

GRUDGE (-) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single

HAHAQULUS (Hah-Aqu-Lus) Water damage Spell Effect: 17/64	MP Cost: 3 Element: Water Target: Single

HAHNEL (Hah-Nel) Fire damage Spell Effect: 11/65	MP Cost: 10 Element: Fire Target: Multiple

HEAVYANI (-)	MP Cost: 9

Water damage	Element: Water
Spell Effect: 18/128	Target: Single

HETPRA (Het-Pra)	MP Cost: 8
Earth damage	Element: -
Spell Effect: 56/65	Target: Multiple

HORAR (Hor-Ar)	MP Cost: 8
Water damage	Element: Water
Spell Effect: 19/64	Target: Single

HORDAMAR (?)	MP Cost: 4
Void damage	Element: -
Spell Effect: 80/64	Target: Single

HORIGMEL (Hor-Ig-Mel)	MP Cost: 6
Fire damage	Element: Fire
Spell Effect: 9/129	Target: Multiple

HORMETAGNU (Hor-Meta-Gnu)	MP Cost: 13
Fire damage	Element: Fire
Spell Effect: 11/128	Target: Single

IGCATA (Ig-Cata)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 8/64	Target: Single

IGREX (Ig-Rex)	MP Cost: 5
Fire damage	Element: Fire
Spell Effect: 11/0	Target: Single

IGTEUM (Ig-Teum)	MP Cost: 11
Fire damage	Element: Fire
Spell Effect: 13/0	Target: Single

IGTIO (Ig-Tio)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

JANISERENA (Jani-Sere-Na)	MP Cost: 5
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

KAACUKOMEN (Kaa-Cuko-Men)	MP Cost: 13
Earth damage	Element: -
Spell Effect: 58/128	Target: Single

KAAHORLT (Kaa-Hor-Lt)	MP Cost: 15
Water damage	Element: Water
Spell Effect: 19/129	Target: Multiple

KAAKIPEBUL (?)	MP Cost: 26
Wind damage	Element: Wind
Spell Effect: 29/129	Target: Multiple

KAALUCPIT (Kaa-Luc-Pit)	MP Cost: 10
Wind damage	Element: Wind
Spell Effect: 27/128	Target: Single

KAAMOMUNY (?)	MP Cost: 15

Dark damage Spell Effect: 53/64	Element: Dark Target: Single
KAATAOHGUA (?) Dark damage Spell Effect: 52/128	MP Cost: 14 Element: Dark Target: Single
KIBILAES (-) Wind damage Spell Effect: 27/129	MP Cost: 20 Element: Wind Target: Multiple
KIDEOHPIPER (?) Void damage Spell Effect: 5/128	MP Cost: 19 Element: - Target: Single
KIDEREMNU (?) Void damage Spell Effect: 5/129	MP Cost: 26 Element: - Target: Multiple
KILUCMOEERIE (?) Dark damage Spell Effect: 53/129	MP Cost: 27 Element: Dark Target: Multiple
KIPRATAHNA (?) Earth damage Spell Effect: 58/129	MP Cost: 23 Element: - Target: Multiple
KIVUPRAXTO (?) Earth damage Spell Effect: 56/129	MP Cost: 14 Element: - Target: Multiple
KUEDARES (?) Lightning damage Spell Effect: 34/128	MP Cost: 9 Element: Lightning Target: Single
KUUSOA (Kuu-Soa) Light damage Spell Effect: 40/64	MP Cost: 2 Element: Light Target: Single
KUUSOANA (Kuu-Soa-Na) Light damage Spell Effect: 40/65	MP Cost: 3 Element: Light Target: Multiple
KUUVUSOANA (Kuu-Vu-Soa-Na) Light damage Spell Effect: 40/129	MP Cost: 4 Element: Light Target: Multiple
LARNIHIMEL (Lar-Nihi-Mel) Void damage Spell Effect: 4/1	MP Cost: 14 Element: - Target: Multiple
LARSEREMEL (Lar-Sere-Mel) Water damage Spell Effect: 20/1	MP Cost: 5 Element: Water Target: Multiple
LARTOUNAMEL (Lar-Tou-Na-Mel) Lightning damage Spell Effect: 36/1	MP Cost: 14 Element: Lightning Target: Multiple
LEB (-)	MP Cost: 6

Earth damage Spell Effect: 57/0	Element: - Target: Single

LUCCUKONESS (Luc-Cuko-Ness) Dark damage Spell Effect: 51/65	MP Cost: 12 Element: Dark Target: Multiple

LUCFULLSUTA (Luc-Full-Suta) Water damage Spell Effect: 20/128	MP Cost: 13 Element: Water Target: Single

LUCFULLTENU (Luc-Full-Tenu) Wind damage Spell Effect: 28/128	MP Cost: 13 Element: Wind Target: Single

LUCSEREMEL (Luc-Sere-Mel) Dark damage Spell Effect: 49/129	MP Cost: 5 Element: Dark Target: Multiple

LUCTEOLUS (Luc-Teo-Lus) Wind damage Spell Effect: 25/128	MP Cost: 4 Element: Wind Target: Single

LUCTEOMEL (Luc-Teo-Mel) Wind damage Spell Effect: 25/129	MP Cost: 5 Element: Wind Target: Multiple

LUCWARKAPU (Luc-War-Kapu) Fire damage Spell Effect: 8/129	MP Cost: 11 Element: Fire Target: Multiple

MACROPOTEY (?) Fire damage Spell Effect: 13/65	MP Cost: 22 Element: Fire Target: Multiple

MARLUCSERE (Mar-Luc-Sere) Dark damage Spell Effect: 48/128	MP Cost: 9 Element: Dark Target: Single

MEGACOL (?) Lightning damage Spell Effect: 35/65	MP Cost: 12 Element: Lightning Target: Multiple

MEGAHALF (?) Strength Down Spell Effect: 63/65	MP Cost: 15 Element: - Target: Multiple-Only Enemy

MEN (-) Earth damage Spell Effect: 58/0	MP Cost: 9 Element: - Target: Single

METALUCNESS (Meta-Luc-Ness) Dark damage Spell Effect: 51/129	MP Cost: 16 Element: Dark Target: Multiple

METANIU (Meta-Niu) Lightning damage Spell Effect: 36/65	MP Cost: 19 Element: Lightning Target: Multiple

METASEHNIU (?) MP Cost: 24	

Lightning damage Spell Effect: 36/129	Element: Lightning Target: Multiple

METASEHSH (?) Lightning damage Spell Effect: 36/128	MP Cost: 18 Element: Lightning Target: Single

MOENKUE (Moen-Kue) Fire damage Spell Effect: 10/128	MP Cost: 10 Element: Fire Target: Single

MOENLAS (Moen-Las) Fire damage Spell Effect: 11/64	MP Cost: 16 Element: Fire Target: Single

MOENPERU (Moen-Peru) Water damage Spell Effect: 16/65	MP Cost: 3 Element: Water Target: Multiple

MOENSERE (Moen-Sere) Fire damage Spell Effect: 11/0	MP Cost: 3 Element: Fire Target: Single

MORAQU (Mor-Aqu) Water damage Spell Effect: 16/128	MP Cost: 8 Element: Water Target: Single

MORIG (Mor-Ig) Fire damage Spell Effect: 8/128	MP Cost: 8 Element: Fire Target: Single

NANICOAHILI (Nani-Coa-Hili) Light damage Spell Effect: 44/128	MP Cost: 15 Element: Light Target: Single

NIAQUMEL (Ni-Aqu-Mel) Water damage Spell Effect: 17/65	MP Cost: 4 Element: Water Target: Multiple

NIHINATES (Nihi-Nates) Void damage Spell Effect: 3/1	MP Cost: 9 Element: - Target: Multiple

NIHITEUM (Nihi-Teum) Void damage Spell Effect: 5/0	MP Cost: 11 Element: - Target: Single

NILUCMOLAS (?) Dark damage Spell Effect: 52/129	MP Cost: 18 Element: Dark Target: Multiple

ONGNU (?) Fire damage Spell Effect: 11/64	MP Cost: 7 Element: Fire Target: Single

ONHINAF (?) Water damage Spell Effect: 18/129	MP Cost: 11 Element: Water Target: Multiple

PEDEMNU (?)	MP Cost: 19

Void damage	Element: -
Spell Effect: 5/65	Target: Multiple

PEDEPIPER (?)	MP Cost: 11
Void damage	Element: -
Spell Effect: 5/64	Target: Single

PEKIHAKUE (?)	MP Cost: 13
Void damage	Element: -
Spell Effect: 4/128	Target: Single

PEKIHAPERU (?)	MP Cost: 6
Water damage	Element: Water
Spell Effect: 16/129	Target: Multiple

PELGSHEET (?)	MP Cost: 11
Light damage	Element: Light
Spell Effect: 43/64	Target: Single

PRAHTD (Pra-Htd)	MP Cost: 9
Lightning damage	Element: Lightning
Spell Effect: 33/65	Target: Multiple

PROANI (?)	MP Cost: 4
Water damage	Element: Water
Spell Effect: 18/64	Target: Single

PUSSPECK (-)	MP Cost: 8
Magic defense Minus	Element: -
Spell Effect: 70/1	Target: Multiple-Only Enemy

RAIGMEL (?)	MP Cost: 4
Fire damage	Element: Fire
Spell Effect: 9/65	Target: Multiple

RALLYHAST (?)	MP Cost: 23
Water damage	Element: Water
Spell Effect: 21/65	Target: Multiple

RALLYJIN (?)	MP Cost: 14
Wind damage	Element: Wind
Spell Effect: 29/64	Target: Single

RANIHIMEL (Ra-nihi-mel)	MP Cost: 4
Void damage	Element: -
Spell Effect: 1/65	Target: Multiple

RAYIGMEL (?)	MP Cost: 4
Fire damage	Element: Fire
Spell Effect: 9/1	Target: Multiple

SEHNEB (?)	MP Cost: 11
Fire damage	Element: Fire
Spell Effect: 10/129	Target: Multiple

SEHREBUL (?)	MP Cost: 25
Wind damage	Element: Wind
Spell Effect: 29/65	Target: Multiple

SEREMEL (Sere-mel)	MP Cost: 3

Dark damage Spell Effect: 49/1	Element: Dark Target: Multiple

SERENATES (Sere-nates) Dark damage Spell Effect: 51/1	MP Cost: 9 Element: Dark Target: Multiple

SERERANDE (Sere-Rande) Dark damage Spell Effect: 50/1	MP Cost: 6 Element: Dark Target: Multiple

SEREREEM (Sere-reem) Defense vs Dark Spell Effect: 134/0	MP Cost: 9 Element: Dark Target: Single-Only Party

SEREREK (Sere-rek) Block abnormal status Spell Effect: 107/64	MP Cost: 10 Element: - Target: Single-Only Party

SERETOME (Sere-tome) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single

SHIIDTH (?) Fire damage Spell Effect: 8/1	MP Cost: 9 Element: Fire Target: Multiple

SHIILUCDTH (?) Lightning damage Spell Effect: 33/128	MP Cost: 11 Element: Lightning Target: Single

SHIIREMAI (?) Dark damage Spell Effect: 50/65	MP Cost: 10 Element: Dark Target: Multiple

SHIISUURI (?) Wind damage Spell Effect: 26/129	MP Cost: 13 Element: Wind Target: Multiple

SHIISUUFU (?) Wind damage Spell Effect: 26/128	MP Cost: 10 Element: Wind Target: Single

SHIITAERI (?) Wind damage Spell Effect: 26/65	MP Cost: 10 Element: Wind Target: Multiple

SHIITAFU (?) Wind damage Spell Effect: 26/64	MP Cost: 7 Element: Wind Target: Single

SHOCK (-) Lightning damage Spell Effect: 32/0	MP Cost: 1 Element: Lightning Target: Single

SOATEUM (Soa-Teum) Light damage Spell Effect: 45/0	MP Cost: 11 Element: Light Target: Single

SORLUCNEL (Sor-Luc-Nel)	MP Cost: 17

Fire damage Spell Effect: 11/129	Element: Fire Target: Multiple

SUUDAMJIN (?) Wind damage Spell Effect: 29/128	MP Cost: 20 Element: Wind Target: Single

SUUMEDACOL (?) Lightning damage Spell Effect: 35/129	MP Cost: 17 Element: Lightning Target: Multiple

SUUMEDAGIL (?) Lightning damage Spell Effect: 35/128	MP Cost: 13 Element: Lightning Target: Single

SUUSOAMEL (?) Light damage Spell Effect: 41/129	MP Cost: 7 Element: Light Target: Multiple

TEORANDE (Teo-Rande) Wind damage Spell Effect: 26/1	MP Cost: 6 Element: Wind Target: Multiple

TEOTEUM (Teo-Teum) Wind damage Spell Effect: 29/0	MP Cost: 11 Element: Wind Target: Single

TEOTOME (?) Wind damage Spell Effect: 26/0	MP Cost: 3 Element: Wind Target: Single

TERAUS (?) Lightning damage Spell Effect: 37/64	MP Cost: 15 Element: Lightning Target: Single

TOTONNEB (Toton-Neb) Fire damage Spell Effect: 10/65	MP Cost: 7 Element: Fire Target: Multiple

TOU (-) Lightning damage Spell Effect: 32/0	MP Cost: 1 Element: Lightning Target: Single

TOUNATES (Tou-Nates) Lightning damage Spell Effect: 35/1	MP Cost: 9 Element: Lightning Target: Multiple

TOUTEUM (Tou-Teum) Lightning damage Spell Effect: 37/0	MP Cost: 11 Element: Lightning Target: Single

VUAQUNA (Vu-Aqu-na) Water damage Spell Effect: 16/129	MP Cost: 3 Element: Water Target: Multiple

VUDEON (Vu-De-On) Void damage Spell Effect: 3/64	MP Cost: 7 Element: - Target: Single

VUDEPIT (Vu-De-Pit)	MP Cost: 7

Wind damage Spell Effect: 27/64	Element: Wind Target: Single

VUPRATAHNA (?) Earth damage Spell Effect: 58/65	MP Cost: 19 Element: - Target: Multiple

VUPRAXTO (?) Earth damage Spell Effect: 56/1	MP Cost: 9 Element: - Target: Multiple

VUYULT (?) Water damage Spell Effect: 19/65	MP Cost: 11 Element: Water Target: Multiple

WAIGNA (Wa-Ig-na) Fire damage Spell Effect: 8/65	MP Cost: 3 Element: Fire Target: Multiple

WARHETPRA (War-Het-Pra) Earth damage Spell Effect: 56/129	MP Cost: 9 Element: - Target: Multiple

WARKAPU (?) Fire damage Spell Effect: 8/129	MP Cost: 9 Element: Fire Target: Multiple

WARKILEB (?) Earth damage Spell Effect: 57/128	MP Cost: 12 Element: - Target: Single

WARKIPEREU (?) Light damage Spell Effect: 45/129	MP Cost: 24 Element: Light Target: Multiple

WARKIRAT (War-Ki-RAT) Earth damage Spell Effect: 56/128	MP Cost: 9 Element: - Target: Single

WARLEB (?) Earth damage Spell Effect: 57/64	MP Cost: 7 Element: - Target: Single

WARRIRAT (War-Ri-RAT) Earth damage Spell Effect: 56/64	MP Cost: 5 Element: - Target: Single

WARSERELUS (War-Sere-Lus) Dark damage Spell Effect: 49/64	MP Cost: 3 Element: Dark Target: Single

WARTEOMEL (War-Teo-Mel) Wind damage Spell Effect: 25/65	MP Cost: 4 Element: Wind Target: Multiple

WHIAQUNA (?) Water damage Spell Effect: 16/65	MP Cost: 3 Element: Water Target: Multiple

WHICKAU (?)	MP Cost: 8

Water damage	Element: Water
Spell Effect: 17/0	Target: Single

AQUMEL (Aqu-Mel)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 17/1	Target: Multiple

AQURANDE (Aqu-Rande)	MP Cost: 6
Water damage	Element: Water
Spell Effect: 18/1	Target: Multiple

AQUTEUM (Aqu-Teum)	MP Cost: 11
Water damage	Element: Water
Spell Effect: 21/0	Target: Single

CRYSTAL (-)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

EPYMETHEUS (-)	MP Cost: 7
Water, Freeze status	Element: Water
Spell Effect: 100/0	Target: Single

GEO (-)	MP Cost: 8
Earth damage	Element: -
Spell Effect: 56/129	Target: Multiple

GRANIGNA (Gran-Ig-Na)	MP Cost: 19
Fire damage	Element: Fire
Spell Effect: 13/1	Target: Multiple

GURAGARA (-)	MP Cost: 4
Earth damage	Element: -
Spell Effect: 57/1	Target: Multiple

HEAT (-)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

HEAVEN (-)	MP Cost: 9
Light damage	Element: Light
Spell Effect: 43/1	Target: Multiple

IG (Ig)	MP Cost: 1
Fire damage	Element: Fire
Spell Effect: 8/0	Target: Single

IGLUS (Ig-Lus)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

IGMEL (Ig-Mel)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 9/1	Target: Multiple

IGNA (Ig-Na)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 8/1	Target: Multiple

IGNATES (Ig-Nates)	MP Cost: 9

Fire damage Spell Effect: 11/1	Element: Fire Target: Multiple

IGRANDE (Ig-Rande) Fire damage Spell Effect: 10/1	MP Cost: 6 Element: Fire Target: Multiple

IGTOME (Ig-Tome) Fire damage Spell Effect: 10/0	MP Cost: 3 Element: Fire Target: Single

JEEK (-) Light damage Spell Effect: 42/64	MP Cost: 5 Element: Light Target: Single

KURI (-) Wind, Float status Spell Effect: 96/0	MP Cost: 3 Element: Wind Target: Single

LARTEOMEL (Lar-Teo-Mel) Wind damage Spell Effect: 28/1	MP Cost: 14 Element: Wind Target: Multiple

LEF (-) Restores HP Spell Effect: 71/0	MP Cost: 2 Element: - Target: Single-Always Avail

LEFKARN (?) Restores HP Spell Effect: 71/0	MP Cost: 7 Element: - Target: Single-Always Avail

LEFLUS (Lef-Lus) Restores HP Spell Effect: 71/0	MP Cost: 4 Element: - Target: Single-Always Avail

LEFNA (Lef-Na) Restores HP Spell Effect: 71/1	MP Cost: 4 Element: - Target: Multiple-Always Avail

LEFRANDE (Lef-Rande) Restores HP Spell Effect: 71/129	MP Cost: 12 Element: - Target: Multiple-Always Avail

LEFTOME (Lef-Tome) Restores HP Spell Effect: 71/64	MP Cost: 6 Element: - Target: Single-Always Avail

MEGAMI (?) Restores HP Spell Effect: 71/65	MP Cost: 8 Element: - Target: Multiple-Always Avail

MOLFO (?) Wind damage Spell Effect: 27/0	MP Cost: 5 Element: Wind Target: Single

MOZEFLAM (-) Annihilator Spell Effect: 109/1	MP Cost: 20 Element: - Target: Multiple-Only Enemy

NIHI (Nihi)	MP Cost: 1

Void damage	Element: -
Spell Effect: 0/0	Target: Single

NIHILUS (Nihi-Lus)	MP Cost: 2
Void damage	Element: -
Spell Effect: 1/0	Target: Single

POLLOCKS (-)	MP Cost: 10
Water damage	Element: Water
Spell Effect: 18/129	Target: Multiple

POWERUP (-)	MP Cost: 13
Strength Up	Element: -
Spell Effect: 59/65	Target: Multiple-Only Party

PRA (-)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

PRATAHNA (?)	MP Cost: 18
Earth damage	Element: -
Spell Effect: 58/1	Target: Multiple

RANDE (-)	MP Cost: 7
Void damage	Element: -
Spell Effect: 2/1	Target: Multiple

REPULUS (REPU-LUS)	MP Cost: 5
Void damage	Element: -
Spell Effect: 1/64	Target: Single

REX (-)	MP Cost: 3
Void damage	Element: -
Spell Effect: 3/0	Target: Single

RUMEHATI (?)	MP Cost: 9
Block abnormal status	Element: -
Spell Effect: 107/65	Target: Multiple-Only Party

SAINTELMO (-)	MP Cost: 19
Lightning damage	Element: Lightning
Spell Effect: 37/1	Target: Multiple

SOALUS (Soa-lus)	MP Cost: 2
Light damage	Element: Light
Spell Effect: 41/0	Target: Single

SOAMEL (Soa-mel)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 41/1	Target: Multiple

SOANATES (Soa-nates)	MP Cost: 9
Light damage	Element: Light
Spell Effect: 43/1	Target: Multiple

SOMNATI (?)	MP Cost: 7
Light damage	Element: Light
Spell Effect: 44/1	Target: Multiple

TEOLUS (Teo-lus)	MP Cost: 2

Wind damage Spell Effect: 25/0	Element: Wind Target: Single

TEONA (Teo-na) Wind damage Spell Effect: 24/1	MP Cost: 2 Element: Wind Target: Multiple

TEONATES (Teo-nates) Wind damage Spell Effect: 27/1	MP Cost: 9 Element: Wind Target: Multiple

THORSOLON (?) Earth damage Spell Effect: 57/1	MP Cost: 12 Element: - Target: Multiple

TILLER (-) Annihilator Spell Effect: 109/0	MP Cost: 10 Element: - Target: Single-Only Enemy

TOULUS (Tou-Lus) Lightning damage Spell Effect: 33/0	MP Cost: 2 Element: Lightning Target: Single

TOUNA (Tou-Na) Lightning damage Spell Effect: 32/1	MP Cost: 2 Element: Lightning Target: Multiple

TOUTIO (Tou-tio) Lightning damage Spell Effect: 36/0	MP Cost: 8 Element: Lightning Target: Single

TRAPICS (?) Fire, Burn status Spell Effect: 97/0	MP Cost: 7 Element: Fire Target: Single

WALKER (-) Lightning, Shock status Spell Effect: 99/0	MP Cost: 7 Element: Lightning Target: Single

YOUTEONA (You-Teo-Na) Water damage Spell Effect: 24/65	MP Cost: 3 Element: Wind Target: Multiple

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 ㄗ Derived ㄗ
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AQUNAREEM (Aqu-Nareem) Defense vs Water Spell Effect: 130/1	MP Cost: 12 Element: Water Target: Multiple-Only Party

IGBIRD (Ig-Bird) Fire damage Spell Effect: 8/128	MP Cost: 12 Element: Fire Target: Single

IGNAREEM (Ig-Nareem) Defense vs Fire Spell Effect: 129/1	MP Cost: 12 Element: Fire Target: Multiple-Only Party

Void damage	Element: -
Spell Effect: 80/0	Target: Single

AAAC (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 74/0	Target: Single

ABLAZE (?)	MP Cost: 5
Fire damage	Element: Fire
Spell Effect: 11/0	Target: Single

ABSORB (?)	MP Cost: 6
Absorbs HP	Element: -
Spell Effect: 113/64	Target: Single

ABYSS (?)	MP Cost: 19
Dark damage	Element: Dark
Spell Effect: 53/1	Target: Multiple

ACCURSED (?)	MP Cost: 11
Light damage	Element: Light
Spell Effect: 45/0	Target: Single

ACID (?)	MP Cost: 20
Madness status	Element: -
Spell Effect: 116/0	Target: Single-Only Party

ACIDRAIN (?)	MP Cost: 9
Water damage	Element: Water
Spell Effect: 19/1	Target: Multiple

AD (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 16/1	Target: Multiple

ADE (?)	MP Cost: 4
Water, Freeze status	Element: Water
Spell Effect: 100/1	Target: Multiple

ADSON (?)	MP Cost: 24
Suicide annihilator	Element: -
Spell Effect: 126/129	Target: Multiple-Only Enemy

ADVENTURE (?)	MP Cost: 8
Void damage	Element: -
Spell Effect: 4/0	Target: Single

AEGIS (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

AERO (?)	MP Cost: 9
Wind damage	Element: Wind
Spell Effect: 27/1	Target: Multiple

AGH (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 80/64	Target: Single

AGI (?)	MP Cost: 1

Fire damage	Element: Fire
Spell Effect: 8/0	Target: Single

AGIDYNE (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

AGILE (?)	MP Cost: 8
Dexterity Up	Element: -
Spell Effect: 60/0	Target: Single-Only Party

AGILITY (?)	MP Cost: 8
Dexterity Up	Element: -
Spell Effect: 60/0	Target: Single-Only Party

AGIRAO (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 10/0	Target: Single

AIR (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

AIRBALL (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

AIRBLAST (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 25/1	Target: Multiple

AIRBOMB (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

AIRGUN (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

AIRMASS (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 2/0	Target: Single

AIRPRESSURE (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

AKA (?)	MP Cost: 6
Fire damage	Element: Fire
Spell Effect: 10/1	Target: Multiple

AKANE (?)	MP Cost: 5
Fire damage	Element: Fire
Spell Effect: 11/0	Target: Single

AKURU (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

ALEXIS (?)	MP Cost: 3

Water damage	Element: Water
Spell Effect: 18/0	Target: Single

ALIEN (?)	MP Cost: 11
Dark damage	Element: Dark
Spell Effect: 53/0	Target: Single

ALIGHT (?)	MP Cost: 1
Light damage	Element: Light
Spell Effect: 40/0	Target: Single

ALL (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

ALLEY (?)	MP Cost: 6
Block abnormal status	Element: -
Spell Effect: 107/64	Target: Single-Only Party

ALLOUT (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 1/0	Target: Single

ALLSET (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 81/64	Target: Single

ALLURE (?)	MP Cost: 1
Wind damage	Element: Wind
Spell Effect: 24/0	Target: Single

ALTEMA (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/65	Target: Multiple

AMBER (?)	MP Cost: 6
Earth damage	Element: -
Spell Effect: 57/0	Target: Single

AMRITA (?)	MP Cost: 8
Resurrection	Element: -
Spell Effect: 79/64	Target: Single-Only Party

AN (?)	MP Cost: 4
Water, Freeze status	Element: Water
Spell Effect: 100/1	Target: Multiple

ANA (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

ANGEL (?)	MP Cost: 5
Light damage	Element: Light
Spell Effect: 43/0	Target: Single

ANGRYGOD (?)	MP Cost: 11
Light damage	Element: Light
Spell Effect: 45/0	Target: Single

ANI (-)	MP Cost: 3

Water damage	Element: Water
Spell Effect: 18/0	Target: Single

ANIM (?)	MP Cost: 5
Resurrection	Element: -
Spell Effect: 79/0	Target: Single-Only Party

ANTARES (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

ANTIMATTER (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

ANTLION (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

AO (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 18/0	Target: Single

APOCALYPSE (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 34/0	Target: Single

APOLLO (?)	MP Cost: 11
Void damage	Element: -
Spell Effect: 5/0	Target: Single

AQU (-)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

AQUA (?)	MP Cost: 6
Water damage	Element: Water
Spell Effect: 18/1	Target: Multiple

AQUABALL (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

AQUADYNE (?)	MP Cost: 8
Water damage	Element: Water
Spell Effect: 20/0	Target: Single

AQUES (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

AQUNA (Aqu-Na)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 16/1	Target: Multiple

AQUREX (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 19/0	Target: Single

AQUTIO (?)	MP Cost: 8

Water damage Spell Effect: 20/0	Element: Water Target: Single

AQUTOME (?) Water damage Spell Effect: 18/0	MP Cost: 3 Element: Water Target: Single

AR (?) Water damage Spell Effect: 19/0	MP Cost: 5 Element: Water Target: Single

ARGH (?) Void damage Spell Effect: 80/65	MP Cost: 7 Element: - Target: Multiple

ARIKU (?) Block abnormal status Spell Effect: 107/64	MP Cost: 6 Element: - Target: Single-Only Party

ARMOR (?) Increases defense Spell Effect: 67/0	MP Cost: 8 Element: - Target: Single-Only Party

ARSON (?) Fire damage Spell Effect: 8/0	MP Cost: 1 Element: Fire Target: Single

ARSONIST (?) Fire damage Spell Effect: 11/0	MP Cost: 5 Element: Fire Target: Single

ASAGI (?) Lightning damage Spell Effect: 35/0	MP Cost: 5 Element: Lightning Target: Single

ATAFUTA (?) Dexterity Down Spell Effect: 64/65	MP Cost: 12 Element: - Target: Multiple-Only Enemy

ATMOSPHERE (?) Wind damage Spell Effect: 25/0	MP Cost: 2 Element: Wind Target: Single

ATOM (?) Dark damage Spell Effect: 48/0	MP Cost: 1 Element: Dark Target: Single

ATOMIC (?) Dark damage Spell Effect: 50/128	MP Cost: 20 Element: Dark Target: Everyone

ATOMIZE (?) Fire damage Spell Effect: 13/0	MP Cost: 11 Element: Fire Target: Single

AURA (?) Void damage Spell Effect: 2/0	MP Cost: 3 Element: - Target: Single

AWAKEN (?)	MP Cost: 20

Madness status	Element: -
Spell Effect: 116/0	Target: Single-Only Party

AXEL (?)	MP Cost: 5
Wind damage	Element: Wind
Spell Effect: 27/0	Target: Single

AXIS (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

AZURE (?)	MP Cost: 4
Water, Freeze status	Element: Water
Spell Effect: 100/0	Target: Single

B (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

BA (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 24/1	Target: Multiple

BABABAM (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 82/64	Target: Single

BABBLE (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

BABEL (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 34/0	Target: Single

BACHIBACHI (?)	MP Cost: 1
Lightning damage	Element: Lightning
Spell Effect: 32/0	Target: Single

BAD (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

BAGUDO (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

BAJA (?)	MP Cost: 9
Magic defense up	Element: -
Spell Effect: 128/1	Target: Multiple-Only Party

BAKER (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 33/0	Target: Single

BAKOOMB (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 88/0	Target: Single

BAL (?)	MP Cost: 2

Void damage Spell Effect: 0/1	Element: - Target: Multiple

BALL (?) Void damage Spell Effect: 4/0	MP Cost: 8 Element: - Target: Single

BAM (?) Void damage Spell Effect: 81/64	MP Cost: 5 Element: - Target: Single

BANISH (-) Increases defense Spell Effect: 67/65	MP Cost: 13 Element: - Target: Multiple-Only Party

BANSHEE (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

BANTER (?) Lightning damage Spell Effect: 32/0	MP Cost: 1 Element: Lightning Target: Single

BARBECUE (?) Fire damage Spell Effect: 9/1	MP Cost: 3 Element: Fire Target: Multiple

BARD (?) Wind damage Spell Effect: 29/0	MP Cost: 11 Element: Wind Target: Single

BARI (?) Lightning damage Spell Effect: 32/0	MP Cost: 1 Element: Lightning Target: Single

BARRIER (-) Magic defense up Spell Effect: 128/0	MP Cost: 8 Element: - Target: Single-Only Party

BASHIRURA (?) Annihilator Spell Effect: 109/0	MP Cost: 10 Element: - Target: Single-Only Enemy

BATABATA (?) Void damage Spell Effect: 84/64	MP Cost: 5 Element: - Target: Single

BATH (?) Water damage Spell Effect: 16/0	MP Cost: 1 Element: Water Target: Single

BATTERY (?) Lightning damage Spell Effect: 34/0	MP Cost: 3 Element: Lightning Target: Single

BAXIM (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

BAYOU (?)	MP Cost: 9

Water damage Spell Effect: 19/1	Element: Water Target: Multiple

BAZOOKA (?) Fire, Burn status Spell Effect: 97/0	MP Cost: 7 Element: Fire Target: Single

BE (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single

BEACH (?) Water damage Spell Effect: 21/0	MP Cost: 11 Element: Water Target: Single

BEAM (?) Lightning damage Spell Effect: 33/0	MP Cost: 2 Element: Lightning Target: Single

BEAMER (?) Lightning damage Spell Effect: 33/0	MP Cost: 2 Element: Lightning Target: Single

BEDDYBYE (?) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single

BEDROCK (?) Void damage Spell Effect: 4/0	MP Cost: 8 Element: - Target: Single

BEER (?) Restores HP Spell Effect: 71/0	MP Cost: 2 Element: - Target: Single-Always Avail

BEERS (?) Spirit Down Spell Effect: 66/0	MP Cost: 7 Element: - Target: Single-Only Enemy

BEGIRA (?) Fire damage Spell Effect: 8/1	MP Cost: 2 Element: Fire Target: Multiple

BELIAL (?) Dark damage Spell Effect: 51/0	MP Cost: 5 Element: Dark Target: Single

BELUGA (?) Water damage Spell Effect: 18/0	MP Cost: 3 Element: Water Target: Single

BERSERK (?) Madness status Spell Effect: 116/0	MP Cost: 20 Element: - Target: Single-Only Party

BERSERKER (?) Madness status Spell Effect: 116/0	MP Cost: 20 Element: - Target: Single-Only Party

BFLAT (?)	MP Cost: 5

Void damage	Element: -
Spell Effect: 3/0	Target: Single

BI (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

BIDIGITAL (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 2/0	Target: Single

BIEL (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

BIG (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

BIGBANG (?)	MP Cost: 19
Light damage	Element: Light
Spell Effect: 45/1	Target: Multiple

BIGBURNS (?)	MP Cost: 7
Fire, Burn status	Element: Fire
Spell Effect: 97/0	Target: Single

BIGFOOT (?)	MP Cost: 8
Water damage	Element: Water
Spell Effect: 20/0	Target: Single

BIKKE (?)	MP Cost: 11
Water damage	Element: Water
Spell Effect: 21/0	Target: Single

BILA (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

BIO (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

BIRD (?)	MP Cost: 11
Wind damage	Element: Wind
Spell Effect: 29/0	Target: Single

BISECT (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

BISHAMON (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 49/0	Target: Single

BISON (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 33/0	Target: Single

BIT (?)	MP Cost: 11

Fire damage	Element: Fire
Spell Effect: 13/0	Target: Single

BITCH (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

BITCHSLAP (?)	MP Cost: 5
Light damage	Element: Light
Spell Effect: 43/0	Target: Single

BIVERB (?)	MP Cost: 1
Fire damage	Element: Fire
Spell Effect: 8/0	Target: Single

BLACK (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

BLACKBALL (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

BLACKHOLE (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

BLACKNESS (?)	MP Cost: 14
Dark damage	Element: Dark
Spell Effect: 52/1	Target: Multiple

BLACKSAN (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

BLAST (-)	MP Cost: 11
Fire damage	Element: Fire
Spell Effect: 13/0	Target: Single

BLASTER (?)	MP Cost: 8
Lightning damage	Element: Lightning
Spell Effect: 36/0	Target: Single

BLAZE (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

BLINKER (?)	MP Cost: 1
Fire damage	Element: Fire
Spell Effect: 8/0	Target: Single

BLIZA (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

BLIZZARD (?)	MP Cost: 14
Water damage	Element: Water
Spell Effect: 20/1	Target: Multiple

BLOW (?)	MP Cost: 19

Void damage	Element: -
Spell Effect: 5/1	Target: Multiple

BLOWBACK (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

BLOWNTOBITS (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 86/64	Target: Single

BLUE (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

BLUERAIN (?)	MP Cost: 10
Water, Freeze status	Element: Water
Spell Effect: 100/1	Target: Multiple

BO (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

BOHBOH (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 9/1	Target: Multiple

BOING (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 83/64	Target: Single

BOINGY (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 83/64	Target: Single

BOJI (?)	MP Cost: 5
Lightning damage	Element: Lightning
Spell Effect: 35/0	Target: Single

BOLT (?)	MP Cost: 9
Lightning damage	Element: Lightning
Spell Effect: 35/1	Target: Multiple

BOLTCALL (?)	MP Cost: 1
Lightning damage	Element: Lightning
Spell Effect: 32/0	Target: Single

BOMB (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 9/1	Target: Multiple

BOMBE (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

BOMBER (?)	MP Cost: 11
Fire damage	Element: Fire
Spell Effect: 13/0	Target: Single

BON (?)	MP Cost: 3

Dark damage	Element: Dark
Spell Effect: 49/1	Target: Multiple

BONE (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

BONEPILLAR (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

BONFIRE (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

BONJI (?)	MP Cost: 9
Light damage	Element: Light
Spell Effect: 43/1	Target: Multiple

BOO (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

BOOM (?)	MP Cost: 9
Fire damage	Element: Fire
Spell Effect: 11/1	Target: Multiple

BOOMBOOMB (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 88/0	Target: Single

BOOMERANG (?)	MP Cost: 6
Wind damage	Element: Wind
Spell Effect: 26/1	Target: Multiple

BOOO (?)	MP Cost: 1
Wind damage	Element: Wind
Spell Effect: 24/0	Target: Single

BOOOMB (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 88/0	Target: Single

BOULDER (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 1/0	Target: Single

BRA (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

BRACHLES (?)	MP Cost: 12
Strength Up	Element: -
Spell Effect: 59/64	Target: Single-Only Party

BRACKEEM (?)	MP Cost: 8
Strength Up	Element: -
Spell Effect: 59/0	Target: Single-Only Party

BRAHAM (?)	MP Cost: 3

Fire damage	Element: Fire
Spell Effect: 10/0	Target: Single

BREAK (?)	MP Cost: 4
Water, Freeze status	Element: Water
Spell Effect: 100/0	Target: Single

BREAKWIND (?)	MP Cost: 1
Wind damage	Element: Wind
Spell Effect: 24/0	Target: Single

BREAST (?)	MP Cost: 5
Fire damage	Element: Fire
Spell Effect: 11/0	Target: Single

BREEZY (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

BRIGHT (?)	MP Cost: 2
Light damage	Element: Light
Spell Effect: 41/0	Target: Single

BROWN (?)	MP Cost: 3
Earth damage	Element: -
Spell Effect: 56/0	Target: Single

BS (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

BU (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

BUBBLE (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

BUBBLEMAKER (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

BUBBLER (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

BUBBLES (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

BUBBLING (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

BUBBLY (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 16/1	Target: Multiple

BUFU (?)	MP Cost: 3

Water, Freeze status Spell Effect: 100/0	Element: Water Target: Single

BUFUDYNE (?) Water, Freeze status Spell Effect: 100/0	MP Cost: 7 Element: Water Target: Single

BUFULA (?) Water, Freeze status Spell Effect: 100/0	MP Cost: 4 Element: Water Target: Single

BUFURA (?) Water, Freeze status Spell Effect: 100/0	MP Cost: 4 Element: Water Target: Single

BUGO (?) Lightning, Shock status Spell Effect: 99/0	MP Cost: 3 Element: Lightning Target: Single

BUH (?) Wind damage Spell Effect: 24/0	MP Cost: 1 Element: Wind Target: Single

BUL (?) Wind damage Spell Effect: 29/1	MP Cost: 19 Element: Wind Target: Multiple

BURN (?) Fire damage Spell Effect: 9/0	MP Cost: 2 Element: Fire Target: Single

BURNBURNBURN (?) Fire damage Spell Effect: 9/0	MP Cost: 2 Element: Fire Target: Single

BURNER (?) Fire damage Spell Effect: 11/0	MP Cost: 5 Element: Fire Target: Single

BURNING (?) Fire, Burn status Spell Effect: 97/0	MP Cost: 4 Element: Fire Target: Single

BURNINGOIL (?) Fire, Burn status Spell Effect: 97/0	MP Cost: 4 Element: Fire Target: Single

BURNINGS (?) Lightning damage Spell Effect: 35/0	MP Cost: 5 Element: Lightning Target: Single

BURNN (?) Fire damage Spell Effect: 9/0	MP Cost: 2 Element: Fire Target: Single

BURNS (?) Fire, Burn status Spell Effect: 97/0	MP Cost: 4 Element: Fire Target: Single

BURO (?)	MP Cost: 2

Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

BURST (?)	MP Cost: 11
Fire damage	Element: Fire
Spell Effect: 13/0	Target: Single

BUSTER (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 34/0	Target: Single

BUZZ (?)	MP Cost: 11
Wind damage	Element: Wind
Spell Effect: 29/0	Target: Single

BUZZARD (?)	MP Cost: 11
Wind damage	Element: Wind
Spell Effect: 29/0	Target: Single

BYAKKO (?)	MP Cost: 8
Water damage	Element: Water
Spell Effect: 20/0	Target: Single

BYE (?)	MP Cost: 12
Strength Up	Element: -
Spell Effect: 59/64	Target: Single-Only Party

BYON (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 83/64	Target: Single

BYUN (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 82/64	Target: Single

C (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

CAFOO (?)	MP Cost: 12
Earth damage	Element: -
Spell Effect: 57/1	Target: Multiple

CAFOOTAC (?)	MP Cost: 4
Light damage	Element: Light
Spell Effect: 42/64	Target: Single

CAMBRIA (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

CAMP (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

CANDLE (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

CANOPUS (?)	MP Cost: 11

Wind damage	Element: Wind
Spell Effect: 29/0	Target: Single

CASSIUS (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 10/0	Target: Single

CATA (-)	MP Cost: 1
Fire damage	Element: Fire
Spell Effect: 8/0	Target: Single

CATALINA (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 34/0	Target: Single

CATEARS (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 42/0	Target: Single

CATERPILLAR (?)	MP Cost: 12
Earth damage	Element: -
Spell Effect: 57/1	Target: Multiple

CATFISH (?)	MP Cost: 18
Earth damage	Element: -
Spell Effect: 58/1	Target: Multiple

CATHARSIS (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 42/0	Target: Single

CAVEIN (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 1/0	Target: Single

CENTONE (?)	MP Cost: 8
Void damage	Element: -
Spell Effect: 4/0	Target: Single

CERVAN (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

CHA (?)	MP Cost: 3
Earth damage	Element: -
Spell Effect: 56/0	Target: Single

CHABUDAI (?)	MP Cost: 8
Void damage	Element: -
Spell Effect: 4/0	Target: Single

CHAFF (?)	MP Cost: 8
Magic defense up	Element: -
Spell Effect: 128/0	Target: Single-Only Party

CHAKACHAKA (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 86/64	Target: Single

CHAOS (?)	MP Cost: 6

Dark damage Spell Effect: 50/1	Element: Dark Target: Multiple

CHAOTIC (?) Dark damage Spell Effect: 51/1	MP Cost: 9 Element: Dark Target: Multiple

CHARON (?) Dark damage Spell Effect: 53/0	MP Cost: 11 Element: Dark Target: Single

CHEAP (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

CHI (?) Earth damage Spell Effect: 56/0	MP Cost: 1 Element: - Target: Single

CHIKACHIKA (?) Void damage Spell Effect: 81/64	MP Cost: 5 Element: - Target: Single

CHIMERA (?) Dark damage Spell Effect: 52/0	MP Cost: 8 Element: Dark Target: Single

CHIRACHIRA (?) Void damage Spell Effect: 81/64	MP Cost: 5 Element: - Target: Single

CHRISTMAS (?) Water damage Spell Effect: 20/0	MP Cost: 8 Element: Water Target: Single

CHROM (?) Strength Down Spell Effect: 63/64	MP Cost: 11 Element: - Target: Single-Only Enemy

CIRCLE (?) Light damage Spell Effect: 42/0	MP Cost: 3 Element: Light Target: Single

CLAPCLAP (?) Void damage Spell Effect: 81/64	MP Cost: 5 Element: - Target: Single

CLEAN (?) Block abnormal status Spell Effect: 107/64	MP Cost: 6 Element: - Target: Single-Only Party

CLEANER (?) Cancel magical status Spell Effect: 75/64	MP Cost: 12 Element: - Target: Everyone

CLEAR (?) Block abnormal status Spell Effect: 107/64	MP Cost: 6 Element: - Target: Single-Only Party

CLEVER (?)	MP Cost: 13

Spirit Up	Element: -
Spell Effect: 62/65	Target: Multiple-Only Party

CLINKA (?)	MP Cost: 11
Fire damage	Element: Fire
Spell Effect: 8/128	Target: Single

CLOUDBURST (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 19/0	Target: Single

CLOUDY (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

CLUB (?)	MP Cost: 8
Void damage	Element: -
Spell Effect: 4/0	Target: Single

CLUMSY (?)	MP Cost: 7
Dexterity Down	Element: -
Spell Effect: 64/0	Target: Single-Only Enemy

COA (?)	MP Cost: 8
Increases defense	Element: -
Spell Effect: 67/0	Target: Single-Only Party

COL (?)	MP Cost: 9
Lightning damage	Element: Lightning
Spell Effect: 35/1	Target: Multiple

COLD (?)	MP Cost: 4
Water, Freeze status	Element: Water
Spell Effect: 100/0	Target: Single

COLDBLOOD (?)	MP Cost: 7
Water, Freeze status	Element: Water
Spell Effect: 100/0	Target: Single

COLDWIND (?)	MP Cost: 8
Wind damage	Element: Wind
Spell Effect: 28/0	Target: Single

COLONY (?)	MP Cost: 11
Void damage	Element: -
Spell Effect: 5/0	Target: Single

COLOR (?)	MP Cost: 2
Light damage	Element: Light
Spell Effect: 41/0	Target: Single

COLORLESS (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 2/0	Target: Single

COMPRESSOR (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 2/0	Target: Single

CON (?)	MP Cost: 3

Water damage Spell Effect: 18/0	Element: Water Target: Single

CONCRETE (?) Void damage Spell Effect: 1/0	MP Cost: 2 Element: - Target: Single

CONFLAGRATE (?) Fire damage Spell Effect: 12/1	MP Cost: 14 Element: Fire Target: Multiple

CONFUSE (?) Lightning, Shock status Spell Effect: 99/0	MP Cost: 4 Element: Lightning Target: Single

CONFUSION (?) Lightning, Shock status Spell Effect: 99/0	MP Cost: 3 Element: Lightning Target: Single

CONQUEST (?) Water damage Spell Effect: 16/0	MP Cost: 1 Element: Water Target: Single

CONSENT (?) Lightning damage Spell Effect: 32/0	MP Cost: 1 Element: Lightning Target: Single

CONT (?) Void damage Spell Effect: 1/0	MP Cost: 2 Element: - Target: Single

COOK (?) Fire damage Spell Effect: 9/0	MP Cost: 2 Element: Fire Target: Single

COOL (?) Water damage Spell Effect: 16/0	MP Cost: 1 Element: Water Target: Single

COOLANT (?) Water damage Spell Effect: 20/0	MP Cost: 8 Element: Water Target: Single

COOLER (?) Water damage Spell Effect: 20/0	MP Cost: 8 Element: Water Target: Single

CORDELIA (?) Wind damage Spell Effect: 27/0	MP Cost: 5 Element: Wind Target: Single

CORE (?) Water damage Spell Effect: 19/1	MP Cost: 9 Element: Water Target: Multiple

CRACK (?) Earth damage Spell Effect: 56/0	MP Cost: 3 Element: - Target: Single

CRASHER (?)	MP Cost: 3

Void damage	Element: -
Spell Effect: 2/0	Target: Single

CRATER (?)	MP Cost: 11
Void damage	Element: -
Spell Effect: 5/0	Target: Single

CRAZY (?)	MP Cost: 20
Madness status	Element: -
Spell Effect: 116/0	Target: Single-Only Party

CREATURE (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

CREVICEWIND (?)	MP Cost: 8
Wind damage	Element: Wind
Spell Effect: 28/0	Target: Single

CRIMSON (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 10/0	Target: Single

CRITICAL (?)	MP Cost: 12
Attack cannot fail	Element: -
Spell Effect: 104/64	Target: Single-Only Party

CROSSWIND (?)	MP Cost: 8
Wind damage	Element: Wind
Spell Effect: 28/0	Target: Single

CROYANA (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

CRUMBLE (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 1/0	Target: Single

CRUSH (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

CRYSTALLINE (?)	MP Cost: 8
Water damage	Element: Water
Spell Effect: 20/0	Target: Single

CUBIT (?)	MP Cost: 5
Light damage	Element: Light
Spell Effect: 43/0	Target: Single

CUDGEL (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

CUE (?)	MP Cost: 5
Light damage	Element: Light
Spell Effect: 43/0	Target: Single

CUKO (?)	MP Cost: 2

Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

CUKODEMEN (?)	MP Cost: 11
Earth damage	Element: -
Spell Effect: 58/64	Target: Single

CUP (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

CURE (?)	MP Cost: 2
Restores HP	Element: -
Spell Effect: 71/0	Target: Single-Always Avail

CURSE (?)	MP Cost: 5
Dark damage	Element: Dark
Spell Effect: 51/0	Target: Single

CURT (?)	MP Cost: 9
Increases defense	Element: -
Spell Effect: 67/1	Target: Multiple-Only Party

CUTTER (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

CYCLONE (-)	MP Cost: 19
Wind damage	Element: Wind
Spell Effect: 29/1	Target: Multiple

CYPRESS (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

D (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 33/1	Target: Multiple

DA (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

DAAH (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 82/64	Target: Single

DADADADA (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 82/64	Target: Single

DAEMON (?)	MP Cost: 11
Dark damage	Element: Dark
Spell Effect: 53/0	Target: Single

DAGNESS (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

DAI (?)	MP Cost: 2

Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

DAIMON (?)	MP Cost: 11
Fire damage	Element: Fire
Spell Effect: 13/0	Target: Single

DAIN (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 16/1	Target: Multiple

DAKE (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

DAM (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

DAMKAU (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 10/128	Target: Single

DAMYOUKIRA (?)	MP Cost: 17
Light damage	Element: Light
Spell Effect: 45/64	Target: Single

DAN (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

DANCE (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

DANIEL (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 10/0	Target: Single

DARES (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 34/0	Target: Single

DARK (?)	MP Cost: 1
Dark damage	Element: Dark
Spell Effect: 48/0	Target: Single

DARKBALL (?)	MP Cost: 1
Dark damage	Element: Dark
Spell Effect: 48/0	Target: Single

DARKBLADE (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 49/0	Target: Single

DARKBOW (?)	MP Cost: 5
Dark damage	Element: Dark
Spell Effect: 51/0	Target: Single

DARKEYE (?)	MP Cost: 11

Dark damage	Element: Dark
Spell Effect: 53/0	Target: Single

DARKHOLE (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

DARKNESS (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

DARKSIDE (?)	MP Cost: 11
Dark damage	Element: Dark
Spell Effect: 53/0	Target: Single

DARKSPHERE (?)	MP Cost: 1
Dark damage	Element: Dark
Spell Effect: 48/0	Target: Single

DARKSPOT (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

DARNB (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 88/0	Target: Single

DAY (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

DE (?)	MP Cost: 8
Magic defense up	Element: -
Spell Effect: 128/0	Target: Single-Only Party

DEATH (-)	MP Cost: 8
Lethal	Element: -
Spell Effect: 108/0	Target: Single-Only Enemy

DEATHANCHOR (?)	MP Cost: 11
Dark damage	Element: Dark
Spell Effect: 53/0	Target: Single

DEATHGOD (?)	MP Cost: 5
Dark damage	Element: Dark
Spell Effect: 51/0	Target: Single

DEATHLINE (?)	MP Cost: 11
Dark damage	Element: Dark
Spell Effect: 53/0	Target: Single

DEATHMAGE (?)	MP Cost: 5
Dark damage	Element: Dark
Spell Effect: 51/0	Target: Single

DEATHSCYTHE (?)	MP Cost: 5
Dark damage	Element: Dark
Spell Effect: 51/0	Target: Single

DEATHTOUCH (?)	MP Cost: 11

Dark damage Spell Effect: 53/0	Element: Dark Target: Single

DEATHWING (?) Wind damage Spell Effect: 29/0	MP Cost: 11 Element: Wind Target: Single

DECIMATE (?) Fire damage Spell Effect: 11/0	MP Cost: 5 Element: Fire Target: Single

DECREPIT (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

DEEN (?) Lightning damage Spell Effect: 32/1	MP Cost: 2 Element: Lightning Target: Multiple

DEFEAT (?) Light damage Spell Effect: 45/0	MP Cost: 11 Element: Light Target: Single

DEFENCE (?) Increases defense Spell Effect: 67/0	MP Cost: 8 Element: - Target: Single-Only Party

DEFEND (-) Increases defense Spell Effect: 67/0	MP Cost: 8 Element: - Target: Single-Only Party

DEFENSE (?) Increases defense Spell Effect: 67/0	MP Cost: 8 Element: - Target: Single-Only Party

DEFLECT (?) Magical defense Spell Effect: 68/0	MP Cost: 24 Element: - Target: Single-Only Party

DEFT (?) Dexterity Up Spell Effect: 60/1	MP Cost: 9 Element: - Target: Multiple-Only Party

DEJON (?) Annihilator Spell Effect: 109/0	MP Cost: 10 Element: - Target: Single-Only Enemy

DEKO (?) Wind damage Spell Effect: 24/1	MP Cost: 2 Element: Wind Target: Multiple

DELETE (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

DELIA (?) Light damage Spell Effect: 41/0	MP Cost: 2 Element: Light Target: Single

DELPHINE (?)	MP Cost: 3

Water damage	Element: Water
Spell Effect: 18/0	Target: Single

DELUGE (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 19/0	Target: Single

DEMONLORD (?)	MP Cost: 11
Dark damage	Element: Dark
Spell Effect: 53/0	Target: Single

DEN (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 33/0	Target: Single

DEPTHSOFFHELL (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

DESCENT (?)	MP Cost: 9
Light damage	Element: Light
Spell Effect: 43/1	Target: Multiple

DESERT (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

DESPAIR (?)	MP Cost: 14
Dark damage	Element: Dark
Spell Effect: 52/1	Target: Multiple

DESTROY (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 1/0	Target: Single

DEVELOPER (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

DEVIL (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

DIAMOND (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 1/0	Target: Single

DICE (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 1/0	Target: Single

DICKASS (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 80/0	Target: Single

DIE (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

DIGEST (?)	MP Cost: 2

Wind damage Spell Effect: 25/0	Element: Wind Target: Single

DIGG (?) Lethal Spell Effect: 108/0	MP Cost: 8 Element: - Target: Single-Only Enemy

DIM (?) Dexterity Down Spell Effect: 64/1	MP Cost: 8 Element: - Target: Multiple-Only Enemy

DIMENSION (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

DIMENSIONAL (?) Dark damage Spell Effect: 53/0	MP Cost: 11 Element: Dark Target: Single

DINOSAUR (?) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single

DIRT (?) Earth damage Spell Effect: 56/0	MP Cost: 3 Element: - Target: Single

DISAPPEAR (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

DISCHARGE (?) Lightning damage Spell Effect: 32/0	MP Cost: 1 Element: Lightning Target: Single

DISGUISE (?) Earth damage Spell Effect: 57/1	MP Cost: 12 Element: - Target: Multiple

DISORDER (?) Dark damage Spell Effect: 48/0	MP Cost: 1 Element: Dark Target: Single

DISS (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

DISSOLVE (?) Earth damage Spell Effect: 57/1	MP Cost: 12 Element: - Target: Multiple

DIVER (?) Earth damage Spell Effect: 57/1	MP Cost: 12 Element: - Target: Multiple

DIVINEFURY (?) Light damage Spell Effect: 45/0	MP Cost: 11 Element: Light Target: Single

DIYAUS (-)	MP Cost: 11

Wind damage Spell Effect: 29/0	Element: Wind Target: Single

DIZZY (?) Void damage Spell Effect: 84/64	MP Cost: 5 Element: - Target: Single

DJI (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single

DO (?) Lightning damage Spell Effect: 33/1	MP Cost: 3 Element: Lightning Target: Multiple

DOALL (?) Block abnormal status Spell Effect: 107/64	MP Cost: 6 Element: - Target: Single-Only Party

DOBON (?) Water damage Spell Effect: 21/0	MP Cost: 11 Element: Water Target: Single

DODGED (?) Attack cannot fail Spell Effect: 106/64	MP Cost: 3 Element: - Target: Single-Only Party

DOESITHURT (?) Void damage Spell Effect: 4/0	MP Cost: 8 Element: - Target: Single

DOH (?) Void damage Spell Effect: 80/1	MP Cost: 3 Element: - Target: Multiple

DOHH (?) Lightning damage Spell Effect: 32/1	MP Cost: 2 Element: Lightning Target: Multiple

DOHHH (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single

DOKADOKAB (?) Void damage Spell Effect: 88/0	MP Cost: 3 Element: - Target: Single

DOKIDOKI (?) Void damage Spell Effect: 85/64	MP Cost: 5 Element: - Target: Single

DOL (?) Lightning damage Spell Effect: 34/1	MP Cost: 6 Element: Lightning Target: Multiple

DON (?) Dexterity Down Spell Effect: 64/64	MP Cost: 11 Element: - Target: Single-Only Enemy

DONDOKODON (?)	MP Cost: 5

Void damage	Element: -
Spell Effect: 3/0	Target: Single

DONOVAN (?)	MP Cost: 2
Light damage	Element: Light
Spell Effect: 41/0	Target: Single

DOOM (?)	MP Cost: 5
Dark damage	Element: Dark
Spell Effect: 51/0	Target: Single

DORA (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 32/1	Target: Multiple

DOREMIFA (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

DOSEI (?)	MP Cost: 5
Dark damage	Element: Dark
Spell Effect: 51/0	Target: Single

DOSUN (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 1/0	Target: Single

DOSUNDOSUNB (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

DOUSE (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

DOWNPOUR (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 19/0	Target: Single

DRAFT (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

DRAGON (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

DRAGONBONE (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

DRAIN (?)	MP Cost: 4
Absorbs HP	Element: -
Spell Effect: 113/64	Target: Single

DRAINAGE (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

DRIZZLE (?)	MP Cost: 2

Water damage Spell Effect: 17/0	Element: Water Target: Single

DROP (?) Void damage Spell Effect: 1/0	MP Cost: 2 Element: - Target: Single

DROPS (?) Water damage Spell Effect: 19/0	MP Cost: 5 Element: Water Target: Single

DRYAD (?) Earth damage Spell Effect: 56/1	MP Cost: 7 Element: - Target: Multiple

DRYICE (?) Water damage Spell Effect: 18/0	MP Cost: 3 Element: Water Target: Single

DUMBASS (?) Void damage Spell Effect: 80/0	MP Cost: 2 Element: - Target: Single

DUMPED (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

DUNE (?) Earth damage Spell Effect: 56/1	MP Cost: 7 Element: - Target: Multiple

DUNES (?) Earth damage Spell Effect: 56/1	MP Cost: 7 Element: - Target: Multiple

DUST (?) Speed Down Spell Effect: 65/0	MP Cost: 7 Element: - Target: Single-Only Enemy

DWARF (?) Earth damage Spell Effect: 57/1	MP Cost: 12 Element: - Target: Multiple

DYNA (?) Fire damage Spell Effect: 11/0	MP Cost: 5 Element: Fire Target: Single

DYNASOA (?) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single

E (?) Dark damage Spell Effect: 48/0	MP Cost: 1 Element: Dark Target: Single

EARTH (?) Earth damage Spell Effect: 57/1	MP Cost: 12 Element: - Target: Multiple

EARTHGOD (?)	MP Cost: 18

Earth damage	Element: -
Spell Effect: 58/1	Target: Multiple

EARTHLET (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

EARTHQUAKE (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

EARTHROCK (?)	MP Cost: 8
Void damage	Element: -
Spell Effect: 4/0	Target: Single

EATTHIS (?)	MP Cost: 9
Fire damage	Element: Fire
Spell Effect: 11/1	Target: Multiple

ECHO (?)	MP Cost: 1
Wind damage	Element: Wind
Spell Effect: 24/0	Target: Single

ECLIPSE (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

EE (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

EEEC (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 74/0	Target: Single

EEK (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 80/64	Target: Single

EERIE (?)	MP Cost: 19
Dark damage	Element: Dark
Spell Effect: 53/1	Target: Multiple

EERIERAT (?)	MP Cost: 16
Dark damage	Element: Dark
Spell Effect: 53/1	Target: Multiple

EF (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 24/1	Target: Multiple

EFUTA (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

EGGBOMBL (?)	MP Cost: 24
Restores HP	Element: -
Spell Effect: 71/0	Target: Single-Always Avail

EGGBOMBS (?)	MP Cost: 25

Dark damage Spell Effect: 48/128	Element: Dark Target: Single

EH (?) Void damage Spell Effect: 80/64	MP Cost: 3 Element: - Target: Single

EK (?) Block abnormal status Spell Effect: 107/64	MP Cost: 6 Element: - Target: Single-Only Party

EL (?) Wind damage Spell Effect: 24/1	MP Cost: 2 Element: Wind Target: Multiple

ELEC (?) Lightning damage Spell Effect: 32/0	MP Cost: 1 Element: Lightning Target: Single

ELECTRIC (?) Lightning damage Spell Effect: 32/0	MP Cost: 1 Element: Lightning Target: Single

ELECTROCUTE (?) Lightning damage Spell Effect: 35/0	MP Cost: 5 Element: Lightning Target: Single

ELSOL (?) Light damage Spell Effect: 44/0	MP Cost: 8 Element: Light Target: Single

ELTORIUM (?) Void damage Spell Effect: 5/0	MP Cost: 11 Element: - Target: Single

EMI (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

EMPTY (?) Increases defense Spell Effect: 67/0	MP Cost: 8 Element: - Target: Single-Only Party

EN (?) Fire damage Spell Effect: 10/0	MP Cost: 3 Element: Fire Target: Single

ENARGY (?) Light damage Spell Effect: 42/0	MP Cost: 3 Element: Light Target: Single

ENCOUNTER (?) Magic defense Minus Spell Effect: 70/1	MP Cost: 8 Element: - Target: Multiple-Only Enemy

ENERGY (?) Lightning damage Spell Effect: 34/0	MP Cost: 3 Element: Lightning Target: Single

ENGETSURIN (?)	MP Cost: 3

Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

ENSIGN (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 8/1	Target: Multiple

ERASE (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

ERASER (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

ERI (?)	MP Cost: 6
Wind damage	Element: Wind
Spell Effect: 26/1	Target: Multiple

EROS (?)	MP Cost: 5
Light damage	Element: Light
Spell Effect: 43/0	Target: Single

ERRATE (?)	MP Cost: 20
Madness status	Element: -
Spell Effect: 116/0	Target: Single-Only Party

ERROR (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

ERUPT (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

ERZO (?)	MP Cost: 11
Dark damage	Element: Dark
Spell Effect: 53/0	Target: Single

ES (?)	MP Cost: 9
Wind damage	Element: Wind
Spell Effect: 27/1	Target: Multiple

ESDAYEYE (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 33/0	Target: Single

ESSENCE (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 49/0	Target: Single

ESUNA (?)	MP Cost: 6
Block abnormal status	Element: -
Spell Effect: 107/64	Target: Single-Only Party

EUROPA (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

EVADED (?)	MP Cost: 3

Attack cannot fail	Element: -
Spell Effect: 106/64	Target: Single-Only Party

EVAPORATE (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

EVE (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 8/1	Target: Multiple

EVERYONESING (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

EVILGATE (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

EVILGOD (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

EVILSPIRIT (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

EXORCISE (?)	MP Cost: 5
Light damage	Element: Light
Spell Effect: 43/0	Target: Single

EXPLODE (?)	MP Cost: 9
Fire damage	Element: Fire
Spell Effect: 11/1	Target: Multiple

EXPLODER (?)	MP Cost: 19
Fire damage	Element: Fire
Spell Effect: 13/1	Target: Multiple

EXPLODING (?)	MP Cost: 19
Fire damage	Element: Fire
Spell Effect: 13/1	Target: Multiple

EXPLOSION (?)	MP Cost: 11
Fire damage	Element: Fire
Spell Effect: 13/0	Target: Single

EXTRAPLANAR (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

EYE (?)	MP Cost: 12
Attack cannot fail	Element: -
Spell Effect: 103/64	Target: Single-Only Party

EYEBALL (?)	MP Cost: 11
Dark damage	Element: Dark
Spell Effect: 53/0	Target: Single

F (?)	MP Cost: 3

Wind damage Spell Effect: 26/0	Element: Wind Target: Single

FA (?) Void damage Spell Effect: 80/1	MP Cost: 3 Element: - Target: Multiple

FAI (?) Fire damage Spell Effect: 8/0	MP Cost: 1 Element: Fire Target: Single

FALL (?) Void damage Spell Effect: 1/0	MP Cost: 2 Element: - Target: Single

FALLINGROCK (?) Void damage Spell Effect: 1/0	MP Cost: 2 Element: - Target: Single

FALLSTORM (?) Water damage Spell Effect: 19/0	MP Cost: 5 Element: Water Target: Single

FART (?) Wind damage Spell Effect: 24/0	MP Cost: 1 Element: Wind Target: Single

FAST (?) Speed Up Spell Effect: 61/0	MP Cost: 8 Element: - Target: Single-Only Party

FATTYTUNA (?) Void damage Spell Effect: 80/64	MP Cost: 6 Element: - Target: Single

FE (?) Void damage Spell Effect: 80/1	MP Cost: 3 Element: - Target: Multiple

FEATHER (?) Light damage Spell Effect: 41/0	MP Cost: 2 Element: Light Target: Single

FEE (?) Void damage Spell Effect: 80/1	MP Cost: 3 Element: - Target: Multiple

FEEL (?) Water damage Spell Effect: 16/0	MP Cost: 1 Element: Water Target: Single

FEELINGS (?) Increases defense Spell Effect: 67/0	MP Cost: 8 Element: - Target: Single-Only Party

FERROUS (?) Speed Up Spell Effect: 61/64	MP Cost: 12 Element: - Target: Single-Only Party

FIELD (?)	MP Cost: 3

Light damage	Element: Light
Spell Effect: 42/0	Target: Single

FINAL (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

FIRE (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

FIREARROW (?)	MP Cost: 5
Fire damage	Element: Fire
Spell Effect: 11/0	Target: Single

FIREBALL (?)	MP Cost: 1
Fire damage	Element: Fire
Spell Effect: 8/0	Target: Single

FIREBEAM (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 10/0	Target: Single

FIREBLAST (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

FIREBOLT (?)	MP Cost: 1
Fire damage	Element: Fire
Spell Effect: 8/0	Target: Single

FIRECRACKER (?)	MP Cost: 11
Fire damage	Element: Fire
Spell Effect: 13/0	Target: Single

FIREDANCE (?)	MP Cost: 5
Fire damage	Element: Fire
Spell Effect: 11/0	Target: Single

FIREGOD (?)	MP Cost: 5
Lightning damage	Element: Lightning
Spell Effect: 35/0	Target: Single

FIREHYDRANT (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

FIRELET (?)	MP Cost: 1
Fire damage	Element: Fire
Spell Effect: 8/0	Target: Single

FIREPILLAR (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

FIREPOLE (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

FIRESEED (?)	MP Cost: 1

Fire damage	Element: Fire
Spell Effect: 8/0	Target: Single

FIRESPIRIT (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

FIRESTONE (?)	MP Cost: 1
Fire damage	Element: Fire
Spell Effect: 8/0	Target: Single

FIRESTRAND (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 10/0	Target: Single

FIREWALL (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 9/1	Target: Multiple

FIREWHEEL (?)	MP Cost: 14
Fire damage	Element: Fire
Spell Effect: 12/1	Target: Multiple

FIREWIND (?)	MP Cost: 11
Fire damage	Element: Fire
Spell Effect: 13/0	Target: Single

FIREWORKS (?)	MP Cost: 5
Fire damage	Element: Fire
Spell Effect: 11/0	Target: Single

FIRSTAID (?)	MP Cost: 4
Restores HP	Element: -
Spell Effect: 71/0	Target: Single-Always Avail

FIRSTSTORM (?)	MP Cost: 11
Wind damage	Element: Wind
Spell Effect: 29/0	Target: Single

FLAELI (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

FLAM (?)	MP Cost: 20
Annihilator	Element: -
Spell Effect: 109/1	Target: Multiple-Only Enemy

FLAME (?)	MP Cost: 5
Fire damage	Element: Fire
Spell Effect: 11/0	Target: Single

FLAMELET (?)	MP Cost: 1
Fire damage	Element: Fire
Spell Effect: 8/0	Target: Single

FLAMERAIN (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

FLAMERING (?)	MP Cost: 14

Fire damage	Element: Fire
Spell Effect: 12/1	Target: Multiple

FLAMES (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

FLAMETHROWER (?)	MP Cost: 5
Fire damage	Element: Fire
Spell Effect: 11/0	Target: Single

FLARE (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 10/0	Target: Single

FLAREBALL (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 9/1	Target: Multiple

FLASH (?)	MP Cost: 1
Light damage	Element: Light
Spell Effect: 40/0	Target: Single

FLASS (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

FLAT (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 33/0	Target: Single

FLOAT (?)	MP Cost: 3
Wind, Float status	Element: Wind
Spell Effect: 96/0	Target: Single

FLOOD (?)	MP Cost: 9
Water damage	Element: Water
Spell Effect: 19/1	Target: Multiple

FLOW (?)	MP Cost: 11
Water damage	Element: Water
Spell Effect: 21/0	Target: Single

FLURRY (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 16/1	Target: Multiple

FLUSH (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

FLYINGROCK (?)	MP Cost: 3
To escape a fight	Element: -
Spell Effect: 135/65	Target: Multiple-Only Party

FO (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 80/1	Target: Multiple

FOCOASARI (?)	MP Cost: 17

Light damage Spell Effect: 44/65	Element: Light Target: Multiple

FOG (?) Wind damage Spell Effect: 26/1	MP Cost: 6 Element: Wind Target: Multiple

FOIE (?) Fire damage Spell Effect: 8/0	MP Cost: 1 Element: Fire Target: Single

FOKKER (?) Wind damage Spell Effect: 25/0	MP Cost: 2 Element: Wind Target: Single

FOO (?) Wind damage Spell Effect: 24/0	MP Cost: 1 Element: Wind Target: Single

FOOLISH (?) Dexterity Down Spell Effect: 64/64	MP Cost: 11 Element: - Target: Single-Only Enemy

FORCE (?) Strength Up Spell Effect: 59/64	MP Cost: 12 Element: - Target: Single-Only Party

FORGE (?) Earth damage Spell Effect: 57/1	MP Cost: 12 Element: - Target: Multiple

FORTUNE (?) Light damage Spell Effect: 41/0	MP Cost: 2 Element: Light Target: Single

FOSSIL (?) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single

FOUNTAIN (?) Water damage Spell Effect: 17/0	MP Cost: 2 Element: Water Target: Single

FOURD (?) Dark damage Spell Effect: 53/0	MP Cost: 11 Element: Dark Target: Single

FOX (?) Resurrection Spell Effect: 79/0	MP Cost: 5 Element: - Target: Single-Only Party

FRAGILE (?) Reduces defense Spell Effect: 69/0	MP Cost: 7 Element: - Target: Single-Only Enemy

FREEZE (?) Water, Freeze status Spell Effect: 100/0	MP Cost: 3 Element: Water Target: Single

FREEZER (?)	MP Cost: 8

Water damage	Element: Water
Spell Effect: 20/0	Target: Single

FRIDGE (?)	MP Cost: 8
Water damage	Element: Water
Spell Effect: 20/0	Target: Single

FROG (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

FROST (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 18/0	Target: Single

FROSTPILLAR (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 18/0	Target: Single

FROTH (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

FRY (?)	MP Cost: 3
Fire, Burn status	Element: Fire
Spell Effect: 97/0	Target: Single

FRYINGPAN (?)	MP Cost: 12
Earth damage	Element: -
Spell Effect: 57/1	Target: Multiple

FU (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

FUJI (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

FUKU (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 33/0	Target: Single

FULL (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

FULLMETAL (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

FULLNIHILUS (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 1/128	Target: Single

FULLPOWER (?)	MP Cost: 12
Strength Up	Element: -
Spell Effect: 59/64	Target: Single-Only Party

FURA (?)	MP Cost: 1

Void damage	Element: -
Spell Effect: 0/0	Target: Single

FURAI (?)	MP Cost: 3
Wind, Float status	Element: Wind
Spell Effect: 96/0	Target: Single

FURY (?)	MP Cost: 5
Fire damage	Element: Fire
Spell Effect: 11/0	Target: Single

FUSE (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 34/0	Target: Single

FUWAFUWA (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

G (?)	MP Cost: 7
Spirit Down	Element: -
Spell Effect: 66/0	Target: Single-Only Enemy

GA (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 1/0	Target: Single

GAEA (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

GAH (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 80/64	Target: Single

GAI (?)	MP Cost: 8
Strength Up	Element: -
Spell Effect: 59/0	Target: Single-Only Party

GAIA (?)	MP Cost: 9
Increases defense	Element: -
Spell Effect: 67/1	Target: Multiple-Only Party

GAIN (?)	MP Cost: 4
Absorbs HP	Element: -
Spell Effect: 113/64	Target: Single

GALAGA (?)	MP Cost: 11
Wind damage	Element: Wind
Spell Effect: 29/0	Target: Single

GALAXY (?)	MP Cost: 20
Light damage	Element: Light
Spell Effect: 44/64	Target: Everyone

GARK (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 49/0	Target: Single

GARON (?)	MP Cost: 8

Lightning damage Spell Effect: 36/0	Element: Lightning Target: Single

GARU (?) Wind damage Spell Effect: 25/0	MP Cost: 2 Element: Wind Target: Single

GARUDYNE (?) Wind damage Spell Effect: 28/0	MP Cost: 8 Element: Wind Target: Single

GARULA (?) Wind damage Spell Effect: 26/0	MP Cost: 3 Element: Wind Target: Single

GARURA (?) Wind damage Spell Effect: 26/0	MP Cost: 3 Element: Wind Target: Single

GAS (?) Wind damage Spell Effect: 24/0	MP Cost: 1 Element: Wind Target: Single

GATE (?) Dark damage Spell Effect: 52/0	MP Cost: 8 Element: Dark Target: Single

GE (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

GEN (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

GENE (?) Light damage, autoheal Spell Effect: 98/0	MP Cost: 10 Element: Light Target: Single

GGEOW (?) Water damage Spell Effect: 16/128	MP Cost: 4 Element: Water Target: Single

GGESTURE (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

GETTER (?) Lightning damage Spell Effect: 36/1	MP Cost: 14 Element: Lightning Target: Multiple

GHOST (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

GHOSTFIRE (?) Fire damage Spell Effect: 12/0	MP Cost: 8 Element: Fire Target: Single

GI (?)	MP Cost: 3

Fire damage Spell Effect: 9/1	Element: Fire Target: Multiple

GIANT (?) Strength Up Spell Effect: 59/65	MP Cost: 13 Element: - Target: Multiple-Only Party

GIG (?) Lightning damage Spell Effect: 37/1	MP Cost: 19 Element: Lightning Target: Multiple

GIGA (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single

GIL (?) Lightning damage Spell Effect: 35/0	MP Cost: 5 Element: Lightning Target: Single

GIN (?) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single

GINA (?) Void damage Spell Effect: 1/1	MP Cost: 3 Element: - Target: Multiple

GIRAGIRA (?) Void damage Spell Effect: 81/64	MP Cost: 5 Element: - Target: Single

GLOUCHESTER (?) Lightning damage Spell Effect: 33/0	MP Cost: 2 Element: Lightning Target: Single

GNOME (?) Earth damage Spell Effect: 58/1	MP Cost: 18 Element: - Target: Multiple

GNU (-) Fire damage Spell Effect: 11/0	MP Cost: 5 Element: Fire Target: Single

GOB (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single

GOD (?) Dark damage Spell Effect: 53/0	MP Cost: 11 Element: Dark Target: Single

GODDESS (?) Light damage Spell Effect: 43/0	MP Cost: 5 Element: Light Target: Single

GODHAND (?) Light damage Spell Effect: 45/0	MP Cost: 11 Element: Light Target: Single

GODMAGE (?)	MP Cost: 5

Light damage Spell Effect: 43/0	Element: Light Target: Single

GOH (?) Increases defense Spell Effect: 67/0	MP Cost: 8 Element: - Target: Single-Only Party

GOHNB (?) Void damage Spell Effect: 88/0	MP Cost: 2 Element: - Target: Single

GOKOU (?) Light damage Spell Effect: 42/0	MP Cost: 3 Element: Light Target: Single

GOKUBUTO (?) Lightning damage Spell Effect: 36/0	MP Cost: 8 Element: Lightning Target: Single

GOLD (?) Light damage Spell Effect: 42/0	MP Cost: 3 Element: Light Target: Single

GOLDEN (?) Lightning damage Spell Effect: 33/0	MP Cost: 2 Element: Lightning Target: Single

GOLEM (?) Increases defense Spell Effect: 67/1	MP Cost: 9 Element: - Target: Multiple-Only Party

GON (?) Void damage Spell Effect: 80/65	MP Cost: 7 Element: - Target: Multiple

GOOD (?) Spirit Up Spell Effect: 62/1	MP Cost: 9 Element: - Target: Multiple-Only Party

GORAS (?) Void damage Spell Effect: 5/0	MP Cost: 11 Element: - Target: Single

GOROPIKADON (?) Lightning damage Spell Effect: 37/0	MP Cost: 11 Element: Lightning Target: Single

GRAN (?) Void damage Spell Effect: 4/1	MP Cost: 10 Element: - Target: Multiple

GRANAQUNA (Gran-Aqu-Na) Water damage Spell Effect: 21/1	MP Cost: 19 Element: Water Target: Multiple

GRAND (?) Fire damage Spell Effect: 12/0	MP Cost: 8 Element: Fire Target: Single

GRANMACE (?)	MP Cost: 3

Water damage Spell Effect: 18/0	Element: Water Target: Single
GRANSOANA (?) Light damage Spell Effect: 45/1	MP Cost: 19 Element: Light Target: Multiple
GRANSOUNA (?) Void damage Spell Effect: 4/1	MP Cost: 29 Element: - Target: Multiple
GRANTOUNA (?) Lightning damage Spell Effect: 37/1	MP Cost: 19 Element: Lightning Target: Multiple
GRAVE (?) Earth damage Spell Effect: 57/0	MP Cost: 6 Element: - Target: Single
GRAVI (?) Void damage Spell Effect: 50/64	MP Cost: 5 Element: - Target: Single
GRAVITYPRESS (?) Void damage Spell Effect: 1/65	MP Cost: 5 Element: - Target: Multiple
GRAY (?) Void damage Spell Effect: 1/0	MP Cost: 2 Element: - Target: Single
GREAT (?) Void damage Spell Effect: 80/64	MP Cost: 4 Element: - Target: Single
GREEN (?) Wind damage Spell Effect: 26/0	MP Cost: 3 Element: Wind Target: Single
GREENS (?) Wind damage Spell Effect: 27/0	MP Cost: 5 Element: Wind Target: Single
GRENADE (?) Fire damage Spell Effect: 13/0	MP Cost: 11 Element: Fire Target: Single
GU (?) Spirit Down Spell Effect: 66/0	MP Cost: 7 Element: - Target: Single-Only Enemy
GUA (?) Dark damage Spell Effect: 52/0	MP Cost: 8 Element: Dark Target: Single
GUDENGUDEN (?) Void damage Spell Effect: 84/64	MP Cost: 5 Element: - Target: Single
GUDON (?)	MP Cost: 11

Spirit Down	Element: -
Spell Effect: 66/64	Target: Single-Only Enemy

GUNYAGUNYA (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 84/64	Target: Single

GURA (?)	MP Cost: 12
Earth damage	Element: -
Spell Effect: 57/1	Target: Multiple

GURAGURA (?)	MP Cost: 18
Earth damage	Element: -
Spell Effect: 58/1	Target: Multiple

GURAKARA (?)	MP Cost: 13
Earth damage	Element: -
Spell Effect: 58/65	Target: Multiple

GURAKARAX (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

GUTS (?)	MP Cost: 7
Water, Freeze status	Element: Water
Spell Effect: 100/0	Target: Single

GYOON (?)	MP Cost: 11
Void damage	Element: -
Spell Effect: 5/0	Target: Single

H (?)	MP Cost: 1
Light damage	Element: Light
Spell Effect: 40/0	Target: Single

HA (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

HADES (?)	MP Cost: 9
Dark damage	Element: Dark
Spell Effect: 51/1	Target: Multiple

HADOU (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 2/0	Target: Single

HAH (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 2/0	Target: Single

HAHAA (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 80/0	Target: Single

HAHAHAA (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 80/0	Target: Single

HAHTEYKIRA (?)	MP Cost: 18

Light damage Spell Effect: 45/128	Element: Light Target: Single

HAIL (?) Water damage Spell Effect: 19/0	MP Cost: 5 Element: Water Target: Single

HAILSTONE (?) Water damage Spell Effect: 18/0	MP Cost: 3 Element: Water Target: Single

HAIRI (?) Lightning damage Spell Effect: 33/0	MP Cost: 2 Element: Lightning Target: Single

HAKKYOKU (?) Void damage Spell Effect: 2/0	MP Cost: 3 Element: - Target: Single

HALF (?) Strength Down Spell Effect: 63/65	MP Cost: 12 Element: - Target: Multiple-Only Enemy

HALLOWEEN (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

HALUCEERIE (?) Dark damage Spell Effect: 53/65	MP Cost: 22 Element: Dark Target: Multiple

HAMA (?) Light damage Spell Effect: 40/0	MP Cost: 1 Element: Light Target: Single

HAMAON (?) Light damage Spell Effect: 45/0	MP Cost: 11 Element: Light Target: Single

HAMLET (?) Lightning damage Spell Effect: 33/0	MP Cost: 2 Element: Lightning Target: Single

HANDSHAKE (?) Strength Down Spell Effect: 63/1	MP Cost: 8 Element: - Target: Multiple-Only Enemy

HANE (?) Light damage Spell Effect: 41/1	MP Cost: 3 Element: Light Target: Multiple

HANOMASUZUI (?) Lightning damage Spell Effect: 37/0	MP Cost: 11 Element: Lightning Target: Single

HANRIKUGAKU (?) Void damage Spell Effect: 4/0	MP Cost: 8 Element: - Target: Single

HAPPY (?)	MP Cost: 2

Light damage Spell Effect: 41/0	Element: Light Target: Single

HARD (?) Increases defense Spell Effect: 67/0	MP Cost: 8 Element: - Target: Single-Only Party

HARDMINU (?) Water damage Spell Effect: 21/64	MP Cost: 13 Element: Water Target: Single

HARVEST (?) Wind damage Spell Effect: 26/0	MP Cost: 3 Element: Wind Target: Single

HASTEGA (?) Speed Up Spell Effect: 61/65	MP Cost: 13 Element: - Target: Multiple-Only Party

HATA (?) Earth damage Spell Effect: 57/1	MP Cost: 12 Element: - Target: Multiple

HATAHATA (?) Void damage Spell Effect: 84/64	MP Cost: 5 Element: - Target: Single

HAWARAPTO (?) Void damage Spell Effect: 3/65	MP Cost: 12 Element: - Target: Multiple

HAZE (?) Wind damage Spell Effect: 25/0	MP Cost: 2 Element: Wind Target: Single

HE (?) Wind damage Spell Effect: 24/0	MP Cost: 1 Element: Wind Target: Single

HEALING (?) Restores HP Spell Effect: 71/0	MP Cost: 4 Element: - Target: Single-Always Avail

HEATRAY (?) Fire damage Spell Effect: 10/0	MP Cost: 3 Element: Fire Target: Single

HEAVENSFURY (?) Light damage Spell Effect: 45/0	MP Cost: 11 Element: Light Target: Single

HEAVENZ (?) Void damage Spell Effect: 74/0	MP Cost: 8 Element: - Target: Single

HEAVY (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

HEAVYBOMB (?)	MP Cost: 2

Void damage	Element: -
Spell Effect: 1/0	Target: Single

HEBAL (?)	MP Cost: 12
Strength Down	Element: -
Spell Effect: 63/65	Target: Multiple-Only Enemy

HECATE (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 18/0	Target: Single

HECTOR (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

HEG (?)	MP Cost: 13
Water damage	Element: Water
Spell Effect: 21/1	Target: Multiple

HEGV (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 80/0	Target: Single

HEIST (?)	MP Cost: 12
Speed Up	Element: -
Spell Effect: 61/64	Target: Single-Only Party

HEKI (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 18/0	Target: Single

HELL (?)	MP Cost: 9
Dark damage	Element: Dark
Spell Effect: 51/1	Target: Multiple

HELLO (?)	MP Cost: 11
Water damage	Element: Water
Spell Effect: 21/0	Target: Single

HELLVALE (?)	MP Cost: 12
Earth damage	Element: -
Spell Effect: 57/1	Target: Multiple

HERCULES (?)	MP Cost: 5
Light damage	Element: Light
Spell Effect: 43/0	Target: Single

HERO (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 2/0	Target: Single

HET (-)	MP Cost: 11
Strength Down	Element: -
Spell Effect: 63/64	Target: Single-Only Enemy

HETA (?)	MP Cost: 7
Dexterity Down	Element: -
Spell Effect: 64/0	Target: Single-Only Enemy

HEVY (?)	MP Cost: 3

Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

HEWN (?)	MP Cost: 8
Water damage	Element: Water
Spell Effect: 20/0	Target: Single

HEX (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

HI (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

HIDDENPOWER (?)	MP Cost: 13
Strength Up	Element: -
Spell Effect: 59/65	Target: Multiple-Only Party

HIGA (?)	MP Cost: 4
Fire, Burn status	Element: Fire
Spell Effect: 97/0	Target: Single

HIGHVOLTAGE (?)	MP Cost: 8
Lightning damage	Element: Lightning
Spell Effect: 36/0	Target: Single

HILI (?)	MP Cost: 8
Light damage	Element: Light
Spell Effect: 44/0	Target: Single

HIMO (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

HINOHINO (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

HIRAHIRA (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 84/64	Target: Single

HIT (?)	MP Cost: 12
Attack cannot fail	Element: -
Spell Effect: 103/64	Target: Single-Only Party

HIXOLSOM (?)	MP Cost: 17
Light damage	Element: Light
Spell Effect: 43/129	Target: Multiple

HO (?)	MP Cost: 1
Light damage	Element: Light
Spell Effect: 40/0	Target: Single

HOH (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

HOI (?)	MP Cost: 2

Restores HP Spell Effect: 71/0	Element: - Target: Single-Always Avail

HOKANTA (?) Magic defense up Spell Effect: 128/0	MP Cost: 8 Element: - Target: Single-Only Party

HOKITE (?) Absorbs MP Spell Effect: 114/0	MP Cost: 1 Element: - Target: Single

HOLE (?) Dark damage Spell Effect: 52/0	MP Cost: 8 Element: Dark Target: Single

HOLO (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

HOLY (?) Light damage Spell Effect: 40/0	MP Cost: 1 Element: Light Target: Single

HOLYWARRIOR (?) Light damage Spell Effect: 43/0	MP Cost: 5 Element: Light Target: Single

HOLYWATER (?) Light damage Spell Effect: 41/0	MP Cost: 2 Element: Light Target: Single

HOMA (?) Void damage Spell Effect: 0/1	MP Cost: 2 Element: - Target: Multiple

HOMARA (?) Restores HP Spell Effect: 71/65	MP Cost: 8 Element: - Target: Multiple-Always Avail

HOMAZUN (?) Restores HP Spell Effect: 71/1	MP Cost: 4 Element: - Target: Multiple-Always Avail

HOMING (?) Void damage Spell Effect: 2/0	MP Cost: 3 Element: - Target: Single

HON (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

HONEY (?) Light damage Spell Effect: 43/0	MP Cost: 5 Element: Light Target: Single

HOPE (?) Light damage Spell Effect: 44/1	MP Cost: 14 Element: Light Target: Multiple

HOR (-)	MP Cost: 2

Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

HORIZONBOLT (?)	MP Cost: 5
Lightning damage	Element: Lightning
Spell Effect: 35/0	Target: Single

HORIZONGALE (?)	MP Cost: 8
Wind damage	Element: Wind
Spell Effect: 28/0	Target: Single

HORN (?)	MP Cost: 8
Void damage	Element: -
Spell Effect: 4/0	Target: Single

HORROR (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 49/0	Target: Single

HOSHI (?)	MP Cost: 2
Light damage	Element: Light
Spell Effect: 41/0	Target: Single

HOT (?)	MP Cost: 1
Fire damage	Element: Fire
Spell Effect: 8/0	Target: Single

HOTEL (?)	MP Cost: 1
Light damage	Element: Light
Spell Effect: 40/0	Target: Single

HOTONE (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

HOTORA (?)	MP Cost: 1
Absorbs MP	Element: -
Spell Effect: 114/0	Target: Single

HOTSAND (?)	MP Cost: 12
Earth damage	Element: -
Spell Effect: 57/1	Target: Multiple

HOTWATER (?)	MP Cost: 12
Earth damage	Element: -
Spell Effect: 57/1	Target: Multiple

HOVER (?)	MP Cost: 3
Wind, Float status	Element: Wind
Spell Effect: 96/0	Target: Single

HUGEBLAST (?)	MP Cost: 19
Fire damage	Element: Fire
Spell Effect: 13/1	Target: Multiple

HUMIDITY (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

HURRICANE (?)	MP Cost: 5

Wind damage	Element: Wind
Spell Effect: 27/0	Target: Single

HURRY (?)	MP Cost: 11
Void damage	Element: -
Spell Effect: 5/0	Target: Single

HYA (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

HYDRA (?)	MP Cost: 11
Wind damage	Element: Wind
Spell Effect: 29/0	Target: Single

HYDRANGEA (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

HYO (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 18/0	Target: Single

HYOIHYOI (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 83/64	Target: Single

HYPER (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

I (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 8/1	Target: Multiple

ICE (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 18/0	Target: Single

ICEBLADE (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 18/0	Target: Single

ICEBOW (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

ICEBOX (?)	MP Cost: 3
Water, Freeze status	Element: Water
Spell Effect: 100/0	Target: Single

ICEFLOE (?)	MP Cost: 4
Water, Freeze status	Element: Water
Spell Effect: 100/1	Target: Multiple

ICELANCE (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 18/0	Target: Single

ICENEEDLE (?)	MP Cost: 3

Water damage	Element: Water
Spell Effect: 18/0	Target: Single

ICESABER (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 18/0	Target: Single

ICESNOW (?)	MP Cost: 14
Water damage	Element: Water
Spell Effect: 20/1	Target: Multiple

ICESPIRIT (?)	MP Cost: 4
Water, Freeze status	Element: Water
Spell Effect: 100/0	Target: Single

ICESTORM (?)	MP Cost: 10
Water, Freeze status	Element: Water
Spell Effect: 100/1	Target: Multiple

ICESWORD (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

ICEWHIP (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

ICICLE (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

ID (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 8/1	Target: Multiple

IFREET (?)	MP Cost: 14
Fire damage	Element: Fire
Spell Effect: 12/1	Target: Multiple

IGUNATES (?)	MP Cost: 21
Fire damage	Element: Fire
Spell Effect: 8/129	Target: Multiple

IKAI (?)	MP Cost: 11
Dark damage	Element: Dark
Spell Effect: 53/0	Target: Single

ILIKETHESEA (?)	MP Cost: 11
Water damage	Element: Water
Spell Effect: 21/0	Target: Single

ILLUSION (?)	MP Cost: 11
Light damage	Element: Light
Spell Effect: 45/0	Target: Single

IMANGRY (?)	MP Cost: 11
Light damage	Element: Light
Spell Effect: 45/0	Target: Single

IMPACT (?)	MP Cost: 11

Void damage	Element: -
Spell Effect: 5/0	Target: Single

IMPULSE (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 2/0	Target: Single

INAZUMA (?)	MP Cost: 11
Lightning damage	Element: Lightning
Spell Effect: 37/0	Target: Single

INDIGO (?)	MP Cost: 6
Water damage	Element: Water
Spell Effect: 18/1	Target: Multiple

INFERNO (?)	MP Cost: 11
Dark damage	Element: Dark
Spell Effect: 53/0	Target: Single

INFINITYD (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 33/1	Target: Multiple

INFRARED (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 10/0	Target: Single

INSIGHT (?)	MP Cost: 11
Dark damage	Element: Dark
Spell Effect: 53/0	Target: Single

INTELLIGENCE (?)	MP Cost: 8
Spirit Up	Element: -
Spell Effect: 62/0	Target: Single-Only Party

INTERRUPT (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

INTERRUPTER (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

INVINCIBLED (?)	MP Cost: 5
Lightning damage	Element: Lightning
Spell Effect: 33/129	Target: Multiple

INVOKE (?)	MP Cost: 11
Strength Down	Element: -
Spell Effect: 63/64	Target: Single-Only Enemy

IRO (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

ISOTOPE (?)	MP Cost: 12
Reduces defense	Element: -
Spell Effect: 69/65	Target: Multiple-Only Enemy

J (?)	MP Cost: 7

Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

JA (?)	MP Cost: 7
Void damage	Element: -
Spell Effect: 80/65	Target: Multiple

JAKIS (?)	MP Cost: 2
Light damage	Element: Light
Spell Effect: 41/0	Target: Single

JARJARBINKS (?)	MP Cost: 42
Fire, Burn status	Element: Fire
Spell Effect: 97/0	Target: Everyone

JE (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 80/1	Target: Multiple

JEEKY (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/64	Target: Single

JERK (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 80/0	Target: Single

JET (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

JI (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

JIN (?)	MP Cost: 11
Wind damage	Element: Wind
Spell Effect: 29/0	Target: Single

JINN (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

JIO (?)	MP Cost: 4
Lightning, Shock status	Element: Lightning
Spell Effect: 99/1	Target: Multiple

JIODYNE (?)	MP Cost: 10
Lightning, Shock status	Element: Lightning
Spell Effect: 99/1	Target: Multiple

JIONGA (?)	MP Cost: 6
Lightning, Shock status	Element: Lightning
Spell Effect: 99/1	Target: Multiple

JOU (?)	MP Cost: 12
Dexterity Up	Element: -
Spell Effect: 60/64	Target: Single-Only Party

JU (?)	MP Cost: 7

Reduces defense Spell Effect: 69/0	Element: - Target: Single-Only Enemy
JUDGE (?) Light damage Spell Effect: 45/0	MP Cost: 11 Element: Light Target: Single
JUDGEMENT (?) Light damage Spell Effect: 45/0	MP Cost: 11 Element: Light Target: Single
JULIANNA (?) Earth damage Spell Effect: 58/1	MP Cost: 18 Element: - Target: Multiple
JULIET (?) Fire damage Spell Effect: 10/0	MP Cost: 3 Element: Fire Target: Single
JUNE (?) Water damage Spell Effect: 19/0	MP Cost: 5 Element: Water Target: Single
JUPITER (?) Lightning damage Spell Effect: 35/0	MP Cost: 5 Element: Lightning Target: Single
JURA (?) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single
JUSTICE (?) Light damage Spell Effect: 45/0	MP Cost: 11 Element: Light Target: Single
K (?) Speed Down Spell Effect: 65/0	MP Cost: 7 Element: - Target: Single-Only Enemy
KA (?) Fire damage Spell Effect: 8/0	MP Cost: 1 Element: Fire Target: Single
KAA (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single
KAATAOHMUNY (?) Dark damage Spell Effect: 53/128	MP Cost: 17 Element: Dark Target: Single
KABOOMGHOST (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single
KABOOOMB (?) Void damage Spell Effect: 88/0	MP Cost: 3 Element: - Target: Single
KAGE (?)	MP Cost: 1

Dark damage	Element: Dark
Spell Effect: 48/0	Target: Single

KAI (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 9/1	Target: Multiple

KAIOSEI (?)	MP Cost: 8
Water damage	Element: Water
Spell Effect: 20/0	Target: Single

KAMAITACHI (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

KAMI (?)	MP Cost: 8
Light damage	Element: Light
Spell Effect: 44/0	Target: Single

KAMIKAZE (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

KAMINARI (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 32/1	Target: Multiple

KAN (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

KARAOKE (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

KAREHA (?)	MP Cost: 6
Earth damage	Element: -
Spell Effect: 57/0	Target: Single

KARNA (?)	MP Cost: 16
Speed Down	Element: -
Spell Effect: 65/64	Target: Single-Only Enemy

KARU (?)	MP Cost: 3
Fire, Burn status	Element: Fire
Spell Effect: 97/0	Target: Single

KASEI (?)	MP Cost: 5
Fire damage	Element: Fire
Spell Effect: 11/0	Target: Single

KATON (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

KAU (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 10/0	Target: Single

KE (?)	MP Cost: 1

Dark damage Spell Effect: 48/0	Element: Dark Target: Single

KEA (?) Restores HP Spell Effect: 71/0	MP Cost: 2 Element: - Target: Single-Always Avail

KEATS (?) Light damage Spell Effect: 43/0	MP Cost: 5 Element: Light Target: Single

KEL (?) Madness status Spell Effect: 116/0	MP Cost: 20 Element: - Target: Single-Only Party

KEMP (?) Fire damage Spell Effect: 10/0	MP Cost: 3 Element: Fire Target: Single

KEN (?) Spirit Up Spell Effect: 62/0	MP Cost: 8 Element: - Target: Single-Only Party

KEROKERO (?) Void damage Spell Effect: 83/64	MP Cost: 5 Element: - Target: Single

KESHI (?) Water damage Spell Effect: 16/0	MP Cost: 1 Element: Water Target: Single

KEY (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single

KI (?) Lethal Spell Effect: 108/0	MP Cost: 8 Element: - Target: Single-Only Enemy

KIAI (?) Wind damage Spell Effect: 25/0	MP Cost: 2 Element: Wind Target: Single

KIAIBOLT (?) Void damage Spell Effect: 2/0	MP Cost: 3 Element: - Target: Single

KIBLAST (?) Void damage Spell Effect: 2/0	MP Cost: 3 Element: - Target: Single

KIDAL (?) Water damage Spell Effect: 21/1	MP Cost: 19 Element: Water Target: Multiple

KILL (?) Dark damage Spell Effect: 52/0	MP Cost: 8 Element: Dark Target: Single

KILLER (?)	MP Cost: 5

Dark damage Spell Effect: 51/0	Element: Dark Target: Single

KILLERDUST (?) Reduces defense Spell Effect: 69/64	MP Cost: 11 Element: - Target: Single-Only Enemy

KILT (?) Strength Up Spell Effect: 59/1	MP Cost: 9 Element: - Target: Multiple-Only Party

KILUCMO (?) Attack cannot fail Spell Effect: 103/128	MP Cost: 19 Element: - Target: Single-Only Party

KIN (?) Light damage Spell Effect: 42/0	MP Cost: 3 Element: Light Target: Single

KINARI (?) Light damage Spell Effect: 41/0	MP Cost: 2 Element: Light Target: Single

KING (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

KINGCOAST (-) Water damage Spell Effect: 21/129	MP Cost: 24 Element: Water Target: Multiple

KINGDOM (?) Void damage Spell Effect: 1/0	MP Cost: 2 Element: - Target: Single

KINSEI (?) Light damage Spell Effect: 43/0	MP Cost: 5 Element: Light Target: Single

KIRA (-) Light damage Spell Effect: 45/0	MP Cost: 11 Element: Light Target: Single

KIRARI (?) Void damage Spell Effect: 81/64	MP Cost: 5 Element: - Target: Single

KIRI (?) Wind damage Spell Effect: 24/0	MP Cost: 1 Element: Wind Target: Single

KISARAGI (?) Light damage Spell Effect: 43/0	MP Cost: 5 Element: Light Target: Single

KNOW (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single

KODAKU (?)	MP Cost: 8

Lightning damage Spell Effect: 36/0	Element: Lightning Target: Single

KOH (?) Strength Up Spell Effect: 59/65	MP Cost: 13 Element: - Target: Multiple-Only Party

KOI (?) Water damage Spell Effect: 17/0	MP Cost: 2 Element: Water Target: Single

KOKU (?) Lightning damage Spell Effect: 34/1	MP Cost: 6 Element: Lightning Target: Multiple

KOMI (?) Dark damage Spell Effect: 48/1	MP Cost: 2 Element: Dark Target: Multiple

KORE (?) Dark damage Spell Effect: 48/1	MP Cost: 2 Element: Dark Target: Multiple

KOU (?) Light damage Spell Effect: 40/0	MP Cost: 1 Element: Light Target: Single

KRISHNA (?) Light damage Spell Effect: 45/0	MP Cost: 11 Element: Light Target: Single

KU (?) Speed Down Spell Effect: 65/0	MP Cost: 7 Element: - Target: Single-Only Enemy

KUCHINAWA (?) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single

KUE (?) Void damage Spell Effect: 4/0	MP Cost: 8 Element: - Target: Single

KUEDOL (?) Lightning damage Spell Effect: 34/129	MP Cost: 12 Element: Lightning Target: Multiple

KUESUKU (?) Spirit Up Spell Effect: 62/128	MP Cost: 21 Element: - Target: Single-Only Party

KUHA (?) Wind damage Spell Effect: 28/0	MP Cost: 8 Element: Wind Target: Single

KUNEKUNE (?) Void damage Spell Effect: 84/64	MP Cost: 5 Element: - Target: Single

KUNYAKUNYA (?)	MP Cost: 5

Void damage	Element: -
Spell Effect: 84/64	Target: Single

KURA (?)	MP Cost: 1
Wind damage	Element: Wind
Spell Effect: 24/0	Target: Single

KURE (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 24/1	Target: Multiple

KURO (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

KUTA (?)	MP Cost: 11
Strength Down	Element: -
Spell Effect: 63/64	Target: Single-Only Enemy

KUU (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

KUUNAF (?)	MP Cost: 7
Water damage	Element: Water
Spell Effect: 18/65	Target: Multiple

KYO (?)	MP Cost: 3
Fire, Burn status	Element: Fire
Spell Effect: 97/0	Target: Single

KYONCY (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 49/0	Target: Single

KYUDANE (?)	MP Cost: 8
Void damage	Element: -
Spell Effect: 4/0	Target: Single

L (?)	MP Cost: 2
Restores HP	Element: -
Spell Effect: 71/0	Target: Single-Always Avail

LADON (?)	MP Cost: 11
Wind damage	Element: Wind
Spell Effect: 29/0	Target: Single

LAMP (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

LANDFALL (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

LANTERN (?)	MP Cost: 1
Light damage	Element: Light
Spell Effect: 40/0	Target: Single

LAPUTA (?)	MP Cost: 3

Void damage	Element: -
Spell Effect: 1/1	Target: Multiple

LARAQUMEL (?)	MP Cost: 14
Water damage	Element: Water
Spell Effect: 20/1	Target: Multiple

LARGE (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 49/0	Target: Single

LARIGMEL (?)	MP Cost: 14
Fire damage	Element: Fire
Spell Effect: 12/1	Target: Multiple

LARNSEREMEL (?)	MP Cost: 14
Dark damage	Element: Dark
Spell Effect: 52/1	Target: Multiple

LARSOAMEL (?)	MP Cost: 14
Light damage	Element: Light
Spell Effect: 44/1	Target: Multiple

LARTOUMEL (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 20/1	Target: Multiple

LAS (?)	MP Cost: 14
Dark damage	Element: Dark
Spell Effect: 52/1	Target: Multiple

LASER (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 33/0	Target: Single

LAUNCH (?)	MP Cost: 3
To escape a fight	Element: -
Spell Effect: 135/65	Target: Multiple-Only Party

LAUNCHER (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 33/1	Target: Multiple

LAVA (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 9/1	Target: Multiple

LAZOMA (?)	MP Cost: 1
Fire damage	Element: Fire
Spell Effect: 8/0	Target: Single

LEADER (?)	MP Cost: 1
Lightning damage	Element: Lightning
Spell Effect: 32/0	Target: Single

LEE (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

LEFMEL (?)	MP Cost: 8

Restores HP Spell Effect: 71/65	Element: - Target: Multiple-Always Avail

LEFTEUM (?) Restores HP Spell Effect: 71/128	MP Cost: 12 Element: - Target: Single-Always Avail

LEM (?) Restores HP Spell Effect: 71/0	MP Cost: 4 Element: - Target: Single-Always Avail

LEMNOS (?) Lightning damage Spell Effect: 32/0	MP Cost: 1 Element: Lightning Target: Single

LEMON (?) Lightning damage Spell Effect: 35/0	MP Cost: 5 Element: Lightning Target: Single

LEPARALLEY (?) Light damage, autoheal Spell Effect: 98/0	MP Cost: 10 Element: Light Target: Single

LEVIATHAN (?) Water damage Spell Effect: 21/1	MP Cost: 19 Element: Water Target: Multiple

LEVITATE (?) Wind, Float status Spell Effect: 96/0	MP Cost: 3 Element: Wind Target: Single

LIFE (?) Resurrection Spell Effect: 79/64	MP Cost: 8 Element: - Target: Single-Only Party

LIGHT (?) Light damage Spell Effect: 41/0	MP Cost: 2 Element: Light Target: Single

LIGHTBATH (?) Light damage Spell Effect: 42/0	MP Cost: 3 Element: Light Target: Single

LIGHTBEAM (?) Lightning damage Spell Effect: 33/0	MP Cost: 2 Element: Lightning Target: Single

LIGHTBLADE (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

LIGHTBOLT (?) Lightning damage Spell Effect: 34/1	MP Cost: 6 Element: Lightning Target: Multiple

LIGHTER (?) Fire damage Spell Effect: 8/0	MP Cost: 1 Element: Fire Target: Single

LIGHTGREEN (?)	MP Cost: 5

Wind damage	Element: Wind
Spell Effect: 27/0	Target: Single

LIGHTNING (?)	MP Cost: 19
Lightning damage	Element: Lightning
Spell Effect: 37/1	Target: Multiple

LIGHTRAY (?)	MP Cost: 8
Void damage	Element: -
Spell Effect: 4/0	Target: Single

LIGHTSWORD (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 42/0	Target: Single

LIGHTTUP (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 42/0	Target: Single

LIMELIGHT (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 42/0	Target: Single

LITBOLT (?)	MP Cost: 8
Lightning damage	Element: Lightning
Spell Effect: 36/0	Target: Single

LITTLCE (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

LITTLE (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

LITTLEFIRE (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

LIVE (?)	MP Cost: 8
Resurrection	Element: -
Spell Effect: 79/64	Target: Single-Only Party

LIVEWIRE (?)	MP Cost: 1
Lightning damage	Element: Lightning
Spell Effect: 32/0	Target: Single

LOCKON (?)	MP Cost: 12
Attack cannot fail	Element: -
Spell Effect: 103/64	Target: Single-Only Party

LOCKOUT (?)	MP Cost: 8
Void damage	Element: -
Spell Effect: 4/0	Target: Single

LOCUST (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

LONDINE (?)	MP Cost: 2

Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

LOSER (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 80/0	Target: Single

LOST (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

LOTUS (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 9/1	Target: Multiple

LOVEWHIP (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 42/0	Target: Single

LOWPRESSURE (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 19/0	Target: Single

LT (?)	MP Cost: 9
Water damage	Element: Water
Spell Effect: 19/1	Target: Multiple

LUC (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

LUCIUS (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 18/0	Target: Single

LUCSERELUS (Luc-Sere-Lus)	MP Cost: 4
Dark damage	Element: Dark
Spell Effect: 49/128	Target: Single

LUCTOUMEL (?)	MP Cost: 5
Lightning damage	Element: Lightning
Spell Effect: 33/129	Target: Multiple

LUGA (?)	MP Cost: 4
Restores HP	Element: -
Spell Effect: 71/0	Target: Single-Always Avail

LUMIERE (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 42/0	Target: Single

LUNA (?)	MP Cost: 2
Light damage	Element: Light
Spell Effect: 41/0	Target: Single

LUS (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 1/0	Target: Single

LUXURY (?)	MP Cost: 7

Reduces defense Spell Effect: 69/0	Element: - Target: Single-Only Enemy
M (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single
MA (?) Void damage Spell Effect: 0/1	MP Cost: 2 Element: - Target: Multiple
MACER (?) Lightning damage Spell Effect: 35/0	MP Cost: 5 Element: Lightning Target: Single
MACH (?) Speed Up Spell Effect: 61/0	MP Cost: 8 Element: - Target: Single-Only Party
MACHO (?) Reduces defense Spell Effect: 69/64	MP Cost: 11 Element: - Target: Single-Only Enemy
MACRO (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single
MAD (?) Spirit Down Spell Effect: 66/0	MP Cost: 7 Element: - Target: Single-Only Enemy
MAGICBALL (?) Dark damage Spell Effect: 48/0	MP Cost: 1 Element: Dark Target: Single
MAGICIAN (?) Fire damage Spell Effect: 9/0	MP Cost: 2 Element: Fire Target: Single
MAGMA (?) Fire damage Spell Effect: 9/1	MP Cost: 3 Element: Fire Target: Multiple
MAGNETIC (?) Lightning damage Spell Effect: 35/0	MP Cost: 5 Element: Lightning Target: Single
MAGRITT (?) Wind damage Spell Effect: 29/0	MP Cost: 11 Element: Wind Target: Single
MAHA (?) Void damage Spell Effect: 0/1	MP Cost: 2 Element: - Target: Multiple
MAHAAGI (?) Fire damage Spell Effect: 8/1	MP Cost: 2 Element: Fire Target: Multiple
MAHAAGIDYNE (?)	MP Cost: 14

Fire damage	Element: Fire
Spell Effect: 12/1	Target: Multiple

MAHAAGIRAO (?)	MP Cost: 6
Fire damage	Element: Fire
Spell Effect: 10/1	Target: Multiple

MAHAAQUADYNE (?)	MP Cost: 14
Water damage	Element: Water
Spell Effect: 20/1	Target: Multiple

MAHAAQUES (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 17/1	Target: Multiple

MAHABUFU (?)	MP Cost: 4
Water, Freeze status	Element: Water
Spell Effect: 100/1	Target: Multiple

MAHABUFUDYNE (?)	MP Cost: 10
Water, Freeze status	Element: Water
Spell Effect: 100/1	Target: Multiple

MAHABUFULA (?)	MP Cost: 6
Water, Freeze status	Element: Water
Spell Effect: 100/1	Target: Multiple

MAHABUFURA (?)	MP Cost: 6
Water, Freeze status	Element: Water
Spell Effect: 100/1	Target: Multiple

MAHAGARU (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 25/1	Target: Multiple

MAHAGARUDYNE (?)	MP Cost: 14
Wind damage	Element: Wind
Spell Effect: 28/1	Target: Multiple

MAHAGARULA (?)	MP Cost: 6
Wind damage	Element: Wind
Spell Effect: 26/1	Target: Multiple

MAHAGARURA (?)	MP Cost: 6
Wind damage	Element: Wind
Spell Effect: 26/1	Target: Multiple

MAHAHAMA (?)	MP Cost: 2
Light damage	Element: Light
Spell Effect: 40/1	Target: Multiple

MAHAMUDO (?)	MP Cost: 16
Lethal	Element: -
Spell Effect: 108/1	Target: Multiple-Only Enemy

MAHAZAN (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

MAHAZANMA (?)	MP Cost: 6

Void damage	Element: -
Spell Effect: 2/1	Target: Multiple

MAHYA (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 17/1	Target: Multiple

MAI (?)	MP Cost: 6
Dark damage	Element: Dark
Spell Effect: 50/1	Target: Multiple

MANHOLE (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

MANITOU (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

MANTLE (?)	MP Cost: 18
Earth damage	Element: -
Spell Effect: 58/1	Target: Multiple

MAR (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

MARCH (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

MARIUS (?)	MP Cost: 2
Light damage	Element: Light
Spell Effect: 41/0	Target: Single

MARKOS (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

MARS (?)	MP Cost: 5
Fire damage	Element: Fire
Spell Effect: 11/0	Target: Single

MASU (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

MATCH (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

MAX (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 2/0	Target: Single

MAY (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

MAYDAY (?)	MP Cost: 1

Light damage Spell Effect: 40/0	Element: Light Target: Single

MAYOUTEONA (?) Wind damage Spell Effect: 24/129	MP Cost: 6 Element: Wind Target: Multiple

MAZER (?) Lightning damage Spell Effect: 36/0	MP Cost: 8 Element: Lightning Target: Single

ME (?) Fire damage Spell Effect: 8/0	MP Cost: 1 Element: Fire Target: Single

MEAL (?) Light damage Spell Effect: 43/0	MP Cost: 5 Element: Light Target: Single

MEDA (?) Void damage Spell Effect: 3/0	MP Cost: 5 Element: - Target: Single

MEDIHERB (?) Restores HP Spell Effect: 71/0	MP Cost: 2 Element: - Target: Single-Always Avail

MEDUSA (?) Dark damage Spell Effect: 53/0	MP Cost: 11 Element: Dark Target: Single

MEGA (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single

MEGAGIL (?) Lightning damage Spell Effect: 35/64	MP Cost: 8 Element: Lightning Target: Single

MEGAMIT (?) Lightning damage Spell Effect: 32/64	MP Cost: 2 Element: Lightning Target: Single

MEGATON (?) Void damage Spell Effect: 4/0	MP Cost: 8 Element: - Target: Single

MEGIDO (?) Dark damage Spell Effect: 52/0	MP Cost: 8 Element: Dark Target: Single

MEHA (?) Block abnormal status Spell Effect: 107/64	MP Cost: 6 Element: - Target: Single-Only Party

MEIOSEI (?) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single

MEL (?)	MP Cost: 5

Void damage	Element: -
Spell Effect: 1/65	Target: Multiple

MELL (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

MELODY (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

MELT (?)	MP Cost: 6
Fire damage	Element: Fire
Spell Effect: 10/1	Target: Multiple

MERCURY (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 19/0	Target: Single

MERTON (?)	MP Cost: 20
Dark damage	Element: Dark
Spell Effect: 50/128	Target: Everyone

MESTON (?)	MP Cost: 6
Void damage	Element: -
Spell Effect: 2/1	Target: Multiple

META (-)	MP Cost: 3
Void damage	Element: -
Spell Effect: 2/0	Target: Single

METASH (?)	MP Cost: 13
Lightning damage	Element: Lightning
Spell Effect: 36/64	Target: Single

METEO (?)	MP Cost: 11
Void damage	Element: -
Spell Effect: 5/1	Target: Multiple

METEOR (?)	MP Cost: 19
Void damage	Element: -
Spell Effect: 5/1	Target: Multiple

METEORITE (?)	MP Cost: 11
Void damage	Element: -
Spell Effect: 5/0	Target: Single

MI (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

MICRO (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 1/0	Target: Single

MIDI (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

MIGHT (?)	MP Cost: 19

Fire damage	Element: Fire
Spell Effect: 13/1	Target: Multiple

MIKRO (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

MIM (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

MIN (?)	MP Cost: 20
Madness status	Element: -
Spell Effect: 116/0	Target: Single-Only Party

MINI (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

MINION (?)	MP Cost: 5
Dark damage	Element: Dark
Spell Effect: 51/0	Target: Single

MINU (?)	MP Cost: 11
Water damage	Element: Water
Spell Effect: 21/0	Target: Single

MIOS (?)	MP Cost: 8
Speed Down	Element: -
Spell Effect: 65/1	Target: Multiple-Only Enemy

MIRACLE (?)	MP Cost: 20
Suicide restorator	Element: -
Spell Effect: 127/129	Target: Multiple-Only Party

MIRAGE (?)	MP Cost: 11
Light damage	Element: Light
Spell Effect: 45/0	Target: Single

MIRROR (?)	MP Cost: 11
Dark damage	Element: Dark
Spell Effect: 53/0	Target: Single

MISSC (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 74/0	Target: Single

MIST (?)	MP Cost: 1
Wind damage	Element: Wind
Spell Effect: 24/0	Target: Single

MISTGUN (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 18/0	Target: Single

MITAMA (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 49/0	Target: Single

MIXUP (?)	MP Cost: 5

Wind damage Spell Effect: 27/0	Element: Wind Target: Single

MIZO (?) Water damage Spell Effect: 16/0	MP Cost: 1 Element: Water Target: Single

MIZU (?) Water damage Spell Effect: 16/0	MP Cost: 1 Element: Water Target: Single

MIZUCHI (?) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single

MNU (?) Void damage Spell Effect: 5/1	MP Cost: 19 Element: - Target: Multiple

MO (?) Attack cannot fail Spell Effect: 103/64	MP Cost: 12 Element: - Target: Single-Only Party

MOAB (?) Fire, Burn status Spell Effect: 97/0	MP Cost: 42 Element: Fire Target: Everyone

MOAI (?) Void damage Spell Effect: 4/0	MP Cost: 8 Element: - Target: Single

MOGG (?) Speed Down Spell Effect: 65/65	MP Cost: 12 Element: - Target: Multiple-Only Enemy

MONEY (?) Light damage Spell Effect: 43/0	MP Cost: 5 Element: Light Target: Single

MONO (?) Dark damage Spell Effect: 48/0	MP Cost: 1 Element: Dark Target: Single

MONOMON (?) Dark damage Spell Effect: 48/0	MP Cost: 1 Element: Dark Target: Single

MONONAIL (?) Fire damage Spell Effect: 10/0	MP Cost: 3 Element: Fire Target: Single

MONOTONE (?) Void damage Spell Effect: 3/0	MP Cost: 5 Element: - Target: Single

MONSOON (?) Wind damage Spell Effect: 29/0	MP Cost: 11 Element: Wind Target: Single

MONSTER (?)	MP Cost: 3

Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

MONTANO (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

MOO (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

MOON (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

MOONLIGHT (?)	MP Cost: 12
Cancel magical status	Element: -
Spell Effect: 75/64	Target: Everyone

MOONSALT (?)	MP Cost: 6
Wind damage	Element: Wind
Spell Effect: 26/1	Target: Multiple

MOONSTONE (?)	MP Cost: 11
Void damage	Element: -
Spell Effect: 5/0	Target: Single

MOR (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

MORIMORI (?)	MP Cost: 8
Strength Up	Element: -
Spell Effect: 59/0	Target: Single-Only Party

MOTE (?)	MP Cost: 3
Lightning, Shock status	Element: Lightning
Spell Effect: 99/0	Target: Single

MRLIGHTNING (?)	MP Cost: 11
Lightning damage	Element: Lightning
Spell Effect: 37/0	Target: Single

MRSUN (?)	MP Cost: 8
Light damage	Element: Light
Spell Effect: 44/0	Target: Single

MU (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

MUCK (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

MUD (?)	MP Cost: 6
Earth damage	Element: -
Spell Effect: 57/0	Target: Single

MUDO (?)	MP Cost: 8

Lethal	Element: -
Spell Effect: 108/0	Target: Single-Only Enemy

MUDRIVER (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

MUDSTREAM (?)	MP Cost: 19
Water damage	Element: Water
Spell Effect: 21/1	Target: Multiple

MUDSWAMP (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

MUNIMUNI (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 85/64	Target: Single

MUNY (?)	MP Cost: 11
Dark damage	Element: Dark
Spell Effect: 53/0	Target: Single

MUOR (?)	MP Cost: 9
Increases defense	Element: -
Spell Effect: 67/1	Target: Multiple-Only Party

MURASAKI (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

MURDER (?)	MP Cost: 5
Dark damage	Element: Dark
Spell Effect: 51/0	Target: Single

MUSCLE (?)	MP Cost: 11
Reduces defense	Element: -
Spell Effect: 69/64	Target: Single-Only Enemy

MUSCLES (?)	MP Cost: 9
Strength Up	Element: -
Spell Effect: 59/1	Target: Multiple-Only Party

MUSIC (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

MUTATION (?)	MP Cost: 12
Earth damage	Element: -
Spell Effect: 57/1	Target: Multiple

MYUKARE (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 33/0	Target: Single

N (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

NA (?)	MP Cost: 2

Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

NACHS (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

NAF (?)	MP Cost: 6
Water damage	Element: Water
Spell Effect: 18/1	Target: Multiple

NAGINATA (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

NAMOO (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 49/0	Target: Single

NAN (?)	MP Cost: 12
Strength Down	Element: -
Spell Effect: 63/65	Target: Multiple-Only Enemy

NANI (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

NAPALM (?)	MP Cost: 6
Fire, Burn status	Element: Fire
Spell Effect: 97/1	Target: Multiple

NARCISSUS (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 18/0	Target: Single

NATES (?)	MP Cost: 8
Void damage	Element: -
Spell Effect: 3/1	Target: Multiple

NATURE (?)	MP Cost: 11
Wind damage	Element: Wind
Spell Effect: 29/0	Target: Single

NAYONAYO (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 84/64	Target: Single

NAZE (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

NAZUN (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

NE (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

NEB (-)	MP Cost: 6

Fire damage	Element: Fire
Spell Effect: 10/1	Target: Multiple

NECROMANCER (?)	MP Cost: 11
Dark damage	Element: Dark
Spell Effect: 53/0	Target: Single

NEL (?)	MP Cost: 9
Fire damage	Element: Fire
Spell Effect: 11/1	Target: Multiple

NEN (?)	MP Cost: 4
Void damage	Element: -
Spell Effect: 80/64	Target: Single

NEON (?)	MP Cost: 1
Light damage	Element: Light
Spell Effect: 40/0	Target: Single

NEONSIGN (?)	MP Cost: 1
Light damage	Element: Light
Spell Effect: 40/0	Target: Single

NEPTUNE (?)	MP Cost: 8
Water damage	Element: Water
Spell Effect: 20/0	Target: Single

NEREID (?)	MP Cost: 11
Water damage	Element: Water
Spell Effect: 21/0	Target: Single

NEREUS (?)	MP Cost: 5
Dark damage	Element: Dark
Spell Effect: 51/0	Target: Single

NES (?)	MP Cost: 14
Fire damage	Element: Fire
Spell Effect: 12/1	Target: Multiple

NESS (-)	MP Cost: 9
Dark damage	Element: Dark
Spell Effect: 51/1	Target: Multiple

NET (?)	MP Cost: 3
Water, Freeze status	Element: Water
Spell Effect: 100/0	Target: Single

NETSU (?)	MP Cost: 6
Fire damage	Element: Fire
Spell Effect: 10/1	Target: Multiple

NEW (?)	MP Cost: 7
Void damage	Element: -
Spell Effect: 80/65	Target: Multiple

NEWBIT (?)	MP Cost: 20
Fire damage	Element: Fire
Spell Effect: 13/64	Target: Single

NI (?)	MP Cost: 2

Void damage	Element: -
Spell Effect: 1/0	Target: Single

NICE (?)	MP Cost: 8
Increases defense	Element: -
Spell Effect: 67/0	Target: Single-Only Party

NICEAGE (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

NIGHT (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

NIGHTMARE (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

NIGHTSWORD (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

NIHIMEL (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 1/1	Target: Multiple

NIHINA (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

NIHIRANDE (?)	MP Cost: 6
Void damage	Element: -
Spell Effect: 2/1	Target: Multiple

NIHIREX (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

NIHITIO (?)	MP Cost: 8
Void damage	Element: -
Spell Effect: 4/0	Target: Single

NIHITOME (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 2/0	Target: Single

NIMA (?)	MP Cost: 6
Void damage	Element: -
Spell Effect: 2/1	Target: Multiple

NINETAILS (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

NINJUTSU (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

NIRIROHI (?)	MP Cost: 20

Madness status	Element: -
Spell Effect: 116/0	Target: Single-Only Party

NITRO (?)	MP Cost: 19
Fire damage	Element: Fire
Spell Effect: 13/1	Target: Multiple

NIU (?)	MP Cost: 14
Lightning damage	Element: Lightning
Spell Effect: 36/1	Target: Multiple

NNC (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 74/0	Target: Single

NO (?)	MP Cost: 8
Speed Up	Element: -
Spell Effect: 61/0	Target: Single-Only Party

NOHOHON (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 83/64	Target: Single

NOISE (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

NOOO (?)	MP Cost: 5
Fire damage	Element: Fire
Spell Effect: 11/0	Target: Single

NOOSA (?)	MP Cost: 12
Strength Down	Element: -
Spell Effect: 63/65	Target: Multiple-Only Enemy

NOPLEASESTOP (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

NORTHERN (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 18/0	Target: Single

NOTE (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

NOVA (?)	MP Cost: 8
Light damage	Element: Light
Spell Effect: 44/0	Target: Single

NTE (?)	MP Cost: 24
Suicide annihilator	Element: -
Spell Effect: 126/129	Target: Multiple-Only Enemy

NU (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 41/1	Target: Multiple

NUAD (?)	MP Cost: 6

Restores HP Spell Effect: 71/64	Element: - Target: Single-Always Avail

NUMENUME (?) Void damage Spell Effect: 85/64	MP Cost: 5 Element: - Target: Single

NURSE (?) Restores HP Spell Effect: 71/65	MP Cost: 8 Element: - Target: Multiple-Always Avail

NUTS (?) Void damage Spell Effect: 80/1	MP Cost: 3 Element: - Target: Multiple

NUTTY (?) Madness status Spell Effect: 116/0	MP Cost: 20 Element: - Target: Single-Only Party

NYOIBO (?) Void damage Spell Effect: 4/0	MP Cost: 8 Element: - Target: Single

NYOKINYOKI (?) Void damage Spell Effect: 4/0	MP Cost: 8 Element: - Target: Single

NYORONYORO (?) Void damage Spell Effect: 85/64	MP Cost: 5 Element: - Target: Single

NYURUNYURU (?) Void damage Spell Effect: 85/64	MP Cost: 5 Element: - Target: Single

NYUU (?) Reduces defense Spell Effect: 69/0	MP Cost: 7 Element: - Target: Single-Only Enemy

O (?) Void damage Spell Effect: 0/1	MP Cost: 2 Element: - Target: Multiple

OAF (?) Dexterity Down Spell Effect: 64/0	MP Cost: 7 Element: - Target: Single-Only Enemy

OBSTACLE (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

OCTAVE (?) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single

ODABUTSU (?) Dark damage Spell Effect: 51/0	MP Cost: 5 Element: Dark Target: Single

OE (?)	MP Cost: 1

Light damage	Element: Light
Spell Effect: 40/0	Target: Single

OFF (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 33/1	Target: Multiple

OFFKEY (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

OFUDA (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

OGRE (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

OH (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

OHMYGODB (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 88/0	Target: Single

OI (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 33/1	Target: Multiple

OLDMAN (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

OMIZU (?)	MP Cost: 11
Water damage	Element: Water
Spell Effect: 21/0	Target: Single

ON (-)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

ONI (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

ONIBURN (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

ONONON (?)	MP Cost: 6
Dark damage	Element: Dark
Spell Effect: 50/1	Target: Multiple

ONTHEMARK (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 1/0	Target: Single

OOH (?)	MP Cost: 8

Strength Up	Element: -
Spell Effect: 59/0	Target: Single-Only Party

OPE (?)	MP Cost: 2
Restores HP	Element: -
Spell Effect: 71/0	Target: Single-Always Avail

OPENFIRE (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

OPHELIA (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

OP SIS (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

OPTIC (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 33/0	Target: Single

OPTICAL (?)	MP Cost: 1
Light damage	Element: Light
Spell Effect: 40/0	Target: Single

ORACLE (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 1/0	Target: Single

ORAL (?)	MP Cost: 5
Resurrection	Element: -
Spell Effect: 79/0	Target: Single-Only Party

ORANGE (?)	MP Cost: 8
Fire damage	Element: Fire
Spell Effect: 12/0	Target: Single

ORGASM (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 86/64	Target: Single

ORI (?)	MP Cost: 1
Lightning damage	Element: Lightning
Spell Effect: 32/0	Target: Single

ORIKU (?)	MP Cost: 5
Resurrection	Element: -
Spell Effect: 79/0	Target: Single-Only Party

ORIM (?)	MP Cost: 9
Speed Up	Element: -
Spell Effect: 61/1	Target: Multiple-Only Party

OROCHI (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

ORPHE (?)	MP Cost: 5

Light damage Spell Effect: 43/0	Element: Light Target: Single

OSCILLATE (?) Void damage Spell Effect: 2/1	MP Cost: 6 Element: - Target: Multiple

OTH (?) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single

OTHERWORLD (?) Dark damage Spell Effect: 53/0	MP Cost: 11 Element: Dark Target: Single

OUTER (?) Dark damage Spell Effect: 53/1	MP Cost: 19 Element: Dark Target: Multiple

OVEN (?) Fire damage Spell Effect: 11/0	MP Cost: 5 Element: Fire Target: Single

OVERLORD (?) Light damage Spell Effect: 45/0	MP Cost: 11 Element: Light Target: Single

OWOWOW (?) Earth damage Spell Effect: 57/1	MP Cost: 12 Element: - Target: Multiple

OXIONNE (?) Fire damage Spell Effect: 8/0	MP Cost: 1 Element: Fire Target: Single

OXYGEN (?) Wind damage Spell Effect: 25/0	MP Cost: 2 Element: Wind Target: Single

OZONE (?) Light damage Spell Effect: 42/1	MP Cost: 6 Element: Light Target: Multiple

P (?) Void damage Spell Effect: 80/65	MP Cost: 7 Element: - Target: Multiple

PA (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single

PACK (?) Light damage Spell Effect: 43/0	MP Cost: 5 Element: Light Target: Single

PALADIN (?) Light damage Spell Effect: 44/0	MP Cost: 8 Element: Light Target: Single

PANACAEA (?)	MP Cost: 6

Block abnormal status Spell Effect: 107/64	Element: - Target: Single-Only Party

PANDORA (?) Restores HP Spell Effect: 71/1	MP Cost: 4 Element: - Target: Multiple-Always Avail

PANI (?) Lightning, Shock status Spell Effect: 99/1	MP Cost: 4 Element: Lightning Target: Multiple

PARABOLA (?) Void damage Spell Effect: 2/0	MP Cost: 3 Element: - Target: Single

PARADISE (?) Light damage Spell Effect: 41/0	MP Cost: 2 Element: Light Target: Single

PASSON (?) Dark damage Spell Effect: 51/0	MP Cost: 5 Element: Dark Target: Single

PATAPATA (?) Void damage Spell Effect: 84/64	MP Cost: 5 Element: - Target: Single

PE (?) Void damage Spell Effect: 80/65	MP Cost: 7 Element: - Target: Multiple

PEL (?) Void damage Spell Effect: 4/1	MP Cost: 14 Element: - Target: Multiple

PELG (?) Void damage Spell Effect: 80/0	MP Cost: 2 Element: - Target: Single

PELGSOM (?) Light damage Spell Effect: 43/65	MP Cost: 15 Element: Light Target: Multiple

PENETRATOR (?) Void damage Spell Effect: 4/0	MP Cost: 8 Element: - Target: Single

PERDITA (?) Light damage Spell Effect: 42/0	MP Cost: 3 Element: Light Target: Single

PERSEID (?) Light damage Spell Effect: 41/0	MP Cost: 2 Element: Light Target: Single

PERSUAN (?) Purifies pollution Spell Effect: 117/0	MP Cost: 99 Element: - Target: Single-Only Party

PERVERTED (?)	MP Cost: 11

Wind damage	Element: Wind
Spell Effect: 29/0	Target: Single

PESHEL (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 34/0	Target: Single

PHANTASM (?)	MP Cost: 11
Light damage	Element: Light
Spell Effect: 45/0	Target: Single

PHANTOM (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 49/0	Target: Single

PHARAOH (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 1/1	Target: Multiple

PHASER (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 33/0	Target: Single

PHOBOS (?)	MP Cost: 18
Earth damage	Element: -
Spell Effect: 58/1	Target: Multiple

PHOENIX (-)	MP Cost: 16
Auto-restore	Element: -
Spell Effect: 77/64	Target: Single-Only Party

PHONEPOLE (?)	MP Cost: 8
Void damage	Element: -
Spell Effect: 4/0	Target: Single

PHOTOGRAPH (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 42/0	Target: Single

PHOTON (?)	MP Cost: 1
Light damage	Element: Light
Spell Effect: 40/0	Target: Single

PHOTONEATER (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

PHOTONS (?)	MP Cost: 1
Light damage	Element: Light
Spell Effect: 40/0	Target: Single

PI (?)	MP Cost: 2
Light damage	Element: Light
Spell Effect: 41/0	Target: Single

PIANO (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

PIERCE (?)	MP Cost: 8

Void damage	Element: -
Spell Effect: 4/0	Target: Single

PIHYARA (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

PIKACHU (?)	MP Cost: 4
Lightning, Shock status	Element: Lightning
Spell Effect: 99/0	Target: Single

PIKO (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

PILDER (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 10/0	Target: Single

PILLAR (?)	MP Cost: 14
Void damage	Element: -
Spell Effect: 4/1	Target: Multiple

PINEAPPLE (?)	MP Cost: 11
Fire damage	Element: Fire
Spell Effect: 13/0	Target: Single

PINWHEEL (?)	MP Cost: 8
Wind damage	Element: Wind
Spell Effect: 28/0	Target: Single

PIPER (?)	MP Cost: 11
Void damage	Element: -
Spell Effect: 5/0	Target: Single

PIRATE (?)	MP Cost: 11
Water damage	Element: Water
Spell Effect: 21/0	Target: Single

PIRORIRORIN (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

PIT (-)	MP Cost: 5
Wind damage	Element: Wind
Spell Effect: 27/0	Target: Single

PITCHBLACK (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

PLASMA (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 34/0	Target: Single

PLIGHT (?)	MP Cost: 8
Light damage	Element: Light
Spell Effect: 44/0	Target: Single

PLUS (?)	MP Cost: 1

Light damage Spell Effect: 40/0	Element: Light Target: Single

PLUTO (?) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single

PLUTOE (?) Fire damage Spell Effect: 13/0	MP Cost: 11 Element: Fire Target: Single

PO (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single

POING (?) Void damage Spell Effect: 83/64	MP Cost: 5 Element: - Target: Single

POINT (?) Lightning damage Spell Effect: 33/0	MP Cost: 2 Element: Lightning Target: Single

POINTER (?) Fire damage Spell Effect: 9/0	MP Cost: 2 Element: Fire Target: Single

POIPOI (?) Void damage Spell Effect: 83/64	MP Cost: 5 Element: - Target: Single

POISON (?) Fire, Burn status Spell Effect: 97/0	MP Cost: 3 Element: Fire Target: Single

POISUNA (?) Water damage Spell Effect: 16/0	MP Cost: 1 Element: Water Target: Single

POLLOCKSU (?) Speed Down Spell Effect: 65/65	MP Cost: 32 Element: - Target: Multiple-Only Enemy

POLTERGEIST (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

POND (?) Water damage Spell Effect: 17/0	MP Cost: 2 Element: Water Target: Single

PONSER (?) Fire, Burn status Spell Effect: 97/0	MP Cost: 3 Element: Fire Target: Single

POO (?) Wind damage Spell Effect: 24/0	MP Cost: 1 Element: Wind Target: Single

PORI (?)	MP Cost: 1

Void damage	Element: -
Spell Effect: 80/0	Target: Single

POSEIDON (?)	MP Cost: 11
Water damage	Element: Water
Spell Effect: 21/0	Target: Single

POSITRON (?)	MP Cost: 5
Lightning damage	Element: Lightning
Spell Effect: 35/0	Target: Single

POSSESS (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 49/0	Target: Single

POTEY (?)	MP Cost: 19
Fire damage	Element: Fire
Spell Effect: 13/1	Target: Multiple

POWER (?)	MP Cost: 8
Strength Up	Element: -
Spell Effect: 59/0	Target: Single-Only Party

POWERMACE (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

PRAHTO (?)	MP Cost: 12
Earth damage	Element: -
Spell Effect: 57/1	Target: Multiple

PRAKER (?)	MP Cost: 3
To escape a fight	Element: -
Spell Effect: 135/65	Target: Multiple-Only Party

PRAXTO (?)	MP Cost: 8
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

PRESS (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 1/1	Target: Multiple

PRESSURE (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 2/0	Target: Single

PRISM (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 42/0	Target: Single

PRO (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

PROGREFF (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 34/0	Target: Single

PROPANE (?)	MP Cost: 1

Wind damage Spell Effect: 24/0	Element: Wind Target: Single

PROSPERO (?) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single

PROTECT (-) Magic defense up Spell Effect: 128/65	MP Cost: 13 Element: - Target: Multiple-Only Party

PROTOMECIUM (?) Dark damage Spell Effect: 52/0	MP Cost: 8 Element: Dark Target: Single

PROVIDENCE (?) Void damage Spell Effect: 0/1	MP Cost: 2 Element: - Target: Multiple

PRUNE (?) Water damage Spell Effect: 16/0	MP Cost: 1 Element: Water Target: Single

PSI (?) Dexterity Up Spell Effect: 60/0	MP Cost: 8 Element: - Target: Single-Only Party

PSYCHE (?) Spirit Up Spell Effect: 62/64	MP Cost: 12 Element: - Target: Single-Only Party

PSYCHO (?) Lightning, Shock status Spell Effect: 99/0	MP Cost: 3 Element: Lightning Target: Single

PTO (?) Void damage Spell Effect: 3/1	MP Cost: 9 Element: - Target: Multiple

PU (?) Void damage Spell Effect: 80/65	MP Cost: 7 Element: - Target: Multiple

PULSE (?) Lightning damage Spell Effect: 34/0	MP Cost: 3 Element: Lightning Target: Single

PUNK (?) Void damage Spell Effect: 3/0	MP Cost: 5 Element: - Target: Single

PUNTE (?) Unknown magic Spell Effect: 136/129	MP Cost: 8 Element: - Target: Unknown Magic

PURE (?) Restores HP Spell Effect: 71/64	MP Cost: 6 Element: - Target: Single-Always Avail

PUREBLADE (?)	MP Cost: 11

Water damage Spell Effect: 21/0	Element: Water Target: Single

PURIFIER (?) Light damage Spell Effect: 43/1	MP Cost: 9 Element: Light Target: Multiple

PURIFY (?) Light damage Spell Effect: 44/0	MP Cost: 8 Element: Light Target: Single

PURPLE (?) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single

PYLON (?) Fire damage Spell Effect: 8/0	MP Cost: 1 Element: Fire Target: Single

PYOKON (?) Void damage Spell Effect: 83/64	MP Cost: 5 Element: - Target: Single

PYOKOPYOKO (?) Void damage Spell Effect: 83/64	MP Cost: 5 Element: - Target: Single

PYRO (?) Fire damage Spell Effect: 8/1	MP Cost: 2 Element: Fire Target: Multiple

Q (?) Dark damage Spell Effect: 48/0	MP Cost: 1 Element: Dark Target: Single

QUAKE (?) Earth damage Spell Effect: 56/1	MP Cost: 7 Element: - Target: Multiple

QUAL (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single

QUALAQU (?) Water damage Spell Effect: 16/0	MP Cost: 1 Element: Water Target: Single

QUEEN (?) Light damage Spell Effect: 44/0	MP Cost: 8 Element: Light Target: Single

QUICK (?) Speed Up Spell Effect: 61/64	MP Cost: 12 Element: - Target: Single-Only Party

QUICKNESS (?) Speed Up Spell Effect: 61/0	MP Cost: 8 Element: - Target: Single-Only Party

QUICKSAND (?)	MP Cost: 7

Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

R (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 16/1	Target: Multiple

RA (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

RABI (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

RAFARL (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 18/0	Target: Single

RAH (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

RAHAQUMEL (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 17/65	Target: Multiple

RAI (?)	MP Cost: 1
Lightning damage	Element: Lightning
Spell Effect: 32/0	Target: Single

RAIDEEN (?)	MP Cost: 11
Lightning damage	Element: Lightning
Spell Effect: 37/0	Target: Single

RAIDEN (?)	MP Cost: 5
Lightning damage	Element: Lightning
Spell Effect: 35/0	Target: Single

RAIN (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 17/1	Target: Multiple

RAINBOW (?)	MP Cost: 2
Light damage	Element: Light
Spell Effect: 41/0	Target: Single

RAINBOWBALL (?)	MP Cost: 1
Light damage	Element: Light
Spell Effect: 40/0	Target: Single

RAINCLOUD (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 19/0	Target: Single

RAINDANCE (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 19/0	Target: Single

RAINDROP (?)	MP Cost: 5

Water damage Spell Effect: 19/0	Element: Water Target: Single

RAINFALL (?) Water damage Spell Effect: 19/0	MP Cost: 5 Element: Water Target: Single

RAINING (?) Water damage Spell Effect: 19/1	MP Cost: 9 Element: Water Target: Multiple

RAISE (?) Resurrection Spell Effect: 79/0	MP Cost: 5 Element: - Target: Single-Only Party

RAKI (?) Lethal Spell Effect: 108/1	MP Cost: 16 Element: - Target: Multiple-Only Enemy

RALGO (?) Water damage Spell Effect: 21/0	MP Cost: 11 Element: Water Target: Single

RALLY (?) Void damage Spell Effect: 0/1	MP Cost: 2 Element: - Target: Multiple

RALSE (?) Lightning damage Spell Effect: 33/0	MP Cost: 2 Element: Lightning Target: Single

RAMENSTAND (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

RAMI (?) Fire damage Spell Effect: 8/0	MP Cost: 1 Element: Fire Target: Single

RANGE (?) Fire damage Spell Effect: 11/0	MP Cost: 5 Element: Fire Target: Single

RASETSU (?) Dark damage Spell Effect: 53/0	MP Cost: 11 Element: Dark Target: Single

RAT (?) Earth damage Spell Effect: 56/0	MP Cost: 3 Element: - Target: Single

RAXEL (?) Lightning damage Spell Effect: 36/1	MP Cost: 14 Element: Lightning Target: Multiple

RAY (?) Light damage Spell Effect: 40/1	MP Cost: 2 Element: Light Target: Multiple

RAYOFLIGHT (?)	MP Cost: 3

Light damage Spell Effect: 42/0	Element: Light Target: Single

RAZOR (?) Wind damage Spell Effect: 26/0	MP Cost: 3 Element: Wind Target: Single

RE (?) Restores HP Spell Effect: 71/0	MP Cost: 2 Element: - Target: Single-Always Avail

REAPER (?) Dark damage Spell Effect: 51/1	MP Cost: 9 Element: Dark Target: Multiple

RECON (?) Light damage Spell Effect: 45/0	MP Cost: 11 Element: Light Target: Single

RED (?) Fire damage Spell Effect: 9/0	MP Cost: 2 Element: Fire Target: Single

REEM (?) Magic defense up Spell Effect: 128/0	MP Cost: 8 Element: - Target: Single-Only Party

REFLEC (?) Magical defense Spell Effect: 68/0	MP Cost: 24 Element: - Target: Single-Only Party

REFRIGERATOR (?) Water, Freeze status Spell Effect: 100/1	MP Cost: 6 Element: Water Target: Multiple

REPAIR (?) Restores HP Spell Effect: 71/1	MP Cost: 4 Element: - Target: Multiple-Always Avail

RERAISE (?) Resurrection Spell Effect: 77/64	MP Cost: 16 Element: - Target: Single-Only Party

RETRIBUTION (?) Light damage Spell Effect: 45/0	MP Cost: 11 Element: Light Target: Single

REU (?) Light damage Spell Effect: 45/1	MP Cost: 19 Element: Light Target: Multiple

REVIVE (?) Resurrection Spell Effect: 79/64	MP Cost: 8 Element: - Target: Single-Only Party

RI (?) Restores HP Spell Effect: 71/0	MP Cost: 2 Element: - Target: Single-Always Avail

RIN (?)	MP Cost: 2

Restores HP	Element: -
Spell Effect: 71/0	Target: Single-Always Avail

RINON (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 10/0	Target: Single

RIP (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

RIPPLE (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

RISINGFLAME (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

RIVALRY (?)	MP Cost: 11
Wind damage	Element: Wind
Spell Effect: 29/0	Target: Single

RIVER (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

RO (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 33/0	Target: Single

ROAST (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

ROBE (?)	MP Cost: 2
Light damage	Element: Light
Spell Effect: 41/0	Target: Single

ROCK (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 5/0	Target: Single

ROCKET (?)	MP Cost: 6
Fire damage	Element: Fire
Spell Effect: 10/1	Target: Multiple

ROCKON (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 33/0	Target: Single

ROLLING (?)	MP Cost: 11
Lightning damage	Element: Lightning
Spell Effect: 37/0	Target: Single

ROME (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

ROMEO (?)	MP Cost: 3

Wind damage Spell Effect: 26/0	Element: Wind Target: Single

ROMESO (?) Earth damage Spell Effect: 58/1	MP Cost: 18 Element: - Target: Multiple

ROUGE (?) Spirit Down Spell Effect: 66/64	MP Cost: 11 Element: - Target: Single-Only Enemy

ROUNDBURN (?) Fire, Burn status Spell Effect: 97/1	MP Cost: 10 Element: Fire Target: Multiple

ROUTE (?) Wind damage Spell Effect: 27/0	MP Cost: 5 Element: Wind Target: Single

ROW (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single

RU (?) Water damage Spell Effect: 16/1	MP Cost: 2 Element: Water Target: Multiple

RUBOUT (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

RUDRA (-) Light damage Spell Effect: 45/0	MP Cost: 11 Element: Light Target: Single

RUIN (?) Void damage Spell Effect: 5/0	MP Cost: 11 Element: - Target: Single

RUKA (?) Reduces defense Spell Effect: 69/0	MP Cost: 7 Element: - Target: Single-Only Enemy

RUPTURE (?) Fire damage Spell Effect: 13/1	MP Cost: 19 Element: Fire Target: Multiple

RURA (?) Restores HP Spell Effect: 71/65	MP Cost: 8 Element: - Target: Multiple-Always Avail

RURI (?) Water, Freeze status Spell Effect: 100/1	MP Cost: 6 Element: Water Target: Multiple

RYOKU (?) Wind damage Spell Effect: 25/0	MP Cost: 2 Element: Wind Target: Single

RYU (?)	MP Cost: 3

Dark damage Spell Effect: 50/0	Element: Dark Target: Single

S (?) Spirit Up Spell Effect: 62/0	MP Cost: 8 Element: - Target: Single-Only Party

SA (?) Wind damage Spell Effect: 24/1	MP Cost: 2 Element: Wind Target: Multiple

SACRLET (?) Fire, Burn status Spell Effect: 97/1	MP Cost: 4 Element: Fire Target: Multiple

SAFE (?) Increases defense Spell Effect: 67/0	MP Cost: 8 Element: - Target: Single-Only Party

SAFETY (?) Increases defense Spell Effect: 67/65	MP Cost: 13 Element: - Target: Multiple-Only Party

SAH (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single

SAINT (?) Light damage Spell Effect: 43/0	MP Cost: 5 Element: Light Target: Single

SAIRES (?) Wind damage Spell Effect: 25/0	MP Cost: 2 Element: Wind Target: Single

SALAMAND (?) Fire damage Spell Effect: 11/0	MP Cost: 5 Element: Fire Target: Single

SALAMANDER (?) Fire damage Spell Effect: 9/0	MP Cost: 2 Element: Fire Target: Single

SALOME (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

SAMIDARE (?) Water damage Spell Effect: 19/0	MP Cost: 5 Element: Water Target: Single

SAN (?) Light damage Spell Effect: 41/0	MP Cost: 2 Element: Light Target: Single

SAND (?) Earth damage Spell Effect: 56/1	MP Cost: 7 Element: - Target: Multiple

SANDMAGE (?)	MP Cost: 7

Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

SANDRIVER (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

SANDS (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

SANDSLIDE (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

SANDSTORM (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

SAP (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 19/0	Target: Single

SAPPHIRE (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 42/0	Target: Single

SARASARA (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 84/64	Target: Single

SARI (?)	MP Cost: 14
Light damage	Element: Light
Spell Effect: 44/1	Target: Multiple

SARTINE (?)	MP Cost: 5
Dark damage	Element: Dark
Spell Effect: 51/0	Target: Single

SASUKE (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

SATAN (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 49/0	Target: Single

SATURN (?)	MP Cost: 5
Dark damage	Element: Dark
Spell Effect: 51/0	Target: Single

SAURUS (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

SAY (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

SAYASAYA (?)	MP Cost: 5

Void damage	Element: -
Spell Effect: 84/64	Target: Single

SAZAE (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 19/0	Target: Single

SCARY (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

SCORE (?)	MP Cost: 4
Water, Freeze status	Element: Water
Spell Effect: 100/1	Target: Multiple

SCORPION (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

SCORPIUS (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

SCREW (?)	MP Cost: 8
Wind damage	Element: Wind
Spell Effect: 28/0	Target: Single

SCREWUP (?)	MP Cost: 8
Dexterity Down	Element: -
Spell Effect: 64/1	Target: Multiple-Only Enemy

SCUBA (?)	MP Cost: 11
Water damage	Element: Water
Spell Effect: 21/0	Target: Single

SE (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

SEA (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

SEARAGE (?)	MP Cost: 6
Water, Freeze status	Element: Water
Spell Effect: 100/1	Target: Multiple

SEARCHLIGHT (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 42/0	Target: Single

SEASONWIND (?)	MP Cost: 11
Wind damage	Element: Wind
Spell Effect: 29/0	Target: Single

SEEYA (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

SEKI (?)	MP Cost: 2

Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

SEL (?)	MP Cost: 5
Dark damage	Element: Dark
Spell Effect: 51/0	Target: Single

SEN (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 41/1	Target: Multiple

SERAPHIM (?)	MP Cost: 5
Light damage	Element: Light
Spell Effect: 43/0	Target: Single

SERE (?)	MP Cost: 1
Dark damage	Element: Dark
Spell Effect: 48/0	Target: Single

SERELUS (Sere-Lus)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 49/0	Target: Single

SERENA (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 48/1	Target: Multiple

SEREREX (?)	MP Cost: 5
Dark damage	Element: Dark
Spell Effect: 51/0	Target: Single

SERETEUM (?)	MP Cost: 11
Dark damage	Element: Dark
Spell Effect: 53/0	Target: Single

SERETIO (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

SERPENT (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

SETABIZA (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 19/0	Target: Single

SEXYBEAM (?)	MP Cost: 8
Lightning damage	Element: Lightning
Spell Effect: 36/0	Target: Single

SH (?)	MP Cost: 8
Lightning damage	Element: Lightning
Spell Effect: 36/0	Target: Single

SHA (?)	MP Cost: 7
Void damage	Element: -
Spell Effect: 80/65	Target: Multiple

SHABON (?)	MP Cost: 1

Water damage	Element: Water
Spell Effect: 16/0	Target: Single

SHADE (?)	MP Cost: 1
Dark damage	Element: Dark
Spell Effect: 48/0	Target: Single

SHADOW (?)	MP Cost: 1
Dark damage	Element: Dark
Spell Effect: 48/0	Target: Single

SHADOWS (?)	MP Cost: 1
Dark damage	Element: Dark
Spell Effect: 48/0	Target: Single

SHAKE (?)	MP Cost: 3
Earth damage	Element: -
Spell Effect: 56/0	Target: Single

SHAKER (?)	MP Cost: 18
Earth damage	Element: -
Spell Effect: 58/1	Target: Multiple

SHAKISHAKI (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 86/64	Target: Single

SHAMISEN (?)	MP Cost: 11
Void damage	Element: -
Spell Effect: 5/0	Target: Single

SHAMPOO (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

SHANA (?)	MP Cost: 6
Block abnormal status	Element: -
Spell Effect: 107/64	Target: Single-Only Party

SHARISHARI (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 86/64	Target: Single

SHARK (?)	MP Cost: 11
Water damage	Element: Water
Spell Effect: 21/0	Target: Single

SHARKIN (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 86/64	Target: Single

SHE (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 80/64	Target: Single

SHEET (?)	MP Cost: 5
Light damage	Element: Light
Spell Effect: 43/0	Target: Single

SHEL (?)	MP Cost: 8

Magic defense up Spell Effect: 128/0	Element: - Target: Single-Only Party

SHI (?) Water damage Spell Effect: 16/0	MP Cost: 1 Element: Water Target: Single

SHIBAL (?) Water damage Spell Effect: 21/0	MP Cost: 11 Element: Water Target: Single

SHII (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single

SHIILUCOTH (?) Dark damage Spell Effect: 50/128	MP Cost: 8 Element: Dark Target: Single

SHIIOTH (?) Dark damage Spell Effect: 50/64	MP Cost: 6 Element: Dark Target: Single

SHIMMER (?) Light damage Spell Effect: 40/0	MP Cost: 1 Element: Light Target: Single

SHIN (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

SHINE (?) Light damage Spell Effect: 44/1	MP Cost: 14 Element: Light Target: Multiple

SHINING (?) Light damage Spell Effect: 44/0	MP Cost: 8 Element: Light Target: Single

SHINOBI (?) Fire damage Spell Effect: 12/0	MP Cost: 8 Element: Fire Target: Single

SHINREI (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

SHINY (?) Light damage Spell Effect: 40/0	MP Cost: 1 Element: Light Target: Single

SHINYSTAR (?) Light damage Spell Effect: 41/0	MP Cost: 2 Element: Light Target: Single

SHIO (?) Water damage Spell Effect: 21/0	MP Cost: 11 Element: Water Target: Single

SHIRO (?)	MP Cost: 3

Light damage Spell Effect: 42/0	Element: Light Target: Single

SHIVA (?) Water damage Spell Effect: 20/1	MP Cost: 14 Element: Water Target: Multiple

SHO (?) Void damage Spell Effect: 80/65	MP Cost: 7 Element: - Target: Multiple

SHOCKBALL (?) Lightning damage Spell Effect: 34/0	MP Cost: 3 Element: Lightning Target: Single

SHOCKBLADE (?) Lightning damage Spell Effect: 34/0	MP Cost: 3 Element: Lightning Target: Single

SHOCKED (?) Lightning, Shock status Spell Effect: 99/1	MP Cost: 10 Element: Lightning Target: Multiple

SHOCKER (?) Lightning damage Spell Effect: 35/0	MP Cost: 5 Element: Lightning Target: Single

SHOCKWAVE (?) Wind damage Spell Effect: 28/0	MP Cost: 8 Element: Wind Target: Single

SHOKI (?) Wind damage Spell Effect: 24/0	MP Cost: 1 Element: Wind Target: Single

SHOOTINGSTAR (?) Void damage Spell Effect: 5/0	MP Cost: 11 Element: - Target: Single

SHOWER (?) Water damage Spell Effect: 19/0	MP Cost: 5 Element: Water Target: Single

SHUN (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

SHURA (?) Dark damage Spell Effect: 51/0	MP Cost: 5 Element: Dark Target: Single

SHURIKEN (?) Wind damage Spell Effect: 26/0	MP Cost: 3 Element: Wind Target: Single

SHURUSHURU (?) Void damage Spell Effect: 86/64	MP Cost: 5 Element: - Target: Single

SHUU (?)	MP Cost: 9

Fire damage Spell Effect: 11/1	Element: Fire Target: Multiple

SICKLE (?) Dark damage Spell Effect: 51/0	MP Cost: 5 Element: Dark Target: Single

SIGMA (?) Dark damage Spell Effect: 48/0	MP Cost: 1 Element: Dark Target: Single

SIGMUND (?) Water damage Spell Effect: 17/0	MP Cost: 2 Element: Water Target: Single

SIL (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

SILENCE (?) Strength Down Spell Effect: 63/65	MP Cost: 12 Element: - Target: Multiple-Only Enemy

SILVER (?) Dark damage Spell Effect: 50/0	MP Cost: 3 Element: Dark Target: Single

SING (?) Void damage Spell Effect: 3/0	MP Cost: 5 Element: - Target: Single

SINK (?) Fire damage Spell Effect: 9/0	MP Cost: 2 Element: Fire Target: Single

SIVA (?) Water damage Spell Effect: 20/1	MP Cost: 14 Element: Water Target: Multiple

SIZZLER (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

SKELETON (?) Dark damage Spell Effect: 51/0	MP Cost: 5 Element: Dark Target: Single

SKI (?) Water damage Spell Effect: 20/0	MP Cost: 8 Element: Water Target: Single

SKILL (?) Dexterity Up Spell Effect: 60/64	MP Cost: 12 Element: - Target: Single-Only Party

SKINNY (?) Strength Down Spell Effect: 63/0	MP Cost: 7 Element: - Target: Single-Only Enemy

SKULD (?)	MP Cost: 42

Fire, Burn status Spell Effect: 97/0	Element: Fire Target: Everyone

SKUNK (?) Wind damage Spell Effect: 24/0	MP Cost: 1 Element: Wind Target: Single

SLAMAS (?) Lightning damage Spell Effect: 32/0	MP Cost: 1 Element: Lightning Target: Single

SLAY (?) Dark damage Spell Effect: 51/0	MP Cost: 5 Element: Dark Target: Single

SLIME (?) Earth damage Spell Effect: 56/0	MP Cost: 3 Element: - Target: Single

SLIPUL (?) Void damage Spell Effect: 0/1	MP Cost: 2 Element: - Target: Multiple

SLOTH (?) Speed Down Spell Effect: 65/0	MP Cost: 7 Element: - Target: Single-Only Enemy

SLOW (?) Speed Down Spell Effect: 65/0	MP Cost: 7 Element: - Target: Single-Only Enemy

SLOWGA (?) Speed Down Spell Effect: 65/1	MP Cost: 8 Element: - Target: Multiple-Only Enemy

SMALL (?) Void damage Spell Effect: 80/0	MP Cost: 2 Element: - Target: Single

SMART (?) Spirit Up Spell Effect: 62/64	MP Cost: 12 Element: - Target: Single-Only Party

SMARTBOMB (?) Fire damage Spell Effect: 10/1	MP Cost: 6 Element: Fire Target: Multiple

SMARTGUY (?) Spirit Down Spell Effect: 66/64	MP Cost: 11 Element: - Target: Single-Only Enemy

SMELLY (?) Wind damage Spell Effect: 24/0	MP Cost: 1 Element: Wind Target: Single

SMILE (?) Wind damage Spell Effect: 28/1	MP Cost: 14 Element: Wind Target: Multiple

SMILEY (?)	MP Cost: 5

Light damage	Element: Light
Spell Effect: 43/0	Target: Single

SMOG (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 25/1	Target: Multiple

SMOKE (?)	MP Cost: 1
Wind damage	Element: Wind
Spell Effect: 24/0	Target: Single

SMOKESCREEN (?)	MP Cost: 1
Wind damage	Element: Wind
Spell Effect: 24/0	Target: Single

SNAKE (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

SNARE (?)	MP Cost: 6
Earth damage	Element: -
Spell Effect: 57/0	Target: Single

SNEEZE (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

SNOW (?)	MP Cost: 8
Water damage	Element: Water
Spell Effect: 20/0	Target: Single

SNOWBOARD (?)	MP Cost: 8
Water damage	Element: Water
Spell Effect: 20/0	Target: Single

SNOWFALL (?)	MP Cost: 14
Water damage	Element: Water
Spell Effect: 20/1	Target: Multiple

SNOWKING (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 18/0	Target: Single

SNOWLAND (?)	MP Cost: 8
Water damage	Element: Water
Spell Effect: 20/0	Target: Single

SNOWSPIRIT (?)	MP Cost: 8
Water damage	Element: Water
Spell Effect: 20/0	Target: Single

SNOWSTORM (?)	MP Cost: 14
Water damage	Element: Water
Spell Effect: 20/1	Target: Multiple

SNOWWIND (?)	MP Cost: 14
Water damage	Element: Water
Spell Effect: 20/1	Target: Multiple

SO (?)	MP Cost: 2

Light damage Spell Effect: 40/1	Element: Light Target: Multiple
SOA (Soa) Light damage Spell Effect: 40/0	MP Cost: 1 Element: Light Target: Single
SOANA (?) Light damage Spell Effect: 40/1	MP Cost: 2 Element: Light Target: Multiple
SOAP (?) Water damage Spell Effect: 16/0	MP Cost: 1 Element: Water Target: Single
SOARANDE (?) Light damage Spell Effect: 42/1	MP Cost: 6 Element: Light Target: Multiple
SOAREEM (Soa-Reem) Defense vs Light Spell Effect: 133/0	MP Cost: 9 Element: Light Target: Single-Only Party
SOAREX (?) Light damage Spell Effect: 43/0	MP Cost: 5 Element: Light Target: Single
SOATIO (?) Light damage Spell Effect: 44/0	MP Cost: 8 Element: Light Target: Single
SOATOME (?) Light damage Spell Effect: 42/0	MP Cost: 3 Element: Light Target: Single
SOFT (-) Reduces defense Spell Effect: 69/0	MP Cost: 7 Element: - Target: Single-Only Enemy
SOGEPPA (?) Wind damage Spell Effect: 26/0	MP Cost: 3 Element: Wind Target: Single
SOL (?) Lightning damage Spell Effect: 33/0	MP Cost: 2 Element: Lightning Target: Single
SOLIDIFY (?) Increases defense Spell Effect: 67/64	MP Cost: 12 Element: - Target: Single-Only Party
SOLILOA (?) Light damage, autoheal Spell Effect: 98/0	MP Cost: 10 Element: Light Target: Single
SOLOMON (?) Water damage Spell Effect: 16/0	MP Cost: 1 Element: Water Target: Single
SOLT (?)	MP Cost: 3

Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

SOM (?)	MP Cost: 9
Light damage	Element: Light
Spell Effect: 43/1	Target: Multiple

SOMA (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

SONATA (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

SONATINA (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

SONG (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

SONIC (?)	MP Cost: 6
Void damage	Element: -
Spell Effect: 2/1	Target: Multiple

SOR (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

SORO (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

SOSOKUSA (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 82/64	Target: Single

SOUL (-)	MP Cost: 8
Resurrection	Element: -
Spell Effect: 79/64	Target: Single-Only Party

SOULBODY (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 49/0	Target: Single

SOUND (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

SOUNDTRACK (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

SOUNDWAVE (?)	MP Cost: 9
Void damage	Element: -
Spell Effect: 3/1	Target: Multiple

SOYOSOYO (?)	MP Cost: 5

Void damage	Element: -
Spell Effect: 84/64	Target: Single

SPACETIME (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 0/1	Target: Multiple

SPANKING (?)	MP Cost: 11
Light damage	Element: Light
Spell Effect: 45/0	Target: Single

SPARK (?)	MP Cost: 11
Lightning damage	Element: Lightning
Spell Effect: 37/0	Target: Single

SPARKING (?)	MP Cost: 8
Reduces defense	Element: -
Spell Effect: 69/1	Target: Multiple-Only Enemy

SPARKLING (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 81/64	Target: Single

SPEEDDY (?)	MP Cost: 9
Speed Up	Element: -
Spell Effect: 61/1	Target: Multiple-Only Party

SPEED (?)	MP Cost: 12
Speed Up	Element: -
Spell Effect: 61/64	Target: Single-Only Party

SPEEDY (?)	MP Cost: 12
Speed Up	Element: -
Spell Effect: 61/64	Target: Single-Only Party

SPELL (?)	MP Cost: 12
Cancel magical status	Element: -
Spell Effect: 75/64	Target: Everyone

SPERUM (?)	MP Cost: 12
Spirit Up	Element: -
Spell Effect: 62/64	Target: Single-Only Party

SPI (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 16/1	Target: Multiple

SPIL (?)	MP Cost: 1
Absorbs MP	Element: -
Spell Effect: 114/0	Target: Single

SPIN (?)	MP Cost: 5
Wind damage	Element: Wind
Spell Effect: 27/0	Target: Single

SPINDLE (?)	MP Cost: 8
Wind damage	Element: Wind
Spell Effect: 28/0	Target: Single

SPINNY (?)	MP Cost: 12

Cancel magical status	Element: -
Spell Effect: 75/64	Target: Everyone

SPINSPIN (?)	MP Cost: 8
Wind damage	Element: Wind
Spell Effect: 28/0	Target: Single

SPIRAL (?)	MP Cost: 5
Wind damage	Element: Wind
Spell Effect: 27/0	Target: Single

SPIRIT (-)	MP Cost: 20
Madness status	Element: -
Spell Effect: 116/0	Target: Single-Only Party

SPLASH (?)	MP Cost: 9
Water damage	Element: Water
Spell Effect: 19/1	Target: Multiple

SPLAT (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 80/64	Target: Single

SPLIT (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

SPO (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 16/1	Target: Multiple

SPOOK (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 49/0	Target: Single

SPORT (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 42/0	Target: Single

SPRINGY (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 83/64	Target: Single

SPRINKLE (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 19/0	Target: Single

SPRINKLING (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 19/0	Target: Single

SPROUT (?)	MP Cost: 8
Wind damage	Element: Wind
Spell Effect: 28/0	Target: Single

SPUNKY (?)	MP Cost: 13
Dexterity Up	Element: -
Spell Effect: 60/65	Target: Multiple-Only Party

SQUARE (?)	MP Cost: 12

Restores HP	Element: -
Spell Effect: 71/128	Target: Single-Always Avail

SQUEEZE (?)	MP Cost: 1
Wind damage	Element: Wind
Spell Effect: 24/0	Target: Single

SQUID (?)	MP Cost: 4
Void damage	Element: -
Spell Effect: 80/64	Target: Single

SSSS (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 82/64	Target: Single

ST (?)	MP Cost: 19
Water damage	Element: Water
Spell Effect: 21/1	Target: Multiple

STAKORA (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 82/64	Target: Single

STAR (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 42/0	Target: Single

STARDUST (?)	MP Cost: 11
Void damage	Element: -
Spell Effect: 5/0	Target: Single

STOMPON (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 1/0	Target: Single

STONE (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 1/0	Target: Single

STOP (?)	MP Cost: 3
Water, Freeze status	Element: Water
Spell Effect: 100/0	Target: Single

STORM (?)	MP Cost: 9
Wind damage	Element: Wind
Spell Effect: 27/1	Target: Multiple

STORMY (?)	MP Cost: 5
Wind damage	Element: Wind
Spell Effect: 27/0	Target: Single

STREAM (?)	MP Cost: 11
Water damage	Element: Water
Spell Effect: 21/0	Target: Single

STRENGTH (?)	MP Cost: 8
Strength Up	Element: -
Spell Effect: 59/0	Target: Single-Only Party

STROM (?)	MP Cost: 13

Increases defense Spell Effect: 67/65	Element: - Target: Multiple-Only Party
STRON (?) Strength Up Spell Effect: 59/0	MP Cost: 8 Element: - Target: Single-Only Party
STRONG (?) Strength Up Spell Effect: 59/64	MP Cost: 12 Element: - Target: Single-Only Party
SU (?) Spirit Up Spell Effect: 62/0	MP Cost: 8 Element: - Target: Single-Only Party
SUC (?) Water damage Spell Effect: 20/1	MP Cost: 14 Element: Water Target: Multiple
SUCHI (?) Water, Freeze status Spell Effect: 100/1	MP Cost: 10 Element: Water Target: Multiple
SUDS (?) Water damage Spell Effect: 21/0	MP Cost: 11 Element: Water Target: Single
SUFU (?) Water, Freeze status Spell Effect: 100/1	MP Cost: 6 Element: Water Target: Multiple
SUI (?) Water damage Spell Effect: 16/0	MP Cost: 1 Element: Water Target: Single
SUIRYU (?) Water damage Spell Effect: 17/0	MP Cost: 2 Element: Water Target: Single
SUISEI (?) Water damage Spell Effect: 19/0	MP Cost: 5 Element: Water Target: Single
SUITON (?) Water damage Spell Effect: 17/0	MP Cost: 2 Element: Water Target: Single
SUKAC (?) Void damage Spell Effect: 74/0	MP Cost: 2 Element: - Target: Single
SUKAI (?) Wind damage Spell Effect: 28/0	MP Cost: 8 Element: Wind Target: Single
SUKI (?) Water damage Spell Effect: 16/0	MP Cost: 1 Element: Water Target: Single
SULTAN (?)	MP Cost: 3

Water damage Spell Effect: 18/0	Element: Water Target: Single
SUMUDE (?) Spirit Down Spell Effect: 66/1	MP Cost: 8 Element: - Target: Multiple-Only Enemy
SUN (?) Light damage Spell Effect: 44/0	MP Cost: 8 Element: Light Target: Single
SUNSHINE (?) Light damage Spell Effect: 40/1	MP Cost: 2 Element: Light Target: Multiple
SUNSTROKE (?) Fire damage Spell Effect: 11/0	MP Cost: 5 Element: Fire Target: Single
SUPA (?) Water damage Spell Effect: 17/1	MP Cost: 3 Element: Water Target: Multiple
SUPE (?) Water damage Spell Effect: 16/1	MP Cost: 2 Element: Water Target: Multiple
SUPER (?) Strength Up Spell Effect: 59/64	MP Cost: 12 Element: - Target: Single-Only Party
SUPERB (?) Light damage Spell Effect: 40/0	MP Cost: 1 Element: Light Target: Single
SUPERBIT (?) Fire damage Spell Effect: 13/128	MP Cost: 20 Element: Fire Target: Single
SURA (?) Speed Up Spell Effect: 61/0	MP Cost: 8 Element: - Target: Single-Only Party
SURFER (?) Water damage Spell Effect: 21/0	MP Cost: 11 Element: Water Target: Single
SURI (?) Water damage Spell Effect: 16/0	MP Cost: 1 Element: Water Target: Single
SURIBACHI (?) Earth damage Spell Effect: 56/1	MP Cost: 7 Element: - Target: Multiple
SUSU (?) Dark damage Spell Effect: 48/0	MP Cost: 1 Element: Dark Target: Single
SUTA (?)	MP Cost: 8

Water damage	Element: Water
Spell Effect: 20/0	Target: Single

SUTASUTA (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 82/64	Target: Single

SUTE (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

SUU (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

SWAMP (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

SWAP (?)	MP Cost: 2
Light damage	Element: Light
Spell Effect: 41/0	Target: Single

SWIFT (?)	MP Cost: 12
Speed Up	Element: -
Spell Effect: 61/64	Target: Single-Only Party

SWOOP (?)	MP Cost: 11
Wind damage	Element: Wind
Spell Effect: 29/0	Target: Single

SYLPH (?)	MP Cost: 11
Wind damage	Element: Wind
Spell Effect: 29/0	Target: Single

T (?)	MP Cost: 1
Lightning damage	Element: Lightning
Spell Effect: 32/0	Target: Single

TA (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 82/64	Target: Single

TABASCO (?)	MP Cost: 1
Fire damage	Element: Fire
Spell Effect: 8/0	Target: Single

TAC (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 42/0	Target: Single

TAI (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

TAKI (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

TAMASHII (?)	MP Cost: 2

Dark damage Spell Effect: 49/0	Element: Dark Target: Single

TAN (?) Madness status Spell Effect: 116/0	MP Cost: 20 Element: - Target: Single-Only Party

TANA (?) Wind damage Spell Effect: 25/1	MP Cost: 3 Element: Wind Target: Multiple

TANK (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

TAOHGUA (?) Dark damage Spell Effect: 52/64	MP Cost: 11 Element: Dark Target: Single

TAR (?) Void damage Spell Effect: 83/64	MP Cost: 5 Element: - Target: Single

TARGET (?) Attack cannot fail Spell Effect: 103/64	MP Cost: 12 Element: - Target: Single-Only Party

TASTE (?) Water damage Spell Effect: 16/1	MP Cost: 2 Element: Water Target: Multiple

TATAMIGAESHI (?) Void damage Spell Effect: 4/0	MP Cost: 8 Element: - Target: Single

TATATATA (?) Void damage Spell Effect: 82/64	MP Cost: 5 Element: - Target: Single

TATSUMAKI (?) Wind damage Spell Effect: 27/0	MP Cost: 5 Element: Wind Target: Single

TE (?) Void damage Spell Effect: 80/1	MP Cost: 3 Element: - Target: Multiple

TEAR (?) Water damage Spell Effect: 19/0	MP Cost: 5 Element: Water Target: Single

TECHNO (?) Void damage Spell Effect: 3/0	MP Cost: 5 Element: - Target: Single

TEKATEKA (?) Void damage Spell Effect: 81/64	MP Cost: 5 Element: - Target: Single

TEKTITE (?)	MP Cost: 3

Light damage Spell Effect: 42/0	Element: Light Target: Single

TEKU (?) Wind damage Spell Effect: 24/0	MP Cost: 1 Element: Wind Target: Single

TEL (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single

TELEPO (?) To escape a fight Spell Effect: 135/65	MP Cost: 3 Element: - Target: Multiple-Only Party

TEMPI (?) Light damage Spell Effect: 41/0	MP Cost: 2 Element: Light Target: Single

TEMPLE (?) Wind damage Spell Effect: 26/0	MP Cost: 3 Element: Wind Target: Single

TEN (?) Light damage Spell Effect: 43/0	MP Cost: 5 Element: Light Target: Single

TENOSEI (?) Light damage Spell Effect: 42/0	MP Cost: 3 Element: Light Target: Single

TENTACLE (?) Lightning damage Spell Effect: 35/0	MP Cost: 5 Element: Lightning Target: Single

TENU (?) Wind damage Spell Effect: 28/0	MP Cost: 8 Element: Wind Target: Single

TEO (-) Wind damage Spell Effect: 24/0	MP Cost: 1 Element: Wind Target: Single

TEOMEL (?) Wind damage Spell Effect: 25/1	MP Cost: 3 Element: Wind Target: Multiple

TEONASOMA (?) Wind damage Spell Effect: 26/1	MP Cost: 6 Element: Wind Target: Multiple

TEOREX (?) Wind damage Spell Effect: 27/0	MP Cost: 5 Element: Wind Target: Single

TEOTIO (?) Wind damage Spell Effect: 28/0	MP Cost: 8 Element: Wind Target: Single

TERA (?)	MP Cost: 3

To escape a fight Spell Effect: 135/65	Element: - Target: Multiple-Only Party

TERAGIG (?) Lightning damage Spell Effect: 37/65	MP Cost: 23 Element: Lightning Target: Multiple

TERASORGIG (?) Lightning damage Spell Effect: 37/129	MP Cost: 29 Element: Lightning Target: Multiple

TERASORUS (?) Lightning damage Spell Effect: 37/128	MP Cost: 21 Element: Lightning Target: Single

TERIROA (?) Lightning damage Spell Effect: 32/1	MP Cost: 1 Element: Lightning Target: Multiple

TERRA (?) Earth damage Spell Effect: 58/1	MP Cost: 18 Element: - Target: Multiple

TEUM (?) Void damage Spell Effect: 5/0	MP Cost: 3 Element: - Target: Single

TEY (?) Void damage Spell Effect: 80/0	MP Cost: 1 Element: - Target: Single

THAW (?) Water damage Spell Effect: 18/0	MP Cost: 3 Element: Water Target: Single

THEDEAD (?) Dark damage Spell Effect: 49/0	MP Cost: 2 Element: Dark Target: Single

THEHAND (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

THICK (?) Increases defense Spell Effect: 67/0	MP Cost: 8 Element: - Target: Single-Only Party

THISHURTS (?) Void damage Spell Effect: 4/0	MP Cost: 8 Element: - Target: Single

THISISIT (?) Lightning damage Spell Effect: 32/0	MP Cost: 1 Element: Lightning Target: Single

THISSUCKS (?) Void damage Spell Effect: 5/0	MP Cost: 11 Element: - Target: Single

THOR (-)	MP Cost: 3

Lightning damage Spell Effect: 34/0	Element: Lightning Target: Single

THORHAMMER (?) Lightning damage Spell Effect: 35/0	MP Cost: 5 Element: Lightning Target: Single

THROB (?) Water damage Spell Effect: 21/0	MP Cost: 11 Element: Water Target: Single

THRUST (?) Void damage Spell Effect: 4/0	MP Cost: 8 Element: - Target: Single

THUDB (?) Void damage Spell Effect: 88/0	MP Cost: 2 Element: - Target: Single

THUHAND (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

THUND (?) Lightning damage Spell Effect: 32/0	MP Cost: 1 Element: Lightning Target: Single

THUNDER (?) Lightning damage Spell Effect: 32/0	MP Cost: 1 Element: Lightning Target: Single

THUNDERBLADE (?) Lightning damage Spell Effect: 37/0	MP Cost: 11 Element: Lightning Target: Single

THUNDERBOLT (?) Lightning damage Spell Effect: 35/0	MP Cost: 5 Element: Lightning Target: Single

THUNDERCLAP (?) Lightning damage Spell Effect: 37/0	MP Cost: 11 Element: Lightning Target: Single

THUNDERGOD (?) Lightning damage Spell Effect: 37/0	MP Cost: 11 Element: Lightning Target: Single

THUNERBOW (?) Lightning damage Spell Effect: 33/0	MP Cost: 2 Element: Lightning Target: Single

THWAPA (?) Lightning damage Spell Effect: 32/64	MP Cost: 4 Element: Lightning Target: Single

TICK (?) Light damage Spell Effect: 44/0	MP Cost: 8 Element: Light Target: Single

TIDAL (?)	MP Cost: 11

Water damage	Element: Water
Spell Effect: 21/0	Target: Single

TIDALWAVE (?)	MP Cost: 19
Water damage	Element: Water
Spell Effect: 21/1	Target: Multiple

TIO (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 4/0	Target: Single

TITAN (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

TO (?)	MP Cost: 1
Lightning damage	Element: Lightning
Spell Effect: 32/0	Target: Single

TOBIO (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 80/64	Target: Single

TOEBOX (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 32/1	Target: Multiple

TOH (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

TOKYO (?)	MP Cost: 8
Lightning damage	Element: Lightning
Spell Effect: 36/0	Target: Single

TOMCAT (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 34/0	Target: Single

TOME (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 2/0	Target: Single

TOMPOO (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

TON (?)	MP Cost: 8
Lightning damage	Element: Lightning
Spell Effect: 36/0	Target: Single

TONE (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 3/0	Target: Single

TORA (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 34/0	Target: Single

TORCH (?)	MP Cost: 2

Fire damage Spell Effect: 9/0	Element: Fire Target: Single

TORIROH (?) Lightning, Shock status Spell Effect: 99/0	MP Cost: 3 Element: Lightning Target: Single

TORNADO (?) Wind damage Spell Effect: 27/0	MP Cost: 5 Element: Wind Target: Single

TORNEDO (?) Wind damage Spell Effect: 26/0	MP Cost: 3 Element: Wind Target: Single

TORO (?) Speed Down Spell Effect: 65/64	MP Cost: 11 Element: - Target: Single-Only Enemy

TOROI (?) Speed Down Spell Effect: 65/0	MP Cost: 7 Element: - Target: Single-Only Enemy

TOTON (?) Earth damage Spell Effect: 58/0	MP Cost: 9 Element: - Target: Single

TOTORO (?) Restores HP Spell Effect: 71/0	MP Cost: 4 Element: - Target: Single-Always Avail

TOUGH (?) Increases defense Spell Effect: 67/0	MP Cost: 8 Element: - Target: Single-Only Party

TOUMEL (?) Lightning damage Spell Effect: 33/1	MP Cost: 3 Element: Lightning Target: Multiple

TOUNAREX (?) Lightning damage Spell Effect: 35/0	MP Cost: 5 Element: Lightning Target: Single

TOURANDE (?) Lightning damage Spell Effect: 34/1	MP Cost: 6 Element: Lightning Target: Multiple

TOUREEM (?) Defense vs Lightning Spell Effect: 131/0	MP Cost: 10 Element: Lightning Target: Single-Only Party

TOUTOME (?) Lightning damage Spell Effect: 34/0	MP Cost: 3 Element: Lightning Target: Single

TOWEROFBABEL (?) Light damage Spell Effect: 45/0	MP Cost: 11 Element: Light Target: Single

TRACTORBEAM (?)	MP Cost: 3

Light damage Spell Effect: 42/0	Element: Light Target: Single

TRAIN (?) Lightning damage Spell Effect: 33/0	MP Cost: 2 Element: Lightning Target: Single

TRAINING (?) Water damage Spell Effect: 17/0	MP Cost: 2 Element: Water Target: Single

TRANSMISSION (?) Lightning damage Spell Effect: 37/0	MP Cost: 11 Element: Lightning Target: Single

TRANSPARENT (?) Increases defense Spell Effect: 67/65	MP Cost: 13 Element: - Target: Multiple-Only Party

TRAP (?) Void damage Spell Effect: 1/0	MP Cost: 2 Element: - Target: Single

TREMOR (?) Fire damage Spell Effect: 13/1	MP Cost: 19 Element: Fire Target: Multiple

TRINITY (?) Light damage Spell Effect: 45/1	MP Cost: 19 Element: Light Target: Multiple

TRIP (?) Dexterity Down Spell Effect: 64/0	MP Cost: 7 Element: - Target: Single-Only Enemy

TRITON (?) Water damage Spell Effect: 20/1	MP Cost: 14 Element: Water Target: Multiple

TRON (?) Lightning damage Spell Effect: 35/0	MP Cost: 5 Element: Lightning Target: Single

TSA (?) Wind damage Spell Effect: 24/1	MP Cost: 3 Element: Wind Target: Multiple

TSU (?) Lightning damage Spell Effect: 32/1	MP Cost: 2 Element: Lightning Target: Multiple

TSUNAMI (-) Water damage Spell Effect: 21/1	MP Cost: 19 Element: Water Target: Multiple

TUESDAY (?) Fire damage Spell Effect: 9/0	MP Cost: 2 Element: Fire Target: Single

TUNE (?)	MP Cost: 5

Void damage	Element: -
Spell Effect: 3/0	Target: Single

TURBAN (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

TURBO (?)	MP Cost: 12
Speed Up	Element: -
Spell Effect: 61/64	Target: Single-Only Party

TWINKLE (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 81/64	Target: Single

TWISTER (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 81/64	Target: Single

TYPHOON (?)	MP Cost: 9
Water damage	Element: Water
Spell Effect: 19/1	Target: Multiple

TYRANO (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

TYRANT (?)	MP Cost: 11
Fire damage	Element: Fire
Spell Effect: 13/0	Target: Single

TZU (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

U (?)	MP Cost: 1
Wind damage	Element: Wind
Spell Effect: 24/0	Target: Single

UGH (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 80/64	Target: Single

UMBER (?)	MP Cost: 6
Earth damage	Element: -
Spell Effect: 57/0	Target: Single

UNDERTOW (?)	MP Cost: 11
Water damage	Element: Water
Spell Effect: 21/0	Target: Single

UNDERWATER (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

UNDINE (?)	MP Cost: 9
Water damage	Element: Water
Spell Effect: 19/1	Target: Multiple

UNI (?)	MP Cost: 6

Light damage	Element: Light
Spell Effect: 42/1	Target: Multiple

UNYONYO (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 85/64	Target: Single

UPPER (?)	MP Cost: 8
Void damage	Element: -
Spell Effect: 4/0	Target: Single

URANUS (?)	MP Cost: 3
Light damage	Element: Light
Spell Effect: 42/0	Target: Single

URIEL (?)	MP Cost: 5
Light damage	Element: Light
Spell Effect: 43/0	Target: Single

US (?)	MP Cost: 11
Lightning damage	Element: Lightning
Spell Effect: 37/0	Target: Single

UUC (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 74/0	Target: Single

V (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

VACUUM (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

VAMPIRE (?)	MP Cost: 6
Absorbs HP	Element: -
Spell Effect: 113/64	Target: Single

VAMPYRE (?)	MP Cost: 6
Absorbs HP	Element: -
Spell Effect: 113/64	Target: Single

VANISH (?)	MP Cost: 11
Light damage	Element: Light
Spell Effect: 45/0	Target: Single

VANISSH (?)	MP Cost: 11
Light damage	Element: Light
Spell Effect: 45/0	Target: Single

VAPOR (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 25/0	Target: Single

VARNA (?)	MP Cost: 5
Light damage	Element: Light
Spell Effect: 43/0	Target: Single

VEE (?)	MP Cost: 1

Dark damage	Element: Dark
Spell Effect: 48/0	Target: Single

VENUS (?)	MP Cost: 5
Light damage	Element: Light
Spell Effect: 43/0	Target: Single

VERTIGALE (?)	MP Cost: 5
Wind damage	Element: Wind
Spell Effect: 27/0	Target: Single

VIOLET (?)	MP Cost: 9
Dark damage	Element: Dark
Spell Effect: 51/1	Target: Multiple

VOLCANO (?)	MP Cost: 2
Fire damage	Element: Fire
Spell Effect: 9/0	Target: Single

VOLSUNG (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 10/0	Target: Single

VOLTAGE (?)	MP Cost: 5
Lightning damage	Element: Lightning
Spell Effect: 35/0	Target: Single

VOLTLINE (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 34/0	Target: Single

VOLTSEED (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 34/0	Target: Single

VU (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

W (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

WA (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

WAAVE (?)	MP Cost: 19
Water damage	Element: Water
Spell Effect: 21/1	Target: Multiple

WAKEUP (?)	MP Cost: 8
Resurrection	Element: -
Spell Effect: 79/64	Target: Single-Only Party

WAR (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

WARP (?)	MP Cost: 8

Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

WARSHIP (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 33/0	Target: Single

WARTOUMEL (?)	MP Cost: 4
Lightning damage	Element: Lightning
Spell Effect: 33/65	Target: Multiple

WASHER (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

WATER (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

WATERBUBBLE (?)	MP Cost: 1
Water damage	Element: Water
Spell Effect: 16/0	Target: Single

WATERDRAGON (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

WATERPILLAR (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

WATERPOLE (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

WATERTRICK (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 19/0	Target: Single

WATERWALL (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 17/1	Target: Multiple

WAVE (?)	MP Cost: 19
Water damage	Element: Water
Spell Effect: 21/1	Target: Multiple

WAVES (?)	MP Cost: 6
Water damage	Element: Water
Spell Effect: 18/1	Target: Multiple

WAZA (?)	MP Cost: 8
Dexterity Up	Element: -
Spell Effect: 60/0	Target: Single-Only Party

WEAK (-)	MP Cost: 7
Strength Down	Element: -
Spell Effect: 63/0	Target: Single-Only Enemy

WELDING (?)	MP Cost: 8

Lightning damage Spell Effect: 36/0	Element: Lightning Target: Single

WHAP (?) Void damage Spell Effect: 81/64	MP Cost: 5 Element: - Target: Single

WHI (?) Void damage Spell Effect: 0/0	MP Cost: 1 Element: - Target: Single

WHIDARES (?) Lightning damage Spell Effect: 34/64	MP Cost: 4 Element: Lightning Target: Single

WHIRLWIND (?) Wind damage Spell Effect: 28/0	MP Cost: 8 Element: Wind Target: Single

WHITE (?) Light damage Spell Effect: 42/0	MP Cost: 3 Element: Light Target: Single

WHITEHOLE (?) Light damage Spell Effect: 44/0	MP Cost: 8 Element: Light Target: Single

WHOA (?) Water damage Spell Effect: 20/0	MP Cost: 8 Element: Water Target: Single

WHOMPA (?) Water damage Spell Effect: 16/128	MP Cost: 4 Element: Water Target: Single

WHOOAB (?) Void damage Spell Effect: 88/0	MP Cost: 3 Element: - Target: Single

WHOOSHA (?) Water damage Spell Effect: 16/128	MP Cost: 14 Element: Water Target: Single

WIDE (?) Wind damage Spell Effect: 29/1	MP Cost: 19 Element: Wind Target: Multiple

WILDBALL (?) Wind, Float status Spell Effect: 96/1	MP Cost: 6 Element: Wind Target: Multiple

WILDFIRE (?) Fire damage Spell Effect: 11/0	MP Cost: 5 Element: Fire Target: Single

WILDSTORM (?) Water damage Spell Effect: 19/0	MP Cost: 5 Element: Water Target: Single

WIND (?)	MP Cost: 5

Wind damage	Element: Wind
Spell Effect: 27/0	Target: Single

WINDBLADE (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

WINDBLAST (?)	MP Cost: 8
Wind damage	Element: Wind
Spell Effect: 28/0	Target: Single

WINDOW (?)	MP Cost: 6
Wind damage	Element: Wind
Spell Effect: 26/1	Target: Multiple

WINDWAVE (?)	MP Cost: 5
Wind damage	Element: Wind
Spell Effect: 27/0	Target: Single

WING (?)	MP Cost: 11
Wind damage	Element: Wind
Spell Effect: 29/0	Target: Single

WISE (?)	MP Cost: 12
Spirit Up	Element: -
Spell Effect: 62/64	Target: Single-Only Party

WISH (?)	MP Cost: 19
Light damage	Element: Light
Spell Effect: 45/1	Target: Multiple

WISHONASTAR (?)	MP Cost: 11
Void damage	Element: -
Spell Effect: 5/0	Target: Single

WISP (?)	MP Cost: 8
Light damage	Element: Light
Spell Effect: 44/0	Target: Single

WOLF (?)	MP Cost: 5
Dark damage	Element: Dark
Spell Effect: 51/0	Target: Single

WORM (?)	MP Cost: 7
Earth damage	Element: -
Spell Effect: 56/1	Target: Multiple

WORMWOOD (?)	MP Cost: 5
Wind damage	Element: Wind
Spell Effect: 27/0	Target: Single

WRATH (?)	MP Cost: 11
Lightning damage	Element: Lightning
Spell Effect: 37/0	Target: Single

WRECKER (?)	MP Cost: 1
Fire damage	Element: Fire
Spell Effect: 8/0	Target: Single

X (?)	MP Cost: 1

Void damage	Element: -
Spell Effect: 80/0	Target: Single

XOL (?)	MP Cost: 20
Suicide restorator	Element: -
Spell Effect: 127/129	Target: Multiple-Only Party

XOLHISHEET (?)	MP Cost: 13
Light damage	Element: Light
Spell Effect: 43/128	Target: Single

Y (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

YA (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 48/1	Target: Multiple

YAAGH (?)	MP Cost: 3
Fire damage	Element: Fire
Spell Effect: 10/0	Target: Single

YAH (?)	MP Cost: 8
Dexterity Up	Element: -
Spell Effect: 60/0	Target: Single-Only Party

YAMABUKI (?)	MP Cost: 8
Lightning damage	Element: Lightning
Spell Effect: 36/0	Target: Single

YAMI (?)	MP Cost: 2
Dark damage	Element: Dark
Spell Effect: 48/1	Target: Multiple

YANG (?)	MP Cost: 1
Light damage	Element: Light
Spell Effect: 40/0	Target: Single

YAYAC (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 74/0	Target: Single

YELLOW (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 34/0	Target: Single

YELLOWGREEN (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

YING (?)	MP Cost: 1
Dark damage	Element: Dark
Spell Effect: 48/0	Target: Single

YO (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 85/64	Target: Single

YOH (?)	MP Cost: 1

Light damage	Element: Light
Spell Effect: 40/0	Target: Single

YOKOZUNA (?)	MP Cost: 18
Earth damage	Element: -
Spell Effect: 58/1	Target: Multiple

YOU (-)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

YOULUCTEO (?)	MP Cost: 4
Wind damage	Element: Wind
Spell Effect: 24/128	Target: Single

YOUTEO (?)	MP Cost: 2
Wind damage	Element: Wind
Spell Effect: 24/64	Target: Single

YOUTOU (?)	MP Cost: 2
Lightning damage	Element: Lightning
Spell Effect: 32/64	Target: Single

YOUTOUNA (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 32/65	Target: Multiple

YOYOC (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 74/0	Target: Single

YU (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 0/0	Target: Single

YUH (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

YURAYURA (?)	MP Cost: 5
Void damage	Element: -
Spell Effect: 84/64	Target: Single

YUVUEMI (?)	MP Cost: 4
Dark damage	Element: Dark
Spell Effect: 49/64	Target: Single

YUYUC (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 74/0	Target: Single

Z (?)	MP Cost: 8
Void damage	Element: -
Spell Effect: 74/0	Target: Single

ZA (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

ZABANG (?)	MP Cost: 2

Water damage	Element: Water
Spell Effect: 17/0	Target: Single

ZABOON (?)	MP Cost: 2
Water damage	Element: Water
Spell Effect: 17/0	Target: Single

ZAN (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 1/0	Target: Single

ZANMA (?)	MP Cost: 3
Void damage	Element: -
Spell Effect: 2/0	Target: Single

ZANTETSU (?)	MP Cost: 3
Wind damage	Element: Wind
Spell Effect: 26/0	Target: Single

ZANZAN (?)	MP Cost: 5
Dark damage	Element: Dark
Spell Effect: 51/0	Target: Single

ZAP (?)	MP Cost: 5
Lightning damage	Element: Lightning
Spell Effect: 35/0	Target: Single

ZAPBALL (?)	MP Cost: 6
Lightning damage	Element: Lightning
Spell Effect: 34/1	Target: Multiple

ZAPPED (?)	MP Cost: 6
Lightning, Shock status	Element: Lightning
Spell Effect: 99/1	Target: Multiple

ZAPPER (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 34/0	Target: Single

ZAZAN (?)	MP Cost: 5
Water damage	Element: Water
Spell Effect: 19/0	Target: Single

ZC (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 74/0	Target: Single

ZE (?)	MP Cost: 3
Water damage	Element: Water
Spell Effect: 17/1	Target: Multiple

ZEBRA (?)	MP Cost: 8
Wind damage	Element: Wind
Spell Effect: 28/0	Target: Single

ZELAND (?)	MP Cost: 3
Lightning damage	Element: Lightning
Spell Effect: 34/0	Target: Single

ZEMI (?)	MP Cost: 2

Dark damage	Element: Dark
Spell Effect: 48/1	Target: Multiple

ZERO (?)	MP Cost: 7
Magic defense Minus	Element: -
Spell Effect: 70/0	Target: Single-Only Enemy

ZEUS (?)	MP Cost: 11
Lightning damage	Element: Lightning
Spell Effect: 37/0	Target: Single

ZO (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 1/0	Target: Single

ZOMBIE (?)	MP Cost: 3
Dark damage	Element: Dark
Spell Effect: 50/0	Target: Single

ZONE (?)	MP Cost: 8
Dark damage	Element: Dark
Spell Effect: 52/0	Target: Single

ZU (?)	MP Cost: 1
Void damage	Element: -
Spell Effect: 80/0	Target: Single

ZUDONB (?)	MP Cost: 2
Void damage	Element: -
Spell Effect: 88/0	Target: Single

Credits:

Squaresoft - For an excellent game
 Gideon Zhi of Aeon Genesis - For the translation
 CJayC - For updating GameFaqs

Update History:

10.03.04 - Added all of the mantras ripped from the ROM
 09.21.04 - Initial Release