

Final Fantasy II Magic Guide

by Deathlike2

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This walkthrough was originally written for Final Fantasy II on the SNES, but the walkthrough is still applicable to the PSX version of the game.

Deathlike2's FF4 Spell Info

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Introduction

When I saw FF2 (SNES) for the first time, I was in love with the game. I love all the various incarnations of this game, and it's great seeing the little differences between the versions. I wrote this FAQ because there are many details lacking in the current spell guides for this game put up. I commend BSiron's original FF2 (SNES) Algo FAQ for getting the basic info out there. It lacks a few details, which my document will cover. I will also try to dispel stupid rumors that people have regarding this game as well.

This document will cover the following versions/ports that will be referenced in the guide:

FF2 - Final Fantasy 2 (SNES), both revisions 1.0 and 1.1
FF4 - Final Fantasy 4 (Super Famicom, - Japanese)
FF4ET - Final Fantasy 4 Easytype (Super Famicom, - Japanese)*
FF4A - Final Fantasy 4 Advance, US and Euro versions
(matches up with Jap 1.0 and 1.1 revisions respectively)

*Note: This game is NOT FF2 in Japanese.

When I make reference to the SNES ports, I mean FF2, FF4, and FF4ET unless a specific version is mentioned.

This info has not been tested or verified with the following versions/ports:

FF4PS - Final Fantasy 4 PSX port (from the FF Anthologies Collection)
FF4WS - Final Fantasy 4 Wonderswan port
FF4DS - Final Fantasy 4 DS port

So, not to keep you waiting too much, onto the spells!

There spells will be listed in the following format:

Name: This is self-explanatory.

Casting Time: A delay is inserted before the spell is cast. Higher values imply a longer delay. Increasing Agility helps to reduce the impact of the delay. There is no delay for monsters casting a spell.

MP Cost: This is self explanatory. Monsters require and consume 0 MP to cast a spell, which implies that MP is irrelevant for them.

Status Effect: A status effect may be inflicted as part of the spell.

Elemental: When a spell is based on an elemental, the target's weakness, resistance, or immunity can change the damage dealt. It is also possible that

the target can absorb the elemental magic attack.

Spell Power: For attack spells, this is generally applied against Magic Defense of the target to compute the damage taken/dealt. The internal value for most spells is Spell Power/4. The internal value for summons is Spell Power/8.

Targeting: There are 8 different possibilities of targeting. Any spell that always targets all opponents or all allies will avoid split damage.

Monsters casting spells tend to ignore spell targeting data and use their battle script targeting data instead.

Hit Rate: The success of the spell is determined by this value.

Boss Bit: If set, this spell will always fail on monsters with the boss bit set.

Solo Multiplier: If set, this spell will always have a spell multiplier of 1 and the target will have at most a magic defense multiplier of 1.

Ignore Reflect: If true, this spell will ignore Reflect status on the target.

Notes: Any other relevant info will be provided here.

Spells (in the order they are listed internally)

Hold

Casting Time: 1

MP Cost: 5

Status Effect: Paralyze

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 85

Boss Bit: Yes

Solo Multiplier: Yes

Ignore Reflect: No

Notes: This spell's success appears to be level driven as well. This spell will automatically fail if paralysis or other statuses that have a greater priority are inflicted. High Will Power or monster Spell Power will reduce the duration of the status.

Mute/Silence

Casting Time: 2

MP Cost: 6

Status Effect: Silence

Elemental: n/a

Spell Power: n/a

Targeting: one/all targets, default one enemy

Hit Rate: 90

Boss Bit: Yes

Solo Multiplier: Yes

Ignore Reflect: No

Notes: Silence status disables every non-monster spell magic sets, which include White, Black, Twin, Ninja/Ninjutsu, Call/Summon.

Charm/Confuse

Casting Time: 1

MP Cost: 10

Status Effect: Charm

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 75

Boss Bit: Yes

Solo Multiplier: Yes

Ignore Reflect: No

Notes: Monsters affected by Charm status will run their "Charm" scripts, which do not guarantee them hurting themselves. Characters affected by Charm status will either attack or cast a random White or Black magic spell, assuming the character has that option. FF4A appears to prevent the casting of Meteor and Holy by your characters intentionally.

Blink

Casting Time: 0

MP Cost: 8

Status Effect: Image (2)

Elemental: n/a

Spell Power: n/a

Targeting: one target, default ally

Hit Rate: 50

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: The target is able to evade two physical attacks with this status.

Armor/Protect

Casting Time: 0

MP Cost: 9

Status Effect: n/a

Elemental: n/a

Spell Power: +5 Defense

Targeting: one/all targets, default one ally

Hit Rate: 66

Boss Bit: No

Solo Multiplier: Yes

Ignore Reflect: No

Notes: When successful, this spell increases the afflicted target's defense by 5, to a max of 255. The SNES version of the game visually displays spell failure when defense is maxed. Failure of this spell can be frequent due to low Will Power/Spirit of the caster. Multitargeting does not reduce the power of the spell. Although this spell is "dummied out" of FF2, it is cast by the Mind monster vs physical attacks. This is also a spell not normally castable in FF4ET, but can be cast as a weapon-item via the Defender and Murasame. The spell is also cast by Endure/Gird, which follows the same rules as the spell, except that in FF4A, the enemy does not benefit when the spell is reflected. The Protect bonus is not applied in the Zeromus battle, even though the animation shows success and Zeromus never makes a physical attack.

Shell

Casting Time: 0

MP Cost: 10

Status Effect: n/a

Elemental: n/a

Spell Power: +3 Magic Defense

Targeting: one/all targets, default one ally

Hit Rate: 66

Boss Bit: No

Solo Multiplier: Yes

Ignore Reflect: No

Notes: When successful, this spell increases the afflicted target's magic defense by 3, to a max of 255. The SNES version of the game visually displays spell failure when magic defense is maxed. Failure of this spell can be frequent due to Will Power/Spirit of the caster. Multitargeting does not reduce the power of the spell. Although this spell is "dummied out" of FF2, it is cast by the Mind monster vs Holy elemental magic. This is also a spell not normally castable in FF4ET, but can be cast as a weapon-item via the Elven Bow. The Shell bonus is not applied in the Zeromus battle, even though the animation shows success.

Slow

Casting Time: 1

MP Cost: 14

Status Effect: n/a

Elemental: n/a

Spell Power: +8 Speed Modifier

Targeting: one/all targets, default one enemy

Hit Rate: 70

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: The default speed modifier is 16 for all targets.

Slow increases this modifier by 8 points. The highest this modifier can be is at 32. At 32, the target's ATB is twice as slow. This spell slows down every timer, except for Count/Doom.

Fast/Haste

Casting Time: 1

MP Cost: 25

Status Effect: n/a

Elemental: n/a

Spell Power: -3 Speed Modifier

Targeting: one target, default ally

Hit Rate: 50

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: The default speed modifier is 16 for all targets.

Haste decreases this modifier by 3 points. The lowest this modifier can be is at 12. At 12, the target's ATB seems to increase by 25%. This spell quickens every timer, except for Count/Doom. Monsters targeting characters with this spell is treated negatively and is blocked by magic defense.

Bersk/Berserk

Casting Time: 1

MP Cost: 18

Status Effect: Berserk

Elemental: n/a

Spell Power: n/a

Targeting: one target, default ally

Hit Rate: 50

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: No

Notes: This can be used to increase the target's attack power base by 50% for the duration of the status. It will also cause the target uncontrollably make physical attacks to random enemy targets.

Wall/Reflect

Casting Time: 0

MP Cost: 30

Status Effect: Wall/Reflect

Elemental: n/a

Spell Power: n/a

Targeting: one target, default ally

Hit Rate: 75

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: In the SNES version, reflecting a spell causes the monster's magic counter script to be avoided. For instance, a Behemoth doesn't react to Holy when it is reflected. Also, certain spell palettes are modified when reflected in the SNES version. In FF4A, the Wicked Mask's Reflect always succeeds unlike the SNES version. For magic in general, all spells that are cast towards the enemy and is considered a negative attack and magic evasion is tested against. You will find that the EvilMask's Reflect can fail to be applied in the SNES versions, hence the change made in FF4A.

White/Holy

Casting Time: 3 (2 in FF4ET)

MP Cost: 46

Status Effect: HP Leak (if the target is weak vs the elemental)

Elemental: Holy

Spell Power: 340

Targeting: one target, default enemy

Hit Rate: 99

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: HP Leak is inflicted if and only if the enemy is weak vs Holy. Sounds and graphics are executed regardless of the success of the spell.

Dispel

Casting Time: 1

MP Cost: 12

Status Effect: removes Berserk, Stop (only when Count/Doom is inflicted), HP Leak, Wall/Reflect, Barrier, Image (2), Image (1)

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 70

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: No

Notes: In the SNES version, this spell cannot remove Stop status, but ends its timer for characters, which freezes them indefinitely until Stop status is reapplied. This spell is dummied out of FF2 for some unknown reason. This is also a spell not normally castable in FF4ET, but can be cast as a weapon-item via the Lunar/Energy Staff.

Peep/Scan/Libra

Casting Time: 0

MP Cost: 1

Status Effect: n/a
Elemental: n/a
Spell Power: n/a
Targeting: one target, default enemy
Hit Rate: 99
Boss Bit: Yes
Solo Multiplier: No
Ignore Reflect: Yes
Notes: This spell displays current and MaxHP. It also informs you of elemental weaknesses, which include Fire, Ice, Lightning, Air, Holy, and Darkness. Air elemental consists mostly of most Spears, Arrows, Boomerangs, but not the Dwarf Axe. Darkness elemental is part of the Dark Knight's weapons (but not Dark Wave).

Cure1/Cure

Casting Time: 1 (0 in FF4ET)
MP Cost: 3
Status Effect: n/a
Elemental: n/a
Spell Power: 16
Targeting: one/all targets, default ally
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: No
Notes: Undead targets take damage from this spell. This spell has the best MP cost to HP healing ratio outside of battle.

Cure2/Cura

Casting Time: 1
MP Cost: 9
Status Effect: n/a
Elemental: n/a
Spell Power: 48
Targeting: one/all targets, default ally
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: No
Notes: Undead targets take damage from this spell.

Cura3/Curaga

Casting Time: 1
MP Cost: 18
Status Effect: n/a
Elemental: n/a
Spell Power: 144
Targeting: one/all targets, default ally
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: No
Notes: Undead targets take damage from this spell.

Cure4/Curaja

Casting Time: 0

MP Cost: 40

Status Effect: n/a

Elemental: n/a

Spell Power: 288

Targeting: one/all targets, default ally

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: Undead targets take damage from this spell. Single targeted healing will heal up to 9999 in the GBA version. Up to 16384 is healed in the SNES version, and any value greater than that will heal MP instead (most notable in FF2's Asura battle).

Heal/Esuna

Casting Time: 2

MP Cost: 20

Status Effect: removes Stone, Frog/Toad, Mini, Piggy, Silence, Blind, Poison, Curse, Paralyze, Sleep, Charm, Gradual Petrification, Berserk (FF4A only)

Elemental: n/a

Spell Power: n/a

Targeting: one target, default ally

Hit Rate: 80

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: Berserk removal is only FF4A specific. The original spell to remove that was Dispel. This spell can be cast outside of battle while under Frog/Toad and Piggy statuses.

Lifel/Life

Casting Time: 0

MP Cost: 8

Status Effect: removes Death status

Elemental: n/a

Spell Power: n/a

Targeting: one target, default ally

Hit Rate: 75

Boss Bit: Yes

Solo Multiplier: Yes

Ignore Reflect: No

Notes: This spell revives a target with $HP = Vitality (Stamina) * 5$.

It is possible for this spell to fail in battle with Tellah. There is peculiar behavior when the Vitality/Stamina stat is 0. In the SNES version, reviving the character outside of battle will produce a OHP "living" character, until battle starts and the characters reverts to death status. This character cannot be revived in battle. In the GBA version, reviving the character outside of battle will also produce a OHP living character. If revived in battle, the character will have 1HP. A OHP character will still function normally until damage is taken. This can be used in the SNES versions to get an extra kill on a monster for experience/item harvesting. Since monsters don't have a Vitality stat, they are "revived" with 0 HP, which results in another kill. This bug cannot be exposed vs bosses or Death resistant monsters.

Life2/Full-Life

Casting Time: 2

MP Cost: 52

Status Effect: removes Death status

Elemental: n/a

Spell Power: n/a

Targeting: one target, default ally

Hit Rate: 80

Boss Bit: Yes

Solo Multiplier: Yes

Ignore Reflect: No

Notes: This spell revives a target to full HP.

It is possible for this spell to fail in battle with Tellah. This can be used in the SNES versions to revive monsters for experience/item harvesting. This bug cannot be exposed vs bosses or Death resistant monsters.

Size/Mini

Casting Time: 4

MP Cost: 6

Status Effect: Mini

Elemental: n/a

Spell Power: n/a

Targeting: one/all targets, default one enemy

Hit Rate: 50

Boss Bit: Yes

Solo Multiplier: Yes

Ignore Reflect: No

Notes: Mini status decreases the defense and evasion of a target to 0 and doubles physical damage taken. It disables a number of commands. Monster spells are disabled in FF4A.

Exit/Teleport

Casting Time: 0

MP Cost: 10

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This spell allow exiting a battle that you are allowed to run away from without penalty. If allowed by location, it teleports the group to the entrance of the level. If cast while on a damage tile and the characters are not floating, up to 2100HP will be lost in the SNES version.

Sight

Casting Time: 0

MP Cost: 2

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: This spell creates a birds eye view in the SNES version. In the GBA version, this spell opens a special minimap. In the SNES version, the spell

has a funky graphics effect when reflected.

Float

Casting Time: 1

MP Cost: 8

Status Effect: Float

Elemental: n/a

Spell Power: n/a

Targeting: all allies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: In battle, this status will allow targets to avoid Quake.

Outside of battle, it will prevent damage tiles from hurting every character.

This status disables Yang's Kick command in the SNES version. This status is not retained in the SNES versions when it is loaded from a save.

Toad

Casting Time: 3 (2 in FF4ET)

MP Cost: 7

Status Effect: Toad

Elemental: n/a

Spell Power: n/a

Targeting: one/all targets, default one enemy

Hit Rate: 50

Boss Bit: Yes

Solo Multiplier: Yes

Ignore Reflect: No

Notes: This status reduces all evasion, defense, and magic evasion to 0.

Spells other than Toad are disabled. Most commands are disabled. Toad status allows Edward to Sing Frog Song.

Piggy

Casting Time: 6 (1 in FF4ET)

MP Cost: 1

Status Effect: Piggy

Elemental: n/a

Spell Power: n/a

Targeting: one/all targets, default one enemy

Hit Rate: 10 (40 in FF4ET)

Boss Bit: Yes

Solo Multiplier: Yes

Ignore Reflect: No

Notes: This status disables commands and spells other than Piggy.

Warp/Degen/Dejon

Casting Time: 0

MP Cost: 4

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: Outside of battle, it warps the character to a previous entrance.

Repeats castings will eventually arrive at the exit. This spell was originally intended to inflict death status on enemies. The Marion/Puppeteer monster casts this spell as part of its Charm script and you could see the originally intended effect via Reflect/Wall.

Venom/Poison

Casting Time: 1

MP Cost: 2

Status Effect: Poison

Elemental: n/a

Spell Power: 0

Targeting: one/all targets, default one enemy

Hit Rate: 90

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: No

Notes: Poison resistance was not fixed until FF4A Euro version. Initial damage will always be 1, and damage from poison in battle will deal 1/8 of the target's maxHP with a minimum damage of 1. A high MaxHP for monsters or high Vitality/Stamina slows down the poison damage timer.

Fire1/Fire

Casting Time: 1 (0 in FF4ET)

MP Cost: 5

Status Effect: n/a

Elemental: Fire

Spell Power: 16

Targeting: one/all targets, default one enemy

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes:

Fire2/Fira

Casting Time: 3 (2 in FF4ET)

MP Cost: 15

Status Effect: n/a

Elemental: Fire

Spell Power: 64

Targeting: one/all targets, default one enemy

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes:

Fire3/Firaga

Casting Time: 4 (3 in FF4ET)

MP Cost: 30

Status Effect: n/a

Elemental: Fire

Spell Power: 256

Targeting: one/all targets, default one enemy

Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: No
Notes:

Ice-1/Blizzard
Casting Time: 1 (0 in FF4ET)
MP Cost: 5
Status Effect: n/a
Elemental: Ice
Spell Power: 16
Targeting: one/all targets, default one enemy
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: No
Notes:

Ice-2/Blizzara
Casting Time: 3 (2 in FF4ET)
MP Cost: 15
Status Effect: n/a
Elemental: Ice
Spell Power: 64
Targeting: one/all targets, default one enemy
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: No
Notes:

Ice-3/Blizzaga
Casting Time: 4 (3 in FF4ET)
MP Cost: 30
Status Effect: n/a
Elemental: Ice
Spell Power: 256
Targeting: one/all targets, default one enemy
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: No
Notes:

Lit-1/Bolt/Thunder
Casting Time: 1 (0 in FF4ET)
MP Cost: 5
Status Effect: n/a
Elemental: Lightning
Spell Power: 16
Targeting: one/all targets, default one enemy
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: No

Notes:

Lit-2/Bolt2/Thundara

Casting Time: 3 (2 in FF4ET)

MP Cost: 15

Status Effect: n/a

Elemental: Lightning

Spell Power: 64

Targeting: one/all targets, default one enemy

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes:

Lit-3/Bolt3/Thundaga

Casting Time: 4 (3 in FF4ET)

MP Cost: 30

Status Effect: n/a

Elemental: Lightning

Spell Power: 256

Targeting: one/all targets, default one enemy

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes:

Virus/Bio

Casting Time: 0

MP Cost: 20

Status Effect: HP Leak

Elemental: n/a

Spell Power: 128

Targeting: one/all targets, default one enemy

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: HP Leak does an additional 60 points of damage over time (assuming no Haste/Slow involvement).

Weak/Tornado

Casting Time: 2 (1 in FF4ET)

MP Cost: 25

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 75

Boss Bit: Yes

Solo Multiplier: Yes

Ignore Reflect: No

Notes: Even if the spell succeeds via hit rate, it can fail if the randomly selected number between 1 and 9 is greater than the current HP of the target, This could happen against the Imp/Goblin. This spell can be multitargeted via

Tellah's Recall/Remember command, due to command targeting having priority.

Quake

Casting Time: 2

MP Cost: 30

Status Effect: n/a

Elemental: n/a

Spell Power: 200

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This spell hits all target that are not floating or are not weak vs wind elemental attacks (arrows, boomerangs, most spears).

Sleep

Casting Time: 3 (2 in FF4ET)

MP Cost: 12

Status Effect: Sleep

Elemental: n/a

Spell Power: n/a

Targeting: one/all targets, default one enemy

Hit Rate: 50

Boss Bit: Yes

Solo Multiplier: Yes

Ignore Reflect: No

Notes: This spell is level driven. High Will Power/Spirit or monster Magic Power will reduce the duration of this status. When multitargeting, not all enemies may be put to sleep even if they are not resistant.

Stone/Break

Casting Time: 2 (1 in FF4ET)

MP Cost: 15

Status Effect: Stone

Elemental: n/a

Spell Power: n/a

Targeting: one/all targets, default one enemy

Hit Rate: 30 (40 in FF4ET)

Boss Bit: Yes

Solo Multiplier: Yes

Ignore Reflect: No

Notes: Monsters successfully hit by this spell immediately die instead.

Fatal/Death

Casting Time: 5 (2 in FF4ET)

MP Cost: 35

Status Effect: Death

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 60

Boss Bit: Yes

Solo Multiplier: Yes

Ignore Reflect: No

Notes: The palette of this spell turns bloody red when reflected in the SNES

version. This spell can be multitargeted via Tellah's Recall/Remember command due to command targeting.

Stop

Casting Time: 2 (1 in FF4ET)

MP Cost: 15

Status Effect: Stop

Elemental: n/a

Spell Power: timer = 10

Targeting: one target, default enemy

Hit Rate: 80

Boss Bit: Yes

Solo Multiplier: Yes

Ignore Reflect: No

Notes: The palette of this spell turns green when reflected. A timer of 10 is started for this status. All timers are stopped for the duration of this status. Casting Stop on a target that already has the Stop status will reset the timer to 10. The target's queued command is automatically removed when this status is inflicted.

Drain

Casting Time: 3 (2 in FF4ET)

MP Cost: 18

Status Effect: n/a

Elemental: Drain

Spell Power: 20 (80 in FF4ET)

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: FF4ET has this spell beefed up dramatically. Draining undead will invert damage and healing. Drain ignores the elemental property of the spell in its algo. This spell will do no damage if it targets the caster. The GBA version will not play the animation and sound effects.

Psych/Osmose

Casting Time: 5 (1 in FF4ET)

MP Cost: 0

Status Effect: n/a

Elemental: Drain

Spell Power: 16 (20 in FF4ET)

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: Draining undead will invert MP loss and healing. Psych/Osmose ignores the elemental property of the spell in its algo. The spell will do no damage if it targets the caster. The GBA version will not play the animation and sound effects.

Meteo/Meteor

Casting Time: 10 (5 in FF4ET)

MP Cost: 99

Status Effect: n/a

Elemental: Holy

Spell Power: 800

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: Tellah has enough base Wisdom/Intelligence (16) to do 9999 damage to an extra weak Holy elemental Golbez version (4x). 12 Wisdom would have been required. It requires 48 Wisdom to do 9999 damage consistently vs enemies with 0 magic defense. It requires 72 Wisdom to do 9999 damage consistently vs enemies with 254 magic defense.

Nuke/Flare

Casting Time: 0

MP Cost: 50

Status Effect: n/a

Elemental: n/a

Spell Power: 400

Targeting: on enemy

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes:

Imp/Goblin

Casting Time: 0

MP Cost: 1

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: n/a

Boss Bit: n/a

Solo Multiplier: n/a

Ignore Reflect: Yes

Notes: This is the spell you select in the Summon/Call screen.

Casting time is adhered to. MP cost is used for menu selection/highlighting, not MP consumption. Every other aspect of the spell is dealt elsewhere.

Bomb

Casting Time: 0

MP Cost: 10

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: n/a

Boss Bit: n/a

Solo Multiplier: n/a

Ignore Reflect: Yes

Notes: This is the spell you select in the Summon/Call screen.

Casting time is adhered to. MP cost is used for menu selection/highlighting, not MP consumption. Every other aspect of the spell is dealt elsewhere.

Cockatrice

Casting Time: 2 (1 in FF4ET, even though it's not normally accessible)

MP Cost: 15

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: n/a

Boss Bit: n/a

Solo Multiplier: n/a

Ignore Reflect: Yes

Notes: This is the spell you select in the Summon/Call screen.

Casting time is adhered to. MP cost is used for menu selection/highlighting, not MP consumption. Every other aspect of the spell is dealt elsewhere.

Mage/Mind Flayer

Casting Time: 0

MP Cost: 18

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: n/a

Boss Bit: n/a

Solo Multiplier: n/a

Ignore Reflect: Yes

Notes: This is the spell you select in the Summon/Call screen.

Casting time is adhered to. MP cost is used for menu selection/highlighting, not MP consumption. Every other aspect of the spell is dealt elsewhere.

Chocb/Chocobo

Casting Time: 3 (2 in FF4ET)

MP Cost: 7

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: n/a

Boss Bit: n/a

Solo Multiplier: n/a

Ignore Reflect: Yes

Notes: This is the spell you select in the Summon/Call screen.

Casting time is adhered to. MP cost is used for menu selection/highlighting, not MP consumption. Every other aspect of the spell is dealt elsewhere.

Shiva

Casting Time: 4 (3 in FF4ET)

MP Cost: 30

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: all enemies

Hit Rate: n/a

Boss Bit: n/a

Solo Multiplier: n/a

Ignore Reflect: Yes

Notes: This is the spell you select in the Summon/Call screen.

Casting time is adhered to. MP cost is used for menu selection/highlighting, not MP consumption. Every other aspect of the spell is dealt elsewhere.

Indra/Ramuh

Casting Time: 4 (3 in FF4ET)

MP Cost: 30

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: all enemies

Hit Rate: n/a

Boss Bit: n/a

Solo Multiplier: n/a

Ignore Reflect: Yes

Notes: This is the spell you select in the Summon/Call screen.

Casting time is adhered to. MP cost is used for menu selection/highlighting, not MP consumption. Every other aspect of the spell is dealt elsewhere.

Jinn/Ifrit

Casting Time: 4 (3 in FF4ET)

MP Cost: 30

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: all enemies

Hit Rate: n/a

Boss Bit: n/a

Solo Multiplier: n/a

Ignore Reflect: Yes

Notes: This is the spell you select in the Summon/Call screen.

Casting time is adhered to. MP cost is used for menu selection/highlighting, not MP consumption. Every other aspect of the spell is dealt elsewhere.

Titan

Casting Time: 5 (4 in FF4ET)

MP Cost: 40

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: all enemies

Hit Rate: n/a

Boss Bit: n/a

Solo Multiplier: n/a

Ignore Reflect: Yes

Notes: This is the spell you select in the Summon/Call screen.

Casting time is adhered to. MP cost is used for menu selection/highlighting, not MP consumption. Every other aspect of the spell is dealt elsewhere.

Mist/Dragon

Casting Time: 3 (2 in FF4ET)

MP Cost: 20

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: all enemies

Hit Rate: n/a

Boss Bit: n/a

Solo Multiplier: n/a

Ignore Reflect: Yes

Notes: This is the spell you select in the Summon/Call screen.

Casting time is adhered to. MP cost is used for menu selection/highlighting, not MP consumption. Every other aspect of the spell is dealt elsewhere.

Sylph

Casting Time: 1 (0 in FF4ET)

MP Cost: 25

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: n/a

Boss Bit: n/a

Solo Multiplier: n/a

Ignore Reflect: Yes

Notes: This is the spell you select in the Summon/Call screen.

Casting time is adhered to. MP cost is used for menu selection/highlighting, not MP consumption. Every other aspect of the spell is dealt elsewhere.

Odin

Casting Time: 2 (1 in FF4ET)

MP Cost: 45

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: all enemies

Hit Rate: n/a

Boss Bit: n/a

Solo Multiplier: n/a

Ignore Reflect: Yes

Notes: This is the spell you select in the Summon/Call screen.

Casting time is adhered to. MP cost is used for menu selection/highlighting, not MP consumption. Every other aspect of the spell is dealt elsewhere.

Levia/Leviathan

Casting Time: 3 (2 in FF4ET)

MP Cost: 50

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: all enemies

Hit Rate: n/a

Boss Bit: n/a

Solo Multiplier: n/a

Ignore Reflect: Yes

Notes: This is the spell you select in the Summon/Call screen.

Casting time is adhered to. MP cost is used for menu selection/highlighting, not MP consumption. Every other aspect of the spell is dealt elsewhere.

Asura/Ashura

Casting Time: 1

MP Cost: 50

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: all enemies

Hit Rate: n/a

Boss Bit: n/a

Solo Multiplier: n/a

Ignore Reflect: Yes

Notes: This is the spell you select in the Summon/Call screen.

Casting time is adhered to. MP cost is used for menu selection/highlighting, not MP consumption. Every other aspect of the spell is dealt elsewhere.

Baham/Bahamut

Casting Time: 3 (2 in FF4ET)

MP Cost: 60

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: all enemies

Hit Rate: n/a

Boss Bit: n/a

Solo Multiplier: n/a

Ignore Reflect: Yes

Notes: This is the spell you select in the Summon/Call screen.

Casting time is adhered to. MP cost is used for menu selection/highlighting, not MP consumption. Every other aspect of the spell is dealt elsewhere.

Comet

Casting Time: 0

MP Cost: 20

Status Effect: n/a

Elemental: n/a

Spell Power: 80

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: The twins use this spell infrequently. MP is consumed by both twins because of the Twin command, not the spell itself. This is cast 64/256 of the time via the Twin command. The ratio is unknown for FF4A's Twin Stars equipment.

Flare (Twin Spell)/Pyro

Casting Time: 0

MP Cost: 10

Status Effect: n/a

Elemental: n/a

Spell Power: 120

Targeting: one target, default enemy (all enemies in FF4A)

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: The twins use this spell frequently unless they are equipped with FF4A's Twin Stars. MP is consumed by both twins because of the Twin command, not the spell itself. Also, the Twin command's targeting overrides the spell's default targeting. This is cast 191/256 of the time via the Twin command. The

ratio is unknown for FF4A's Twin Stars equipment.

Flame (Ninja Spell)/Katon

Casting Time: 2 (1 in FF4ET)

MP Cost: 15

Status Effect: n/a

Elemental: Fire

Spell Power: 80

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes:

Flood (Ninja Spell)/Suiton

Casting Time: 2 (1 in FF4ET)

MP Cost: 20

Status Effect: n/a

Elemental: Ice

Spell Power: 120

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes:

Blitz (Ninja Spell)/Raijin

Casting Time: 2 (1 in FF4ET)

MP Cost: 25

Status Effect: n/a

Elemental: Lightning

Spell Power: 160

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes:

Smoke

Casting Time: 0

MP Cost: 10

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: all allies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is a battle escaping magic.

Pin/Needle

Casting Time: 0

MP Cost: 5

Status Effect: Paralyze

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 75

Boss Bit: Yes

Solo Multiplier: Yes

Ignore Reflect: No

Notes: This is the same as Hold, except powered by Wisdom/Intelligence.

Image

Casting Time: 0

MP Cost: 6

Status Effect: Image (2)

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 99

Boss Bit: No

Solo Multiplier: Yes

Ignore Reflect: Yes

Notes: It's simply a self-induced Blink.

Magic Arrow

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: 28

Targeting: one target, default enemy

Hit Rate: 90

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: This is the spell attached to the Rod. You will find the reflecting this spell to be amusing. Since this is cast by a weapon, spell hit rate is ignored, like all weapon-item spells.

Heal (Cure/Healing Staff version)

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: 12

Targeting: all allies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: This is the spell attached to the Cure/Healing Staff.

Basuna

Casting Time: 0

MP Cost: 0

Status Effect: remove Berserk, Charm, Sleep, Paralyze

Elemental: n/a

Spell Power: n/a

Targeting: one target, default ally

Hit Rate: 75

Boss Bit: No

Solo Multiplier: Yes

Ignore Reflect: No

Notes: This is the spell attached to the Silver/Mythril Staff and is effectively the same as the Unicorn Horn, except single target.

Poisona

Casting Time: 0

MP Cost: 0

Status Effect: remove Poison

Elemental: n/a

Spell Power: n/a

Targeting: one target, default ally

Hit Rate: 75

Boss Bit: No

Solo Multiplier: Yes

Ignore Reflect: No

Notes: This is the spell attached to the Staff.

Dancing Dagger

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: 40

Targeting: one target, default enemy

Hit Rate: 90

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is the spell attached to the Dancing Dagger.

Imp/Goblin Punch

Casting Time: 0

MP Cost: 1

Status Effect: n/a

Elemental: n/a

Spell Power: 8

Targeting: one enemy (single target summons use this exclusively)

Hit Rate: 50

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: For some reason, the summon damage algorithm seems to set the hit rate of this spell to at least 100 somewhere.

Bomb/Self-Destruct

Casting Time: 0

MP Cost: 15

Status Effect: n/a

Elemental: n/a

Spell Power: 1 (Current HP Modifier)

Targeting: one enemy

Hit Rate: 100

Boss Bit: No

Solo Multiplier: Yes

Ignore Reflect: Yes

Notes: The Solo Multiplier is involved since the damage is not based off the Spell Multiplier.

Stone Beak/Petrifying Beak

Casting Time: 0

MP Cost: 15

Status Effect: Stone

Elemental: n/a

Spell Power: 0

Targeting: one enemy

Hit Rate: 50

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: If the monster is not a boss, the monster will take 1 damage, regardless of Stone resistance. It is possible for this spell to set death and stone status on a target. This spell is dummied out of FF2 and FF4ET.

Mage/Mind Blast

Casting Time: 0

MP Cost: 18

Status Effect: Paralyze

Elemental: n/a

Spell Power: 96

Targeting: one enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is the only other stun type spell (other than Stop) that can be reapplied to reset its timer. FF2 and FF4ET use a binding ring graphic (for paralysis) instead of a similar graphic that Protect/Shell/Blink/Image uses.

Chocobo/Chocobo Kick

Casting Time: 0

MP Cost: 7

Status Effect: n/a

Elemental: n/a

Spell Power: 40

Targeting: one enemy

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes:

Shiva/Snowstorm/Diamond Dust

Casting Time: 0

MP Cost: 30

Status Effect: n/a
Elemental: Ice
Spell Power: 80
Targeting: all enemies
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes:

Indra/Judgement Bolt
Casting Time: 0
MP Cost: 30
Status Effect: n/a
Elemental: Lightning
Spell Power: 80
Targeting: all enemies
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes:

Jinn/Hellfire
Casting Time: 0
MP Cost: 30
Status Effect: n/a
Elemental: Fire
Spell Power: 80
Targeting: all enemies
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes:

Titan/Rage of the Earth/Gaia's Wrath
Casting Time: 0
MP Cost: 40
Status Effect: n/a
Elemental: n/a
Spell Power: 160
Targeting: all enemies
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes: This is just weaker Quake with a summon driving the spell.

Mist/Mist Breath
Casting Time: 0
MP Cost: 20
Status Effect: n/a
Elemental: n/a
Spell Power: 1 (Current HP Modifier)
Targeting: all enemies

Hit Rate: 100
Boss Bit: No
Solo Multiplier: Yes
Ignore Reflect: Yes
Notes: The Solo Multiplier is used because the Spell Multiplier is not a factor. If the Mist Ring is equipped in FF4A, Image (1) is inflicted.

Sylph/Wind's Whisper/Whisperwind

Casting Time: 0
MP Cost: 15
Status Effect: n/a
Elemental: n/a
Spell Power: 120
Targeting: one enemy
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes: The damage dealt will be converted into healing, split between all characters on the field, minus those Hiding, Jumping, dead, or petrified. This spell consumes 0 MP in the SNES versions. It is a bug because it is probably considered a monster spell, which has a 0 MP consumption property.

Odin/Zantetsuken

Casting Time: 0
MP Cost: 45
Status Effect: n/a
Elemental: n/a
Spell Power: n/a
Targeting: all enemies
Hit Rate: 0
Boss Bit: Yes
Solo Multiplier: No
Ignore Reflect: Yes
Notes: This is a spell driven primarily by the caster's Wisdom. The spell's hit rate is derived by $\text{Wisdom}/2$, so the highest hit rate possible is 49%. If you move Rydia into Slot 1 (middle slot), it should increase her chance to 61%. This spell will automatically fail if any target has the boss bit. When this spell succeeds, a sliced effect is used as the death animation.

Leviathan/Tsunami

Casting Time: 0
MP Cost: 50
Status Effect: n/a
Elemental: n/a
Spell Power: 280
Targeting: all enemies
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes: FF2 spells the attack Leviatan because of space limitations.

Asura/Ashura (human face)

Casting Time: 0
MP Cost: 50

Status Effect: n/a
Elemental: n/a
Spell Power: 160
Targeting: all allies
Hit Rate: 100

Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes

Notes: This spell heals better than Cure4/Curaja when multitargeting. FF2 and FF4ET use the Cure2/Cura graphic whereas FF4 and FF4A use the Cure3/Curaga graphic.

Asura/Ashura (yellow angry face)

Casting Time: 0

MP Cost: 50

Status Effect: n/a

Elemental: n/a

Spell Power: +5 Defense (240 base spell power for FF2)

Targeting: all allies

Hit Rate: 66 (100 for FF2)

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is Protect, like when you fought Asura in the boss battle. FF4ET uses the Cure3/Curaja graphic instead. FF2 uses the Cure3/Curaja graphic and does overpowered healing (9000 max for all targets in the best case scenario).

Asura/Ashura (purple happy face)

Casting Time: 0

MP Cost: 50

Status Effect: remove Death

Elemental: n/a

Spell Power: n/a

Targeting: all allies

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: Yes

Ignore Reflect: Yes

Notes: This is a multitargeted Life spell.

Bahamut/Mega Flare

Casting Time: 0

MP Cost: 60

Status Effect: n/a

Elemental: n/a

Spell Power: 480

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: For 20% for MP over Flare, you get 20% more damage spread to everyone, which makes this spell the most damage efficient over high magic defense targets (if you omit Meteor).

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: Holy

Spell Power: 800

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is only used by FuSoYa and Golbez initially in the SNES versions of this game, which is executed by a "Twin" command.

Monster 15

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: 0

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is a blank spell slot separator. All spells above here are affected by Mute/Silence and Blind/Darkness.

Monster 16

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: 0

Targeting: self/no target

Hit Rate: n/a

Boss Bit: n/a

Solo Multiplier: n/a

Ignore Reflect: n/a

Notes: This is also a blank spell slot separator. All spells below here are not affected by Mute/Silence and Blind/Darkness.

Glance/Gaze

Casting Time: 0

MP Cost: 0

Status Effect: Charm, Sleep, Paralyze

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: No

Notes: This attack is made by the Red Eye/Bloody Eye monster. The status affliction is random, with an equal 1/3 chance for Charm, Sleep, or Paralyze.

Bluster/Blaster

Casting Time: 0

MP Cost: 0

Status Effect: Paralyze, Death

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: No

Notes: This attack is made by the Panther/Cait Sith and Black Cat/Coeurl (and Coeurl Regina in FF4A). The status affliction has a 1/2 distribution for Death or Paralysis. There is an annoying behavior in FF4A which causes the effect to be displayed, even though status resistance would normally cause it to fail and produce no graphical effect.

Slap

Casting Time: 0

MP Cost: 0

Status Effect: Paralyze, Curse, Silence

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by the Lilith (and one of the FF4 dev monsters). The status affliction has a 1/3 chance for Paralysis, Silence, or Curse.

Powder/Cold Snap/Poison Powder

Casting Time: 0

MP Cost: 0

Status Effect: Blind

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by monsters of the moth family. SandMoth/Flying Eyes, RockMoth/Hell Flapper, and GloomWing are included here.

Glance/Pupil

Casting Time: 0

MP Cost: 0

Status Effect: Charm

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by the Calbrena/Calcobrena and VampLady/Miss Vamp.

Charm/Lure/Entice

Casting Time: 0

MP Cost: 0

Status Effect: Charm

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by the Lamia and Queen Lamia.

Tongue/Lick

Casting Time: 0

MP Cost: 0

Status Effect: Sleep

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by the Naga.

Curse

Casting Time: 0

MP Cost: 0

Status Effect: Curse

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by the Milon-Z/Scarmaglione "Elements version",
D.Fossil/Dinozombie, SwordMan/Dark Knight, and Warrior/Satanite.

Ray/Fingertip

Casting Time: 0

MP Cost: 0

Status Effect: 1/3 Petrify

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by the Medusa, Gorgon, and both versions of
Valvalis/Barbariccia.

Count/Doom

Casting Time: 0

MP Cost: 0

Status Effect: Count/Doom

Elemental: n/a

Spell Power: timer = 10

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: No

Notes: This attack is used by the Fataleye/Allemagne/Ahriman, Plague, and Zeromus in FF4ET. The Plague overrides targeting and targets every character. This status has a timer set to 10, which can be reset on another casting. This attack is reflectable to kill the enemy.

Beak/Peck

Casting Time: 0

MP Cost: 0

Status Effect: Stone

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: No

Notes: This attack is made by all variations of the Cockatrice family, including the Eagle, Cockatrice, Roc Baby, and Mist Eagle (in FF4A). Treant/Wood Eyes also uses this.

Petrify/Stone Gaze

Casting Time: 0

MP Cost: 0

Status Effect: 1/3 Petrify

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by all variations of the Black Lizard family, including the BlackLiz, Basilisk, IceLiz/Ice Lizard, and Catoblepas (FF4A only).

Blast/Mind Blast (monster version)

Casting Time: 0

MP Cost: 0

Status Effect: Paralyze, HP Leak

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: No

Notes: This attack is made by the Mage/Mind Flayer monster (ironic)

and Breath/Zemus's Breath. Even if the paralysis fails, the HP leak property always succeeds.

Hug/Embrace

Casting Time: 0

MP Cost: 0

Status Effect: Stone

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: No

Notes: This attack is made by the Kary/Moon Goddess/Selene Guardian and Zeromus in FF4ET. Before the target is petrified, it is fully healed like Cure4/Curaja was used. This contrasts to the Cockatrice Summon's attack.

Breath/Bad Breath

Casting Time: 0

MP Cost: 0

Status Effect: Toad, Mini, Piggy, Silence, Darkness, Charm

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: No

Notes: This attack is made by the Molbol/Marlboro, Great Marlboro, and D.Lunar/Lunarsaurus. If you are resistant to one of the statuses, you resist the entire attack. This is true for any multi-status attack. This attack will reapply all the statuses even if one or more of the statuses have been removed.

Whisper

Casting Time: 0

MP Cost: 0

Status Effect: Piggy

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by the Dark Elf (after the harp music is played) and Tricker/Rilmarder/Lil'Murderer (FF4ET only).

Entangle/Wreathe

Casting Time: 0

MP Cost: 0

Status Effect: Paralyze

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by the Gung-Ryu/Gold Dragon, Hydra, Python/Twin Asp/Twin Snake.

Weak (monster version)/Wall (monster version)/Whirl

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by the Ogopogo/Tidarithan in response to Lightning and Zeromus in response to a Holy attack. It works better than the Black Magic version.

Disrupt/Strain/Time Distortion

Casting Time: 0

MP Cost: 0

Status Effect: removes Berserk, Float, Image (2), Image (1), Barrier, Reflect/Wall

Elemental: n/a

Spell Power: n/a

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is made by Zeromus before Cecil uses the Crystal on it to reveal his true form. It is used when he massively shakes. This spell also resets the speed modifier to the default of 16. This is a duplicate of Black Hole using a different visual.

Cold Mist

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: Ice

Spell Power: 8

Targeting: all enemies

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by the Mist Dragon in Mist form as a counter.

Explode (Mombomb version)

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: Fire

Spell Power: 32

Targeting: all enemies

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by the Mombomb before it splits into multiple bombs. This spell is simply an attack, and is not part of the conversion process. It is simply part of an uninterruptible attack sequence used by monster's battle script.

DullSong/Cursed Song/Song of Curse

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: +8 Speed Modifier

Targeting: all enemies

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by Scarmaglione (undead) on Mt. Ordeals in FF4 and FF4A in response to Fire elemental magic. This is simply a multitargeted Slow attack. The message displayed is part of an uninterruptible counter.

Hold Gas/Cursed Aura/Ice Bind

Casting Time: 0

MP Cost: 0

Status Effect: Paralyze

Elemental: n/a

Spell Power: n/a

Targeting: all enemies

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is made by Golbez when you fight him in the Crystal Room of the Dwarves Castle. This is used by him in his scripted sequence. At this point, there is no equipment to resist the attack.

Gas/Sleeping Gas

Casting Time: 0

MP Cost: 0

Status Effect: Sleep

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by Dr. Lugae (the undead-ish Mech) as a counter to taking physical damage.

Poison/Poison Gas

Casting Time: 0

MP Cost: 0

Status Effect: Poison

Elemental: n/a

Spell Power: 8

Targeting: all enemies

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by Dr. Lugae (the undead-ish Mech) as part of his initial battle script.

Maser/Laser/Piercing Laser

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: 10 (Max HP Modifier)

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by the Attacker/Attack Sys/Attack Node from the CPU battle.

Vanish

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is a "monster self suicide" spell used by enemies in scripted sequences such as every battle with Golbez.

Demolish/Blk.Fang/Black Fangs

Casting Time: 0

MP Cost: 0

Status Effect: Death

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is made by the Shadow Dragon monster in the scripted sequence during the underground Golbez battle.

Blk.Hole/Black Hole

Casting Time: 0

MP Cost: 0

Status Effect: removes Berserk, Float, Image (2), Image (1), Barrier, Reflect/Wall

Elemental: n/a

Spell Power: n/a

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by Zeromus and Brachioraidos (in FF4A only). This spell resets the speed modifier to 16. The message that comes with the spell in the Zeromus battle is part of the battle script, not the spell itself.

Dancing

Casting Time: 0

MP Cost: 0

Status Effect: Berserk

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: No

Notes: This attack is made by the Pinkpuff/Flan Princess.

Disrupt (TrapDoor version)/Dimension 9/Ninth Dimension

Casting Time: 0

MP Cost: 0

Status Effect: Death

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: This attack is made by the Trapdoor. It can be reflected to kill the monster.

Storm/Maelstorm

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: all enemies

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by Valvalis/Barbariccia in the Elements version, and Behemoths in response to a Holy magic attack.

Magnet/Electromagnetic Field/Magnetic Radiation

Casting Time: 0

MP Cost: 0

Status Effect: Stop

Elemental: n/a

Spell Power: timer = 50

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: No

Notes: This attack is made by Last Arm and MacGiant/Giant Soldier in a response to a lightning magic attack.

Reaction/Chain Reaction

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is used by a Grenade/Dark Grenade in response to Lightning. The monster explodes and every monster explodes with it, causing all the enemies to die.

Hatch

Casting Time: 0

MP Cost: 0

Status Effect: removes Egg

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: Enemies starting in Egg status do this in reaction to taking any damage. This won't occur if the target dies or is in an uncontrollable state.

Remedy (monster version)/Heal (monster version)/Restore

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: healing = 1/10 of target's Max HP

Targeting: one target, default ally

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This spell is used by Kainazzo/Cagnazzo, D.Lunar/Lunarsaurus, Wyvern/Dark Bahamut, and Defender/DefenseSys/Defense Node.

Absorb/Suction

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: healing = 1/3 of target's Current HP

Targeting: self/no target

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This spell is made by the SwordMan/Black Knight, Warrior/Satanite, VampGirl/Draculady, and ZeromusEG (in FF4A).

Heal (monster version)/Medic/Panacea

Casting Time: 0

MP Cost: 0

Status Effect: remove Stone, Toad, Mini, Piggy, Mute, Darkness, Poison, Curse, Paralyze, Sleep, Charm, Gradual Petrification, Berserk (FF4A only)

Elemental: n/a

Spell Power: n/a

Targeting: all allies

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This spell is used by both forms of Dr. Lugae with altered targeting. This works the same as Heal/Esuna.

Big Bang

Casting Time: 0

MP Cost: 0

Status Effect: HP Leak

Elemental: n/a

Spell Power: 200

Targeting: all enemies

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is used by Zeromus and ZeromusEG (in FF4A).

Vampire/Blood Suck

Casting Time: 0

MP Cost: 0

Status Effect: HP Leak

Elemental: n/a

Spell Power: 24

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by every bat monster in this game and various other monsters.

Digest/Digestive Fluid/Digestive Acid

Casting Time: 0

MP Cost: 0

Status Effect: HP Leak

Elemental: n/a

Spell Power: 60

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes: This attack is made by the Molbol/Marlboro.

Pollen

Casting Time: 0

MP Cost: 0

Status Effect: HP Leak

Elemental: n/a

Spell Power: 12

Targeting: all enemies

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by the plant monsters, including the TrapRose/Blood Flower, and Cannibal/Death Flower.

Crush/Crash Down

Casting Time: 0

MP Cost: 0

Status Effect: Death

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This attack is made by the EvilWall/Demon Wall.

Alert/Alarm

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is used by Alert/Security Eye and Searcher monsters to summon an enemy. Group Slot 2 is reserved and emptied for the lone monster and the monster is "resurrected". Group Slot 3 is usually where the additional monsters accompany the Alert or Searcher. The annoying siren that plays ends when an attack is made.

Call/Summon

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is used by the Marion/Puppeteer, Sorcerer, Conjuror/Summoner, and Mist Summoner. This has the same requirements that Alert/Alarm has for proper operation. The difference is the sound played when the spell is used.

"Dummy" - Cause Other Monster Reaction

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is used to cause other monsters to use a special reaction.

This is by Milon/Scarmaglion (living) on Mt. Ordeals to order his "undead children" to attack. King Eblan uses it to tell Queen Eblan to change her palette (this doesn't change it directly, it is just a trigger for it). The Baron General uses this to order his soldiers to attack. The Generals at the battle of Fabul and Toadlady/Toadwitch/Bog Witch at the Sylph's Cave uses this as well.

Vanish (Zeromus version)

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is used by Zeromus to heal itself to the maximum after taking lots of damage for the first round.

Search/Targeting

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is used by the Trap Door and Last Arm for targeting purposes. Before their next attack, Monsters change their targeting or select a new target, but this spell prevents the aforementioned from occurring. In the SNES version, the targeting is adhered to regardless for the next attack. In FF4A, it is retained only to the Last Arm's next script attack (not its suicide counter).

Fission/Nuclear Explosion

Casting Time: 0

MP Cost: 0

Status Effect: 0

Elemental: n/a

Spell Power: damage = caster's current HP

Targeting: all enemies (one target, default enemy in FF4A)

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This works the same as the Bomb's explode (suicide) attack except it hurts every target equally. Last Arm does this when it gets weak. Targeting may be changed due to Search/Targeting in the SNES version.

Retreat

Casting Time: 0

MP Cost: 0

Status Effect: Death

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: The monsters "disappears", but in actuality kill themselves. However, you get nothing from the monster since you did not kill it.

Heal (Golbez version)/Release

Casting Time: 0

MP Cost: 0

Status Effect: remove Paralyze

Elemental: n/a

Spell Power: n/a

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is used by Golbez as part of a scripted attack to simulate Rydia doing something to remove the paralysis.

Beam

Casting Time: 0

MP Cost: 0
Status Effect: n/a
Elemental: n/a
Spell Power: 10 (Max HP modifier)
Targeting: one target, default enemy
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: No
Notes: Many mechanical monsters (even if they don't have the Mech property) use this attack.

Globe 199/Number 199
Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: n/a
Spell Power: 1020
Targeting: one target, default enemy
Hit Rate: 100
Boss Bit: Yes
Solo Multiplier: No
Ignore Reflect: Yes
Notes: This is used by the CPU and the Brachioraidas (FF4A only). This is one of the few spells that has its spell powered at the maximum.

Fire/Flame (monster versions)
Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: Fire
Spell Power: 5 (Max HP Modifier)
Targeting: all enemies
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes:

Blaze
Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: Ice
Spell Power: 4 (Max HP Modifier)
Targeting: all enemies
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes:

Blitz (monster version)/Lightning Flash
Casting Time: 0
MP Cost: 0
Status Effect: n/a

Elemental: Lightning
Spell Power: 2 (Max HP Modifier)
Targeting: one target, default enemy
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes:

Thunder/Lightning (monster versions)
Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: Lightning
Spell Power: 4 (Max HP Modifier)
Targeting: all enemies
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes:

D.Breath/Dark Breath
Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: Fire
Spell Power: 4 (Max HP Modifier)
Targeting: all enemies
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes: This attack is made by the Dark Elf/Dark Dragon.

Big Wave/Big Tsunami/Tidal Wave
Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: n/a
Spell Power: 4 (Max HP Modifier)
Targeting: all enemies
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes:

Blizzard/Snowstorm/Ice Storm
Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: Ice
Spell Power: 25 (Current HP Modifier)
Targeting: all enemies
Hit Rate: 100

Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes:

Wave/Tsunami
Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: n/a
Spell Power: 25 (Current HP Modifier)
Targeting: all enemies
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes:

Tornado (monster version)/Whirlwind
Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: n/a
Spell Power: 20 (Current HP Modifier)
Targeting: all enemies
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes:

Laser (Dr. Lugae version)
Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: n/a
Spell Power: 5 (Current HP Modifier)
Targeting: one target, default enemy
Hit Rate: 100
Boss Bit: Yes
Solo Multiplier: No
Ignore Reflect: No
Notes: This attack is made by Dr. Lugae (the undead-ish mech form).

Explode (bomb version)/Self-Destruct
Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: n/a
Spell Power: damage = caster's current HP
Targeting: one target, default enemy
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes:

Quake (monster version)/Earthquake

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: 80

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is the weakest variation of Quake.

Emission/Flame Thrower

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: Fire

Spell Power: 20

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: No

Notes:

Heat Ray

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: Fire

Spell Power: 60

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes:

Glare/Flame Dragon/Scorch

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: Fire

Spell Power: 360

Targeting: one target, default enemy

Hit Rate: 100

Boss Bit: Yes

Solo Multiplier: No

Ignore Reflect: Yes

Notes: The Elementals version of Rubicant/Rubicante ignores targeting.

Odin/Zantetsuken (monster version)

Casting Time: 0

MP Cost: 0
Status Effect: n/a
Elemental: n/a
Spell Power: 160
Targeting: all enemies
Hit Rate: 100
Boss Bit: Yes
Solo Multiplier: No
Ignore Reflect: Yes
Notes: This attack is used by Odin when you fight him.

MegaNuke/Mega Flare (monster version)

Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: n/a
Spell Power: 1020
Targeting: all enemies
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: No
Notes: This is the strongest multitargeted spell... weaker than the Bahamut summon.

Needle

Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: n/a
Spell Power: caster's attack power * 2
Targeting: one target, default enemy
Hit Rate: 100
Boss Bit: Yes
Solo Multiplier: No
Ignore Reflect: Yes
Notes: This follows the regular spell damage algo.

Counter/Counter Horn

Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: n/a
Spell Power: caster's attack power * 2
Targeting: one target, default enemy
Hit Rate: 100
Boss Bit: Yes
Solo Multiplier: No
Ignore Reflect: Yes
Notes: This follows the regular spell damage algo. Rydia at level 15 has a chance of evading the Antlion's attack.

"Dummy"/Monster 000 - Set Monster Invincibility

Casting Time: 0
MP Cost: 0
Status Effect: n/a

Elemental: n/a
Spell Power: n/a
Targeting: self/no target
Hit Rate: 100
Boss Bit: No

Solo Multiplier: No
Ignore Reflect: Yes

Notes: This hidden spell increases the invincibility counter. This is used by the Mist Dragon when changing into Mist form and Zeromus when Cecil does battle with it initially. It only works on the monster casting this.

"Dummy"/Monster 000 - Remove Monster Invincibility

Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: n/a
Spell Power: n/a
Targeting: self/no target
Hit Rate: 100
Boss Bit: No

Solo Multiplier: No
Ignore Reflect: Yes

Notes: This hidden spell decreases the invincibility counter. This is used by the Mist Dragon when reverting from Mist form and Zeromus after Cecil uses the Crystal on it. It only works on the monster casting this.

Recover/Regenerate/Re-Form

Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: n/a
Spell Power: n/a
Targeting: self/no target
Hit Rate: 0
Boss Bit: No

Solo Multiplier: No
Ignore Reflect: Yes

Notes: This spell is usually retargeted to revive all boss monsters on the field. All monsters revived by this method will have all statuses removed and full HP. However, MP is not recovered.

Remedy/Reraise/Renew

Casting Time: 0
MP Cost: 0
Status Effect: n/a
Elemental: n/a
Spell Power: n/a
Targeting: self/no target
Hit Rate: 100
Boss Bit: No

Solo Multiplier: No
Ignore Reflect: Yes

Notes: This spell is made by the "cell" monsters to recover all HP lost.

The following spells are for the SNES version (starting at Spell #173/0xAD), but may have been relocated elsewhere in FF4A.

(Unnamed) - Tradeoff/Switch Monster

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This spell is used by monsters to change into a different monster. The monsters that initiate this automatically die and nothing is gained. This is used by the Trap Door, Mombomb, Zeromus (to change forms), Dr. Lugae (in his attempt to rebuild Balnab/Barnabas), Calbrena/Calcobrena, Dark Elf, and the Elemental battle (from Rubicant/Rubicante to Kainazzo/Cagnazzo). The monsters "that are spawned" are actually hidden (like summoned monsters) and are revived by this spell.

(Unnamed) - End Battle

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is used by various monsters to end the battle, such as the battle when Rydia summons Titan who casts this right after Quake (monster version) is used.

(Unnamed) - EvilWall Move

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is used in conjunction with an attack to "show" the EvilWall's movement in the SNES version. No attack is combined in the GBA version because of potential bugs.

(Unnamed) - Summons "Mist Dragon"

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is used by the Shadow Dragon as method of simulating Rydia "in the background" summoning the Mist Dragon to save Cecil.

(Unnamed) - Reveal "Older Rydia"

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is used by Golbez to "unhide" Rydia.

(Unnamed) - Unknown/Unused Audiovisual Effect

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: If I knew, I would let you know.

(Unnamed) - Summons Anna

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is used by the WaterHag in that special sequence to "summon" Anna.

(Unnamed) - Summons Edward and Tellah

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: In FF4A, a different character is shown when Edward is not in his original spot in the Tower of Prayers.

(Unnamed) - Summons Palom and Porom

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: In FF4A, a different character is shown when Palom and/or Porom are not in their original spot in the Tower of Prayers.

(Unnamed) - Summons Cid and Yang

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: In FF4A, a different character is shown when Cid and/or Yang are not in their original sport in the Tower of Prayers.

(Unnamed) - Summons Golbez and FuSoYa

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes:

(Unnamed) - Removes Character Images

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: For any character images that appear, this is used to remove them.
This is most notable with Anna disappearing during said Waterhag battle.

(Unnamed) - Unknown/Unused Audiovisual Effect

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: It's probably the opposite of the above spell.

(Unnamed) - Revives All Characters

Casting Time: 0

MP Cost: 0

Status Effect: remove Death

Elemental: n/a

Spell Power: n/a

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is used in Zeromus's battle script to revive all the characters.
This is retargeted even though targeting is set...

(Unnamed) - Zeromus Shakes

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: self/no target

Hit Rate: 0

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is used by Zeromus to execute his massive shaking and linked/
chained with other spells.

(Unnamed) - "Mist Dragon" Spell Data

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: 80

Targeting: all allies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This spell data is linked with the "Mist Dragon" the Shadow Dragon summons. Note that the targeting is to reflect the direction of the damage being dealt. This simply is not the original Mist Dragon damage algo.

(Unnamed) - Unknown/Unused Haste Spell

Casting Time: 1

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: -8 speed modifier

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: The default speed modifier is 16 for all targets.

Haste decreases this modifier by 8 points. The lowest this modifier can be is at 12. At 12, the target's ATB seems to increase by 25%. This spell quickens every timer, except for Count/Doom.

(Unnamed) - Elixir Healing

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: all enemies

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is used in the final battle with Zeromus to fully heal characters. This is usually targeted against individual characters and executed by Zeromus's battle script.

(unnamed) - Flashing Heal/Crystal Effect

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: n/a

Spell Power: n/a

Targeting: 0

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is used in the final battle with Zeromus for the healing given by the other characters. This is executed in Zeromus's battle script chained with Elixir Healing.

The following spells are for the GBA version only

Meteor - Spell #94/0x5E

Casting Time: 0

MP Cost: 0

Status Effect: n/a
Elemental: Holy
Spell Power: 1000
Targeting: all enemies
Hit Rate: 100
Boss Bit: No
Solo Multiplier: No
Ignore Reflect: Yes
Notes: This custom Meteor is probably used by Zeromus instead of the original Meteor.

Double Meteor - Spell #173/0xAD

Casting Time: 0

MP Cost: 0

Status Effect: n/a

Elemental: Holy

Spell Power: 1000

Targeting: 0

Hit Rate: 100

Boss Bit: No

Solo Multiplier: No

Ignore Reflect: Yes

Notes: This is a revised version of Double Meteor that is used by the twins and Golbez/FuSoYa combo. It is a stronger version of Meteor due to how it is calculated and requires less Intelligence, particularly from Porom to make it deal 9999 damage. It requires 36 Intelligence vs a monster with 0 magic defense and 52 Intelligence vs a monster with 254 magic defense.

List of Spells Learned by Character

* = initially learned

** = learned by event, to be explained

! = not learned in FF2US and FF4ET

level in parenthesis apply to FF2US and FF4ET only

Paladin Cecil

03 - Sight

08 - Peep/Scan

15 - Cure2/Cura

19 - Exit/Teleport

24 - Heal/Esuna

* - Cure

Young Rydia's White Magic

03 - Cure1

04 - Sight

07 - Hold

Rydia's Black Magic (both Young+Older)

- 02 - Ice-1/Blizzard
- 05 - Lit-1/Thunder
- 08 - Sleep
- 10 - Venom/Poison
- 12 - Warp/Dejon
- 13 - Toad
- 15 - Stop
- 20 - Piggy
- 26 - Virus/Bio
- 32 (31) - Psych/Osmose
- 36 (35) - Drain
- 39 (38) - Ice-3/Blizzaga
- 42 (40) - Fire3/Firaga
- 45 (42) - Lit-3/Thundaga
- 47 (44) - Quake
- 49 (46) - Stone/Break
- 51 (48) - Weak/Tornado
- 52 (49) - Fatal/Death
- 55 (50) - Nuke/Flare
- 60 - Meteor
- ** - Fire1/Fire (learned when removing the Ice at Mt. Hobs)
- ** - Fire2/Fira (when Older Rydia joins in the underground)
- ** - Ice-2/Blizzara (when Older Rydia joins)
- ** - Lit-2/Thundara (when Older Rydia joins)

Rydia's Summons (both Young+Older)

- * - Chocobo
- ** - Mist/Dragon (when Older Rydia joins in the underground)
- ** - Titan (when Older Rydia joins)
- ** - Ifrit/Jinn (when Older Rydia joins)
- ** - Shiva (when Older Rydia joins)
- ** - Ramuh/Indra (when Older Rydia joins)
- ** - Asura (learned after defeating Asura)
- ** - Leviathan (learned after defeating Leviathan)
- ** - Odin (learned after defeating Odin)
- ** - Bahamut (learned after defeating Bahamut)
- ** - Sylph (learned after hitting Yang over the head with the Frying Pan, or talking to the Sylph after the Giant of Bab-il event)
- ** - Imp/Goblin (learned after using the Imp/Goblin summon item on Rydia)
- ** - Bomb (learned after using the Bomb summon item)
- ** - Cockatrice! (learned after using the Cockatrice summon item)
- ** - Mage/Mind Flayer (learned after using the Mage/Mind Flayer summon item)

Rosa

- 11 - Life1
- 12 - Protect!
- 13 - Cure2/Cura
- 15 - Mute/Silence
- 18 - Heal/Esuna
- 20 - Berserk
- 23 - Blink

24 - Charm
29 - Shell!
30 (28) - Cure3/Curaga
30 (29) - Size/Mini
31 - Dispel!
33 (30) - Fast/Haste
35 (32) - Float
36 (34) - Wall/Reflect
38 - Cure4/Curaja
45 (42) - Life2/Full-Life
55 (48) - White/Holy
* - Cure
* - Hold
* - Scan/Peep
* - Slow
* - Sight
** - Exit/Teleport (learned when Rosa rejoins in the Tower of Zot)

Palom

11 - Ice-2/Blizzara
11 - Piggy
12 - Fire2/Fira
13 - Lit-2/Thundara
14 - Stop
19 - Virus/Bio
22 - Toad
23 - Quake
26 - Drain
29 - Warp
32 - Ice-3/Blizzaga
33 - Fire3/Firaga
34 - Lit-3/Thundaga
36 - Stone/Break
40 - Psych/Osmose
46 - Fatal/Death
48 - Weak/Tornado
50 - Meteor
52 - Nuke/Flare
* - Fire1
* - Ice-1/Blizzard
* - Lit-1/Thunder
* - Sleep
* - Venom/Poison

Porom

11 - Life1
12 - Protect!
13 - Cure2/Cura
15 - Mute/Silence
18 - Berserk
19 - Exit/Teleport
20 - Heal/Esuna
23 - Blink
25 - Charm

- 29 - Shell!
- 31 - Size
- 31 - Dispel!
- 33 - Cure3/Curaga
- 38 - Fast/Haste
- 40 - Float
- 44 - Wall/Reflect
- 48 - Cure4/Curaja
- 52 - White/Holy
- 56 - Life2/Full-Life
- * - Cure
- * - Hold
- * - Scan/Peep
- * - Slow
- * - Sight

Edge

- 27 - Pin/Needles
- 33 - Smoke
- 38 - Image
- * - Flame/Katon
- ** - Flood/Suiton (learned after encountering Rubicante in the Tower of Bab-il)
- ** - Blitz/Raijin (learned after encountering Rubicante in the Tower of Bab-il)

Tellah

- * - Cure2/Cura
- * - Charm
- * - Blink
- * - Heal/Esuna
- * - Life1
- * - Exit/Teleport
- * - Fire1
- * - Ice-1/Blizzard
- * - Lit-1/Thunder
- * - Stop
- * - Psych/Osmose

Tellah learns almost all of the spells possible after Cecil becomes a Paladin on Mt. Ordeals. However, he doesn't learn Holy and any of the "dummied out" White Magic spells in FF2US and FF4ET. He also does not learn the Black Magic spells Quake, Flare, and Death/Fatal (even though Tellah remembers casting Death/Fatal...)

FuSoYa

FuSoYa learns all the possible Black and White magic spells in the game. However, in FF2US and FF4ET, he will not learn the "dummied out" White Magic spells.

Credits

All this work and research would not have been possible without the help of zyrothfar's editor. It's really nifty, but as of the current moment, it's still a bit buggy, but lots of other FF4 research and testing was accomplished with the help of this editor.

BSiron's original FF2 Algo FAQ is the most awesome thing written for this game and even though it's mostly obsolete in some instances, it is the basis for so many bits and pieces that have been derived and expanded upon...

I would like to thank Dragonsbrethren for tolerating me and answered questions I had about FF4, before I even realized there was more to the game than what I already knew after many many many years of playing this game.

I thank Lenophis for putting up with me. :P

JCE3000GT deserves special thanks for currently putting up a fairly good FF2 hack for this game and getting me very interested. I would say that it is the benchmark of all FF2/4 hacks to come.

I would also like to thank Phoenix to go look into the code to find and verify stuff that have even yet to be documented (I'll have to get around to it).

Entroper provided some nice datasheets for FF4A.

Paladin provided a nice datasheet for FF2/4, although there was a bunch of data that finally confirms some stuff that was never quite finished for FF2/4.

There's this Japanese site with all the cool info I'd like to thank too... but I can't read Japanese for the life of me, so bleh.

Also, whoever wrote and/or contributed to the Tower of Bab-il documents should be thanked for providing quite of bit of insight to the internal game engine.

Others that I can't remember off the top of my head, I thank you too!

Whoever is hosting the forum with all the info that have been dug up and researched, I thank you too.

I also thank and blame the idiots to make stupid unfounded statements about this game. Only you people make me furious enough to prove you wrong.

I credit myself only because I selfishly want a better FF2/4 hack. :P

Thanks to J2e for producing a decent translation for FF4, even though they don't seem to have any idea on battle mechanics and mislabeled certain equipment descriptions (the Avenger Sword for one).

This guide would never have been possible without your help!

Thanks to CJayC for hosting this guide on Gamefaqs.

Version Reference

- 1.00 - Initial Version
- 1.01 - Minor tweaks to certain details made
- 1.02 - Added more information to Odin and the spells that make the characters appear and some more minor tweaks made
- 1.10 - Revised various spell info and renamed Status Multiplier to Solo Multiplier... This version matches up with another FAQ to be released...
- 1.11 - Revised descriptions for the spell format.
- 1.12 - Added forgotten Mist Dragon info for FF4A and spells learned by character...
- 1.13 - Revised description for the Bad Breath attack and revised more descriptions
- 1.14 - Minor update for setting up consistency in reported data
- 1.15 - Rearranged initial spell learning info to reflect internal data

Future Versions?

There probably won't be any newer versions unless there's something new that has been found.

Legally Boring

If there are any errors, please e-mail me. Outright stupid e-mail will be ignored.

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