



CASTING

THE COMPLETE GRIMOIRE

9 elements · 45 dual combinations · 165 triple combinations
219 spells in total

THE NINE SIGILS

Draw these in the air with one finger. Damage and mana shown are for a single sigil at a perfect draw.

	FIRE Vael <i>detonating flame</i> Tier Strong against Weak against	Basic Wind, Ice Water, Earth	Damage	20	Mana	10
	WATER Luris <i>surging tide</i> Tier Strong against Weak against	Basic Fire, Earth Thunder, Ice	Damage	20	Mana	10
	WIND Zeph <i>cutting gale</i> Tier Strong against Weak against	Basic Earth, Ice Fire, Thunder	Damage	20	Mana	10
	EARTH Grom <i>shattering stone</i> Tier Strong against Weak against	Basic Thunder, Fire Wind, Water	Damage	20	Mana	10
	THUNDER Kael <i>sundering bolt</i> Tier Strong against Weak against	Advanced Water, Wind Earth, Light	Damage	25	Mana	15
	ICE Kryo <i>binding frost</i> Tier Strong against Weak against	Advanced Water, Wind Fire, Earth	Damage	25	Mana	15
	LIGHT Lumina <i>radiant grace</i> Tier Strong against Weak against	Ethereal Dark, Thunder Dark	Damage	30	Mana	20



DARK Noctis

devouring void

Tier	Ethereal	Damage	30	Mana	20
Strong against	Light, Earth				
Weak against	Light				



ANCIENT Aethel

primordial star

Tier	Legendary	Damage	40	Mana	35
Strong against	nothing (neutral)				
Weak against	nothing (neutral)				

RULES OF CASTING

Core

Health	200 HP
Mana	150 MP
Mana regeneration	2 MP per second

Drawing accuracy

PERFECT (90%+)	100% damage, 10% mana refunded
GOOD (70%+)	80% damage
POOR (50%+)	50% damage
FAILED (0%+)	spell fizzles, mana still spent

Status ailments

Poison	3 HP/sec for 10s, and your own spells lose 15% power
Burn	5 HP/sec for 5s, healing received cut by 50%
Paralysed	the sigil you are drawing is lost, for 3s
Stunned	cannot cast at all for 3s

Combining and countering

Dual magic	mana is the sum; damage $\times$ 1.15
Triple magic	mana is the sum; damage $\times$ 1.25 — any sigil under 50% and it backfires
Super effective	$\times$ 1.5 damage
Resisted	$\times$ 0.5 damage
Element mastery	+25% damage and –10% mana with your element — but you become that element on the wheel
Healing	+30 HP
Stat buff	+15% for 10s

DUAL MAGIC — 45 COMBINATIONS

Two sigils. Mana is the sum of both; damage is the sum × 1.15.

Elements	Spell	Type	Dmg	MP	Effects	What it does
●● Ancient + Ancient	Absolute Ancient Aethel'Aethel	Enhancement	92	70	BUFF	Extremely concentrated Ancient magic, magnifying its base elemental properties and raw power tenfold.
●● Dark + Dark	Absolute Dark Noctis'Noctis	Enhancement	69	40	BUFF	Extremely concentrated Dark magic, magnifying its base elemental properties and raw power tenfold.
●● Earth + Earth	Absolute Earth Grom'Grom	Enhancement	46	20	BUFF	Extremely concentrated Earth magic, magnifying its base elemental properties and raw power tenfold.
●● Ice + Ice	Absolute Ice Kryo'Kryo	Enhancement	57	30	BUFF	Extremely concentrated Ice magic, magnifying its base elemental properties and raw power tenfold.
●● Light + Light	Absolute Light Lumina'Lumina	Enhancement	69	40	BUFF	Extremely concentrated Light magic, magnifying its base elemental properties and raw power tenfold.
●● Thunder + Thunder	Absolute Thunder Kael'Kael	Enhancement	57	30	BUFF	Extremely concentrated Thunder magic, magnifying its base elemental properties and raw power tenfold.
●● Water + Water	Absolute Water Luris'Luris	Enhancement	46	20	BUFF	Extremely concentrated Water magic, magnifying its base elemental properties and raw power tenfold.
●● Wind + Wind	Absolute Wind Zeph'Zeph	Enhancement	46	20	BUFF	Extremely concentrated Wind magic, magnifying its base elemental properties and raw power tenfold.
●● Dark + Light	Aequinox Lumina'Noctis	Utility / Silence	69	40	PARALYSE	Creates a twilight zone where all enemy magic is temporarily silenced or dispelled.
●● Ancient + Earth	Aethel Grom Grom'Aethel	Siege Attack	69	45	—	Pulls a massive celestial rock from orbit to crash directly onto the battlefield.
●● Ancient + Ice	Aethel Kryo Kryo'Aethel	Time Freeze	74	50	STUN	Freezes the very molecules in the air, briefly stopping time in a localized area.
●● Ancient + Water	Aethel Luris Luris'Aethel	Mana Restore	69	45	RESTORES MP	A mystical stream of liquid energy that restores magical power to those who drink it.
●● Ancient + Fire	Aethel Vael Vael'Aethel	Ultimate Attack	69	45	BURN	Calls down a burning star fragment from the heavens to obliterate the area.
●● Ancient + Wind	Aether Zeph Zeph'Aethel	Teleportation	69	45	—	A magical current that allows the caster to blink across the battlefield seamlessly.
●● Water + Wind	Aquastorm Luris'Zeph	Area Control	46	20	PARALYSE	A fierce rainstorm that pushes enemies away and obscures vision.
●● Ancient + Thunder	Astra Kael Kael'Aethel	Ultimate Piercing	74	50	—	Calls down a singular, purple lightning bolt from the stars that shatters magical barriers.
●● Light + Wind	Aurora Breeze Zeph'Lumina	Group Buff	57	30	BUFF	A shimmering, colorful wind that bolsters the party's magical resistance.
●● Dark + Water	Blight Water Luris'Noctis	Damage over Time	57	30	POISON	Summons a toxic, stagnant swamp that slowly drains health and slows movement.
●● Ice + Water	Cocytus Luris'Kryo	Trap / Root	51	25	PARALYSE	Flash-freezes the water in the ground, freezing enemies to the floor.
●● Ice + Thunder	Cryo Spark Kael'Kryo	Stun / Pierce	57	30	STUN	Freezes the target solid, then instantly shatters the ice with a piercing lightning bolt.
●● Dark + Wind	Death Gale Zeph'Noctis	Debuff	57	30	DEBUFF	A creeping dark fog carried by the wind that weakens enemies' physical strength.

Elements	Spell	Type	Dmg	MP	Effects	What it does
 Earth + Wind	Dust Devil Zeph'Grom	Blind / Area	46	20	PARALYSE	Whips up heavy sand and debris to slice enemies and drastically reduce their accuracy.
 Ancient + Light	Genesis Ray Lumina'Aethel	Revive / Heal	80	55	HEALS GREATER HEAL	A blast of primordial light that can regenerate severe wounds or bring an ally back from the brink.
 Light + Thunder	Holy Bolt Kael'Lumina	Smite	63	35	—	A blinding flash of golden lightning that deals immense damage to dark or cursed entities.
 Fire + Fire	Ignis Prime Vael'Vael	Attack	46	20	BURN	An extreme, concentrated beam of pure white fire that pierces armor.
 Fire + Wind	Ignivox Vael'Zeph	Wide Attack	46	20	BURN	Summons a roaring tornado made of fire that pulls enemies in.
 Ice + Wind	Kryo Zeph Zeph'Kryo	Slow / Damage	51	25	DEBUFF	A freezing gale that continuously damages and slows enemy movement.
 Earth + Thunder	Lodestone Grom'Kael	Control	51	25	PARALYSE	Magnetizes enemies so their physical weapons and armor drag them toward each other.
 Ice + Light	Lumina Kryo Kryo'Lumina	Illusion	63	35	PARALYSE	Creates blinding reflections of ice and light to create false clones and disorient foes.
 Fire + Light	Lumina Vael Vael'Lumina	Attack / Heal	57	30	HEALS BURN	Holy flames that burn enemies but heal allies within the radius.
 Earth + Fire	Magmatica Vael'Grom	Heavy Attack	46	20	BURN	Erupts the ground with molten rock, dealing massive lingering damage.
 Dark + Earth	Necros Grom'Noctis	Damage over Time	57	30	POISON	Turns the ground into a rotting bog that slowly drains the life and defense of anyone standing in it.
 Dark + Thunder	Noctis Kael Kael'Noctis	Armor Pierce	63	35	DEBUFF	Silent, dark electricity that bypasses both physical armor and magical shields.
 Dark + Fire	Noctis Vael Vael'Noctis	Cursed Attack	57	30	POISON BURN	Black flames that cannot be extinguished by normal water and drain stamina.
 Fire + Thunder	Nova Strike Vael'Kael	Burst Attack	51	25	BURN	Combines heat and electricity for a devastating concussive blast.
 Ancient + Dark	Oblivion Noctis'Aethel	Execution	80	55	EXECUTE	Opens a miniature black hole that consumes targets below a certain health threshold entirely.
 Earth + Ice	Permafrostis Grom'Kryo	Heavy Defense	51	25	BUFF	Raises an unbreakable, spiked barricade of frozen rock to block incoming attacks.
 Earth + Light	Prisma Grom Grom'Lumina	Reflect Shield	57	30	BUFF	Summons radiant crystals from the ground that bounce magical attacks back at the sender.
 Light + Water	Sanctua Luris'Lumina	Heal	57	30	HEALS	A warm, glowing rain that rapidly heals wounds and purifies all poisons.
 Dark + Ice	Shadow Frost Kryo'Noctis	Trap	63	35	PARALYSE	Invisible patches of freezing dark magic that sap stamina and freeze limbs when stepped on.
 Thunder + Wind	Tempestus Zeph'Kael	Speed Buff + Attack	51	25	BUFF	Wraps the caster in lightning and wind, doubling movement speed and shocking nearby enemies.
 Earth + Water	Terrasurge Luris'Grom	Attack + Def Buff	46	20	BUFF	Summons a rushing landslide to crush foes, leaving a mud wall for defense.
 Fire + Ice	Thermis Vael'Kryo	Armor Break	51	25	DEBUFF BURN	Rapidly heats and cools the target to shatter their physical defenses.
 Fire + Water	Vaporis Vael'Luris	Area Attack / Debuff	46	20	DEBUFF BURN	Creates a massive cloud of scalding steam that burns enemies and blinds them.
 Thunder + Water	Volt Tide Luris'Kael	Chain Attack	51	25	—	Sends a wave of water that conducts electricity to multiple targets at once.

TRIPLE MAGIC — 165 COMBINATIONS

Three sigils. Mana is the sum; damage is the sum × 1.25. If any one sigil falls below 50% accuracy the spell backfires.

Elements	Spell	Type	Dmg	MP	Effects	What it does
 Dark + Ice + Thunder	Abyssalis Tempest (Void Storm) Kael'Kryo'Noctis	Attack + Mana Drain	100	50	MANA DRAIN	A freezing, black-lightning storm that damages enemies and steals their magical energy to give to the caster.
 Dark + Thunder + Thunder	Arch Black Lightning of Thunder Kael'Kael'Noctis	Grand Spell	100	50	—	A complex, high-tier invocation that intricately merges the forces of Black Lightning with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Thunder + Wind	Arch Cosmic Storm of Wind Zeph'Kael'Aethel	Grand Spell	106	60	—	A complex, high-tier invocation that intricately merges the forces of Cosmic Storm with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Light + Thunder	Arch Creation of Thunder Kael'Lumina'Aethel	Grand Spell	118	70	—	A complex, high-tier invocation that intricately merges the forces of Creation with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Earth + Ice	Arch Decay of Ice Grom'Kryo'Noctis	Grand Spell	93	45	—	A complex, high-tier invocation that intricately merges the forces of Decay with raw Ice magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Earth + Water	Arch Decay of Water Luris'Grom'Noctis	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Decay with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Fire + Fire	Arch Hellfire of Fire Vael'Vael'Noctis	Grand Spell	87	40	BURN	A complex, high-tier invocation that intricately merges the forces of Hellfire with raw Fire magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Fire + Light	Arch Hellfire of Light Vael'Lumina'Noctis	Grand Spell	100	50	BURN	A complex, high-tier invocation that intricately merges the forces of Hellfire with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Earth + Earth	Arch Meteor of Earth Grom'Grom'Aethel	Grand Spell	100	55	—	A complex, high-tier invocation that intricately merges the forces of Meteor with raw Earth magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Water + Water	Arch Mud of Water Luris'Luris'Grom	Grand Spell	75	30	—	A complex, high-tier invocation that intricately merges the forces of Mud with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Water + Water	Arch Poison of Water Luris'Luris'Noctis	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Poison with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.

Elements	Spell	Type	Dmg	MP	Effects	What it does
 Ice + Light + Wind	Arch Prism of Wind Zeph'Kryo'Lumina	Grand Spell	93	45	—	A complex, high-tier invocation that intricately merges the forces of Prism with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Ancient + Light	Arch Pure Ancient of Light Lumina'Aethel'Aethel	Grand Spell	137	90	—	A complex, high-tier invocation that intricately merges the forces of Pure Ancient with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Dark + Fire	Arch Pure Dark of Fire Vael'Noctis'Noctis	Grand Spell	100	50	BURN	A complex, high-tier invocation that intricately merges the forces of Pure Dark with raw Fire magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Earth + Ice	Arch Pure Earth of Ice Grom'Grom'Kryo	Grand Spell	81	35	—	A complex, high-tier invocation that intricately merges the forces of Pure Earth with raw Ice magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Fire + Fire + Water	Arch Pure Fire of Water Vael'Vael'Luris	Grand Spell	75	30	BURN	A complex, high-tier invocation that intricately merges the forces of Pure Fire with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Fire + Light + Thunder	Arch Purifying Flame of Thunder Vael'Kael'Lumina	Grand Spell	93	45	BURN	A complex, high-tier invocation that intricately merges the forces of Purifying Flame with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Fire + Fire	Arch Starfire of Fire Vael'Vael'Aethel	Grand Spell	100	55	BURN	A complex, high-tier invocation that intricately merges the forces of Starfire with raw Fire magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Fire + Thunder	Arch Starfire of Thunder Vael'Kael'Aethel	Grand Spell	106	60	BURN	A complex, high-tier invocation that intricately merges the forces of Starfire with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Fire + Ice + Thunder	Arch Thermal Shock of Thunder Vael'Kael'Kryo	Grand Spell	87	40	BURN	A complex, high-tier invocation that intricately merges the forces of Thermal Shock with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Fire + Ice + Water	Arch Thermal Shock of Water Vael'Luris'Kryo	Grand Spell	81	35	BURN	A complex, high-tier invocation that intricately merges the forces of Thermal Shock with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Light + Thunder	Arch Twilight of Thunder Kael'Lumina'Noctis	Grand Spell	106	55	—	A complex, high-tier invocation that intricately merges the forces of Twilight with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Light + Wind	Arch Twilight of Wind Zeph'Lumina'Noctis	Grand Spell	100	50	—	A complex, high-tier invocation that intricately merges the forces of Twilight with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.

Elements	Spell	Type	Dmg	MP	Effects	What it does
 Water + Wind + Wind	Arch Typhoon of Wind Luris'Zeph'Zeph	Grand Spell	75	30	—	A complex, high-tier invocation that intricately merges the forces of Typhoon with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Dark + Thunder	Arch Void of Thunder Kael'Noctis'Aethel	Grand Spell	118	70	—	A complex, high-tier invocation that intricately merges the forces of Void with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Dark + Water	Arch Void of Water Luris'Noctis'Aethel	Grand Spell	112	65	—	A complex, high-tier invocation that intricately merges the forces of Void with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Light + Wind + Wind	Astral Aurora of Wind Zeph'Zeph'Lumina	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Aurora with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Ice + Light	Astral Black Ice of Light Kryo'Lumina'Noctis	Grand Spell	106	55	—	A complex, high-tier invocation that intricately merges the forces of Black Ice with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Thunder + Water	Astral Black Lightning of Water Luris'Kael'Noctis	Grand Spell	93	45	—	A complex, high-tier invocation that intricately merges the forces of Black Lightning with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Light + Water	Astral Creation of Water Luris'Lumina'Aethel	Grand Spell	112	65	—	A complex, high-tier invocation that intricately merges the forces of Creation with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Light + Wind	Astral Creation of Wind Zeph'Lumina'Aethel	Grand Spell	112	65	—	A complex, high-tier invocation that intricately merges the forces of Creation with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Earth + Wind	Astral Decay of Wind Zeph'Grom'Noctis	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Decay with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Fire + Thunder	Astral Hellfire of Thunder Vael'Kael'Noctis	Grand Spell	93	45	BURN	A complex, high-tier invocation that intricately merges the forces of Hellfire with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Fire + Wind	Astral Magma of Wind Vael'Zeph'Grom	Grand Spell	75	30	BURN	A complex, high-tier invocation that intricately merges the forces of Magma with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Earth + Wind	Astral Meteor of Wind Zeph'Grom'Aethel	Grand Spell	100	55	—	A complex, high-tier invocation that intricately merges the forces of Meteor with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.

Elements	Spell	Type	Dmg	MP	Effects	What it does
 Earth + Water + Wind	Astral Mud of Wind Luris'Zeph'Grom	Grand Spell	75	30	—	A complex, high-tier invocation that intricately merges the forces of Mud with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Ice + Thunder	Astral Permafrost of Thunder Grom'Kael'Kryo	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Permafrost with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Ancient + Ice	Astral Pure Ancient of Ice Kryo'Aethel'Aethel	Grand Spell	131	85	—	A complex, high-tier invocation that intricately merges the forces of Pure Ancient with raw Ice magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Dark + Wind	Astral Pure Dark of Wind Zeph'Noctis'Noctis	Grand Spell	100	50	—	A complex, high-tier invocation that intricately merges the forces of Pure Dark with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Earth + Fire	Astral Pure Earth of Fire Vael'Grom'Grom	Grand Spell	75	30	BURN	A complex, high-tier invocation that intricately merges the forces of Pure Earth with raw Fire magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Light + Light + Wind	Astral Pure Light of Wind Zeph'Lumina'Lumina	Grand Spell	100	50	—	A complex, high-tier invocation that intricately merges the forces of Pure Light with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Fire + Light	Astral Starfire of Light Vael'Lumina'Aethel	Grand Spell	112	65	BURN	A complex, high-tier invocation that intricately merges the forces of Starfire with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Fire + Water + Water	Astral Steam of Water Vael'Luris'Luris	Grand Spell	75	30	BURN	A complex, high-tier invocation that intricately merges the forces of Steam with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Dark + Light	Astral Singularity (Tears of the Cosmos) Lumina'Noctis'Aethel	Reality Alter	125	75	STUN BUFF	Opens a rift to the stars that instantly banishes lesser enemies and bends time, giving the caster an extra turn.
 Ancient + Thunder + Water	Divine Cosmic Storm of Water Luris'Kael'Aethel	Grand Spell	106	60	—	A complex, high-tier invocation that intricately merges the forces of Cosmic Storm with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Light + Water	Divine Crystal of Water Luris'Grom'Lumina	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Crystal with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Light + Wind	Divine Crystal of Wind Zeph'Grom'Lumina	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Crystal with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.

Elements	Spell	Type	Dmg	MP	Effects	What it does
 Thunder + Water + Wind	Divine Electrified Water of Wind Luris'Zeph'Kael	Grand Spell	81	35	—	A complex, high-tier invocation that intricately merges the forces of Electrified Water with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Fire + Ice	Divine Hellfire of Ice Vael'Kryo'Noctis	Grand Spell	93	45	BURN	A complex, high-tier invocation that intricately merges the forces of Hellfire with raw Ice magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Light + Water + Water	Divine Holy Water of Water Luris'Luris'Lumina	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Holy Water with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Fire + Fire	Divine Magma of Fire Vael'Vael'Grom	Grand Spell	75	30	BURN	A complex, high-tier invocation that intricately merges the forces of Magma with raw Fire magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Fire + Light	Divine Magma of Light Vael'Grom'Lumina	Grand Spell	87	40	BURN	A complex, high-tier invocation that intricately merges the forces of Magma with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Thunder + Thunder	Divine Magnetism of Thunder Grom'Kael'Kael	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Magnetism with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Earth + Ice	Divine Meteor of Ice Grom'Kryo'Aethel	Grand Spell	106	60	—	A complex, high-tier invocation that intricately merges the forces of Meteor with raw Ice magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Ice + Ice	Divine Permafrost of Ice Grom'Kryo'Kryo	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Permafrost with raw Ice magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ice + Light + Light	Divine Prism of Light Kryo'Lumina'Lumina	Grand Spell	106	55	—	A complex, high-tier invocation that intricately merges the forces of Prism with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Ancient + Wind	Divine Pure Ancient of Wind Zeph'Aethel'Aethel	Grand Spell	125	80	—	A complex, high-tier invocation that intricately merges the forces of Pure Ancient with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Dark + Water	Divine Pure Dark of Water Luris'Noctis'Noctis	Grand Spell	100	50	—	A complex, high-tier invocation that intricately merges the forces of Pure Dark with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Earth + Light	Divine Pure Earth of Light Grom'Grom'Lumina	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Pure Earth with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.

Elements	Spell	Type	Dmg	MP	Effects	What it does
 Earth + Earth + Wind	Divine Pure Earth of Wind Zeph'Grom'Grom	Grand Spell	75	30	—	A complex, high-tier invocation that intricately merges the forces of Pure Earth with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ice + Ice + Thunder	Divine Pure Ice of Thunder Kael'Kryo'Kryo	Grand Spell	93	45	—	A complex, high-tier invocation that intricately merges the forces of Pure Ice with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Fire + Light + Wind	Divine Purifying Flame of Wind Vael'Zeph'Lumina	Grand Spell	87	40	BURN	A complex, high-tier invocation that intricately merges the forces of Purifying Flame with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Dark + Fire	Divine Void of Fire Vael'Noctis'Aethel	Grand Spell	112	65	BURN	A complex, high-tier invocation that intricately merges the forces of Void with raw Fire magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Dark + Ice	Divine Void of Ice Kryo'Noctis'Aethel	Grand Spell	118	70	—	A complex, high-tier invocation that intricately merges the forces of Void with raw Ice magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Ice + Ice	Echoing Black Ice of Ice Kryo'Kryo'Noctis	Grand Spell	100	50	—	A complex, high-tier invocation that intricately merges the forces of Black Ice with raw Ice magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Thunder + Wind	Echoing Black Lightning of Wind Zeph'Kael'Noctis	Grand Spell	93	45	—	A complex, high-tier invocation that intricately merges the forces of Black Lightning with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ice + Wind + Wind	Echoing Blizzard of Wind Zeph'Zeph'Kryo	Grand Spell	81	35	—	A complex, high-tier invocation that intricately merges the forces of Blizzard with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Light + Light	Echoing Creation of Light Lumina'Lumina'Aethel	Grand Spell	125	75	—	A complex, high-tier invocation that intricately merges the forces of Creation with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Earth + Thunder	Echoing Decay of Thunder Grom'Kael'Noctis	Grand Spell	93	45	—	A complex, high-tier invocation that intricately merges the forces of Decay with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ice + Water + Wind	Echoing Deep Freeze of Wind Luris'Zeph'Kryo	Grand Spell	81	35	—	A complex, high-tier invocation that intricately merges the forces of Deep Freeze with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Light + Thunder + Water	Echoing Divine Wrath of Water Luris'Kael'Lumina	Grand Spell	93	45	—	A complex, high-tier invocation that intricately merges the forces of Divine Wrath with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.

Elements	Spell	Type	Dmg	MP	Effects	What it does
 Dark + Wind + Wind	Echoing Miasma of Wind Zeph'Zeph'Noctis	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Miasma with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Dark + Light	Echoing Pure Dark of Light Lumina'Noctis'Noctis	Grand Spell	112	60	—	A complex, high-tier invocation that intricately merges the forces of Pure Dark with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Dark + Thunder	Echoing Pure Dark of Thunder Kael'Noctis'Noctis	Grand Spell	106	55	—	A complex, high-tier invocation that intricately merges the forces of Pure Dark with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Fire + Light + Light	Echoing Purifying Flame of Light Vael'Lumina'Lumina	Grand Spell	100	50	BURN	A complex, high-tier invocation that intricately merges the forces of Purifying Flame with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ice + Thunder + Thunder	Echoing Superconductor of Thunder Kael'Kael'Kryo	Grand Spell	93	45	—	A complex, high-tier invocation that intricately merges the forces of Superconductor with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Fire + Ice + Wind	Echoing Thermal Shock of Wind Vael'Zeph'Kryo	Grand Spell	81	35	BURN	A complex, high-tier invocation that intricately merges the forces of Thermal Shock with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Dark + Wind	Echoing Void of Wind Zeph'Noctis'Aethel	Grand Spell	112	65	—	A complex, high-tier invocation that intricately merges the forces of Void with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Ice + Light	Eldritch Absolute Zero of Light Kryo'Lumina'Aethel	Grand Spell	118	70	—	A complex, high-tier invocation that intricately merges the forces of Absolute Zero with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Ice + Water	Eldritch Absolute Zero of Water Luris'Kryo'Aethel	Grand Spell	106	60	—	A complex, high-tier invocation that intricately merges the forces of Absolute Zero with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Light + Light	Eldritch Crystal of Light Grom'Lumina'Lumina	Grand Spell	100	50	—	A complex, high-tier invocation that intricately merges the forces of Crystal with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ice + Water + Water	Eldritch Deep Freeze of Water Luris'Luris'Kryo	Grand Spell	81	35	—	A complex, high-tier invocation that intricately merges the forces of Deep Freeze with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Water + Water	Eldritch Ether River of Water Luris'Luris'Aethel	Grand Spell	100	55	—	A complex, high-tier invocation that intricately merges the forces of Ether River with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.

Elements	Spell	Type	Dmg	MP	Effects	What it does
 Fire + Thunder + Wind	Eldritch Explosion of Wind Vael'Zeph'Kael	Grand Spell	81	35	BURN	A complex, high-tier invocation that intricately merges the forces of Explosion with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Fire + Water	Eldritch Hellfire of Water Vael'Luris'Noctis	Grand Spell	87	40	BURN	A complex, high-tier invocation that intricately merges the forces of Hellfire with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Earth + Fire	Eldritch Meteor of Fire Vael'Grom'Aethel	Grand Spell	100	55	BURN	A complex, high-tier invocation that intricately merges the forces of Meteor with raw Fire magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Ice + Water	Eldritch Permafrost of Water Luris'Grom'Kryo	Grand Spell	81	35	—	A complex, high-tier invocation that intricately merges the forces of Permafrost with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Ice + Wind	Eldritch Permafrost of Wind Zeph'Grom'Kryo	Grand Spell	81	35	—	A complex, high-tier invocation that intricately merges the forces of Permafrost with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ice + Light + Thunder	Eldritch Prism of Thunder Kael'Kryo'Lumina	Grand Spell	100	50	—	A complex, high-tier invocation that intricately merges the forces of Prism with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Ancient + Dark	Eldritch Pure Ancient of Dark Noctis'Aethel'Aethel	Grand Spell	137	90	—	A complex, high-tier invocation that intricately merges the forces of Pure Ancient with raw Dark magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Ancient + Water	Eldritch Pure Ancient of Water Luris'Aethel'Aethel	Grand Spell	125	80	—	A complex, high-tier invocation that intricately merges the forces of Pure Ancient with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Dark + Ice	Eldritch Pure Dark of Ice Kryo'Noctis'Noctis	Grand Spell	106	55	—	A complex, high-tier invocation that intricately merges the forces of Pure Dark with raw Ice magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Fire + Fire + Ice	Eldritch Pure Fire of Ice Vael'Vael'Kryo	Grand Spell	81	35	BURN	A complex, high-tier invocation that intricately merges the forces of Pure Fire with raw Ice magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Fire + Fire + Thunder	Eldritch Pure Fire of Thunder Vael'Vael'Kael	Grand Spell	81	35	BURN	A complex, high-tier invocation that intricately merges the forces of Pure Fire with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ice + Ice + Water	Eldritch Pure Ice of Water Luris'Kryo'Kryo	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Pure Ice with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.

Elements	Spell	Type	Dmg	MP	Effects	What it does
●●● Light + Light + Thunder	Eldritch Pure Light of Thunder Kael'Lumina'Lumina	Grand Spell	106	55	—	A complex, high-tier invocation that intricately merges the forces of Pure Light with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
●●● Thunder + Thunder + Water	Eldritch Pure Thunder of Water Luris'Kael'Kael	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Pure Thunder with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
●●● Water + Water + Wind	Eldritch Pure Water of Wind Luris'Luris'Zeph	Grand Spell	75	30	—	A complex, high-tier invocation that intricately merges the forces of Pure Water with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
●●● Fire + Light + Water	Eldritch Purifying Flame of Water Vael'Luris'Lumina	Grand Spell	87	40	BURN	A complex, high-tier invocation that intricately merges the forces of Purifying Flame with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
●●● Fire + Wind + Wind	Eldritch Scorching Wind of Wind Vael'Zeph'Zeph	Grand Spell	75	30	BURN	A complex, high-tier invocation that intricately merges the forces of Scorching Wind with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
●●● Ice + Thunder + Wind	Eldritch Superconductor of Wind Zeph'Kael'Kryo	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Superconductor with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
●●● Thunder + Wind + Wind	Eldritch Thunderstorm of Wind Zeph'Zeph'Kael	Grand Spell	81	35	—	A complex, high-tier invocation that intricately merges the forces of Thunderstorm with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
●●● Ancient + Dark + Dark	Eldritch Void of Dark Noctis'Noctis'Aethel	Grand Spell	125	75	—	A complex, high-tier invocation that intricately merges the forces of Void with raw Dark magic, creating a massive, unpredictable field effect that dominates the battlefield.
●●● Ancient + Thunder + Thunder	Forbidden Cosmic Storm of Thunder Kael'Kael'Aethel	Grand Spell	112	65	—	A complex, high-tier invocation that intricately merges the forces of Cosmic Storm with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
●●● Dark + Earth + Earth	Forbidden Decay of Earth Grom'Grom'Noctis	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Decay with raw Earth magic, creating a massive, unpredictable field effect that dominates the battlefield.
●●● Fire + Thunder + Thunder	Forbidden Explosion of Thunder Vael'Kael'Kael	Grand Spell	87	40	BURN	A complex, high-tier invocation that intricately merges the forces of Explosion with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
●●● Earth + Fire + Ice	Forbidden Magma of Ice Vael'Grom'Kryo	Grand Spell	81	35	BURN	A complex, high-tier invocation that intricately merges the forces of Magma with raw Ice magic, creating a massive, unpredictable field effect that dominates the battlefield.

Elements	Spell	Type	Dmg	MP	Effects	What it does
 Earth + Thunder + Water	Forbidden Magnetism of Water Luris'Grom'Kael	Grand Spell	81	35	—	A complex, high-tier invocation that intricately merges the forces of Magnetism with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Earth + Light	Forbidden Meteor of Light Grom'Lumina'Aethel	Grand Spell	112	65	—	A complex, high-tier invocation that intricately merges the forces of Meteor with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Water + Wind	Forbidden Poison of Wind Luris'Zeph'Noctis	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Poison with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ice + Light + Water	Forbidden Prism of Water Luris'Kryo'Lumina	Grand Spell	93	45	—	A complex, high-tier invocation that intricately merges the forces of Prism with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Ancient + Earth	Forbidden Pure Ancient of Earth Grom'Aethel'Aethel	Grand Spell	125	80	—	A complex, high-tier invocation that intricately merges the forces of Pure Ancient with raw Earth magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Ancient + Fire	Forbidden Pure Ancient of Fire Vael'Aethel'Aethel	Grand Spell	125	80	BURN	A complex, high-tier invocation that intricately merges the forces of Pure Ancient with raw Fire magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Earth + Water	Forbidden Pure Earth of Water Luris'Grom'Grom	Grand Spell	75	30	—	A complex, high-tier invocation that intricately merges the forces of Pure Earth with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Thunder + Thunder + Wind	Forbidden Pure Thunder of Wind Zeph'Kael'Kael	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Pure Thunder with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Wind + Wind	Forbidden Sandstorm of Wind Zeph'Zeph'Grom	Grand Spell	75	30	—	A complex, high-tier invocation that intricately merges the forces of Sandstorm with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Fire + Ice + Ice	Forbidden Thermal Shock of Ice Vael'Kryo'Kryo	Grand Spell	87	40	BURN	A complex, high-tier invocation that intricately merges the forces of Thermal Shock with raw Ice magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Fire + Ice + Light	Forbidden Thermal Shock of Light Vael'Kryo'Lumina	Grand Spell	93	45	BURN	A complex, high-tier invocation that intricately merges the forces of Thermal Shock with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Light + Light	Forbidden Twilight of Light Lumina'Lumina'Noctis	Grand Spell	112	60	—	A complex, high-tier invocation that intricately merges the forces of Twilight with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.

Elements	Spell	Type	Dmg	MP	Effects	What it does
 Dark + Light + Water	Forbidden Twilight of Water Luris'Lumina'Noctis	Grand Spell	100	50	—	A complex, high-tier invocation that intricately merges the forces of Twilight with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Ice + Thunder	Grand Absolute Zero of Thunder Kael'Kryo'Aethel	Grand Spell	112	65	—	A complex, high-tier invocation that intricately merges the forces of Absolute Zero with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Ice + Water	Grand Black Ice of Water Luris'Kryo'Noctis	Grand Spell	93	45	—	A complex, high-tier invocation that intricately merges the forces of Black Ice with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Light + Thunder + Thunder	Grand Divine Wrath of Thunder Kael'Kael'Lumina	Grand Spell	100	50	—	A complex, high-tier invocation that intricately merges the forces of Divine Wrath with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Thunder + Water + Water	Grand Electrified Water of Water Luris'Luris'Kael	Grand Spell	81	35	—	A complex, high-tier invocation that intricately merges the forces of Electrified Water with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Fire + Thunder + Water	Grand Explosion of Water Vael'Luris'Kael	Grand Spell	81	35	BURN	A complex, high-tier invocation that intricately merges the forces of Explosion with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Fire + Wind	Grand Hellfire of Wind Vael'Zeph'Noctis	Grand Spell	87	40	BURN	A complex, high-tier invocation that intricately merges the forces of Hellfire with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Fire + Water	Grand Magma of Water Vael'Luris'Grom	Grand Spell	75	30	BURN	A complex, high-tier invocation that intricately merges the forces of Magma with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Earth + Thunder	Grand Meteor of Thunder Grom'Kael'Aethel	Grand Spell	106	60	—	A complex, high-tier invocation that intricately merges the forces of Meteor with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Earth + Thunder	Grand Pure Earth of Thunder Grom'Grom'Kael	Grand Spell	81	35	—	A complex, high-tier invocation that intricately merges the forces of Pure Earth with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Fire + Fire + Wind	Grand Pure Fire of Wind Vael'Vael'Zeph	Grand Spell	75	30	BURN	A complex, high-tier invocation that intricately merges the forces of Pure Fire with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ice + Ice + Wind	Grand Pure Ice of Wind Zeph'Kryo'Kryo	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Pure Ice with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.

Elements	Spell	Type	Dmg	MP	Effects	What it does
 Light + Light + Water	Grand Pure Light of Water Luris'Lumina'Lumina	Grand Spell	100	50	—	A complex, high-tier invocation that intricately merges the forces of Pure Light with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Fire + Ice	Grand Starfire of Ice Vael'Kryo'Aethel	Grand Spell	106	60	BURN	A complex, high-tier invocation that intricately merges the forces of Starfire with raw Ice magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Fire + Water	Grand Starfire of Water Vael'Luris'Aethel	Grand Spell	100	55	BURN	A complex, high-tier invocation that intricately merges the forces of Starfire with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Dark + Earth	Grand Void of Earth Grom'Noctis'Aethel	Grand Spell	112	65	—	A complex, high-tier invocation that intricately merges the forces of Void with raw Earth magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Fire + Water + Wind	Leviantha (Typhoon of Boiling Seas) Vael'Luris'Zeph	Massive Area Attack	75	30	BURN	Summons a hurricane of boiling water and searing wind that covers the entire battlefield.
 Earth + Fire + Thunder	Ragnarokis (Volcanic Cataclysm) Vael'Grom'Kael	Heavy Siege Attack	81	35	BURN	Rips the earth open to unleash magma, while red lightning strikes from the ash clouds above.
 Ancient + Ice + Ice	Supreme Absolute Zero of Ice Kryo'Kryo'Aethel	Grand Spell	112	65	—	A complex, high-tier invocation that intricately merges the forces of Absolute Zero with raw Ice magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Ice + Wind	Supreme Absolute Zero of Wind Zeph'Kryo'Aethel	Grand Spell	106	60	—	A complex, high-tier invocation that intricately merges the forces of Absolute Zero with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Ice + Wind	Supreme Black Ice of Wind Zeph'Kryo'Noctis	Grand Spell	93	45	—	A complex, high-tier invocation that intricately merges the forces of Black Ice with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Light + Thunder	Supreme Crystal of Thunder Grom'Kael'Lumina	Grand Spell	93	45	—	A complex, high-tier invocation that intricately merges the forces of Crystal with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Earth + Fire	Supreme Decay of Fire Vael'Grom'Noctis	Grand Spell	87	40	BURN	A complex, high-tier invocation that intricately merges the forces of Decay with raw Fire magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Earth + Light	Supreme Decay of Light Grom'Lumina'Noctis	Grand Spell	100	50	—	A complex, high-tier invocation that intricately merges the forces of Decay with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Light + Thunder + Wind	Supreme Divine Wrath of Wind Zeph'Kael'Lumina	Grand Spell	93	45	—	A complex, high-tier invocation that intricately merges the forces of Divine Wrath with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.

Elements	Spell	Type	Dmg	MP	Effects	What it does
 Ancient + Water + Wind	Supreme Ether River of Wind Luris'Zeph'Aethel	Grand Spell	100	55	—	A complex, high-tier invocation that intricately merges the forces of Ether River with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Thunder + Wind	Supreme Magnetism of Wind Zeph'Grom'Kael	Grand Spell	81	35	—	A complex, high-tier invocation that intricately merges the forces of Magnetism with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Earth + Water	Supreme Meteor of Water Luris'Grom'Aethel	Grand Spell	100	55	—	A complex, high-tier invocation that intricately merges the forces of Meteor with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Earth + Ice + Light	Supreme Permafrost of Light Grom'Kryo'Lumina	Grand Spell	93	45	—	A complex, high-tier invocation that intricately merges the forces of Permafrost with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Ancient + Thunder	Supreme Pure Ancient of Thunder Kael'Aethel'Aethel	Grand Spell	131	85	—	A complex, high-tier invocation that intricately merges the forces of Pure Ancient with raw Thunder magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Dark + Dark + Earth	Supreme Pure Dark of Earth Grom'Noctis'Noctis	Grand Spell	100	50	—	A complex, high-tier invocation that intricately merges the forces of Pure Dark with raw Earth magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Fire + Fire + Light	Supreme Pure Fire of Light Vael'Vael'Lumina	Grand Spell	87	40	BURN	A complex, high-tier invocation that intricately merges the forces of Pure Fire with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ice + Ice + Light	Supreme Pure Ice of Light Kryo'Kryo'Lumina	Grand Spell	100	50	—	A complex, high-tier invocation that intricately merges the forces of Pure Ice with raw Light magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Fire + Wind	Supreme Starfire of Wind Vael'Zeph'Aethel	Grand Spell	100	55	BURN	A complex, high-tier invocation that intricately merges the forces of Starfire with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ice + Thunder + Water	Supreme Superconductor of Water Luris'Kael'Kryo	Grand Spell	87	40	—	A complex, high-tier invocation that intricately merges the forces of Superconductor with raw Water magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Wind + Wind	Supreme Void Wind of Wind Zeph'Zeph'Aethel	Grand Spell	100	55	—	A complex, high-tier invocation that intricately merges the forces of Void Wind with raw Wind magic, creating a massive, unpredictable field effect that dominates the battlefield.
 Ancient + Ancient + Ancient	True Ancient Manifestation Aethel'Aethel'Aethel	Pinnacle Magic	150	105	—	The ultimate mastery of Ancient. Shapes the fabric of the surrounding area entirely into Ancient, overwhelming anything that opposes it.

Elements	Spell	Type	Dmg	MP	Effects	What it does
●●● Dark + Dark + Dark	True Dark Manifestation Noctis'Noctis'Noctis	Pinnacle Magic	112	60	—	The ultimate mastery of Dark. Shapes the fabric of the surrounding area entirely into Dark, overwhelming anything that opposes it.
●●● Earth + Earth + Earth	True Earth Manifestation Grom'Grom'Grom	Pinnacle Magic	75	30	—	The ultimate mastery of Earth. Shapes the fabric of the surrounding area entirely into Earth, overwhelming anything that opposes it.
●●● Fire + Fire + Fire	True Fire Manifestation Vael'Vael'Vael	Pinnacle Magic	75	30	BURN	The ultimate mastery of Fire. Shapes the fabric of the surrounding area entirely into Fire, overwhelming anything that opposes it.
●●● Ice + Ice + Ice	True Ice Manifestation Kryo'Kryo'Kryo	Pinnacle Magic	93	45	—	The ultimate mastery of Ice. Shapes the fabric of the surrounding area entirely into Ice, overwhelming anything that opposes it.
●●● Light + Light + Light	True Light Manifestation Lumina'Lumina'Lumina	Pinnacle Magic	112	60	—	The ultimate mastery of Light. Shapes the fabric of the surrounding area entirely into Light, overwhelming anything that opposes it.
●●● Thunder + Thunder + Thunder	True Thunder Manifestation Kael'Kael'Kael	Pinnacle Magic	93	45	—	The ultimate mastery of Thunder. Shapes the fabric of the surrounding area entirely into Thunder, overwhelming anything that opposes it.
●●● Water + Water + Water	True Water Manifestation Luris'Luris'Luris	Pinnacle Magic	75	30	—	The ultimate mastery of Water. Shapes the fabric of the surrounding area entirely into Water, overwhelming anything that opposes it.
●●● Wind + Wind + Wind	True Wind Manifestation Zeph'Zeph'Zeph	Pinnacle Magic	75	30	—	The ultimate mastery of Wind. Shapes the fabric of the surrounding area entirely into Wind, overwhelming anything that opposes it.
●●● Light + Water + Wind	Yggdrasil'Vita (Breath of the World Tree) Luris'Zeph'Lumina	Ultimate Group Heal	87	40	HEALS GREATER HEAL	A massive, glowing emerald breeze sweeps over allies, healing all injuries and fully restoring stamina.