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Blue mage guide ff9

Quina's blue magic list. To get more Blue Magic skills, use the special Quina Eat command when an enemy is at 1/8 of its maxHP, or the Trance command of Quina Cook when an enemy is at 1/4 of his maxHP. 1000 ACE Effect MP Learn from Offers 1000 Damage to a Target 8 — Cctuar (Exterior and Forgotten Continent Deserts) ANGEL'S SNACK Effect MP Learn from Uses a Remedy on Every Party Member 4 - Ironite (Burmecia)- Behemoth (Memory) AQUA BREATH Effect MP Learn from Water Magic Damage on All Objectives 14 - Axolotl (Axolotl (Qu's Marsh near Chocobo's Forest) - Sahagin (Qu's Marsh) AUTO LIFE Effect MP Learn from revives a target at 1HP when KO'ed 14 - Carrion Worm (Cleyna's Trunk)- Gimme Cat (Outside Daguerreo) BAD BREATH Effect MP Learn from Cases [Concatoca], [Darkness], [Mini], [Poison] and [Slow] 16 - Malboro (Pandemonium)- Anemone (Forgotten Continent Qu's Marsh)- Worm Hydra (Mt Gulug) DOOM Effect MP Learn from causes [Death] after 10 seconds 16 - Ash (Memory)- Veteran (Ip Castle's Earth) EARTH SHAKE Effect MP Learn from Earth Magic Damage on All Objectives 20 - Earth Guardian (Earth Shrine)- Adamantoise (Lanar Island Qu's Marsh)- Shell Dragon (Pandemonia) FROG DROP MP Effect Learn from Damage = Quina's Level x Frogs Caught 10 - Gigan Toad (Qu's Marsh near Chocobo Forest) FROST Effect MP Learn From Causes [Freeze] 8 - Chimera ((Memory)- Wraith (Mt Gulug)- Kraken (Memory) GOLBIN PUNCH Effect MP Bear From Non-elemental damage to one target 4 - Goblin (Mist Continent)- Goblin Mage (O Continent uler) LIMIT GLOVE Effect MP Leave From Offers 9999 damages when HP is 1.10 - Axe Beak (Outside Lindblum)- Muu (Outside Dali) LVL 3 DEF-LESS Effect MP Learn from Reduce the Defense of Enemies whose level is a multiple of three 12 - Lamia (Gizamaluke's Grotto)- Lizard Man (Near Cleyna)- Carve Spider (Outside Lindblum- Treno and Dali) LVL 4 HOLY Effect MP Learn from holy magic damage to enemies whose level is a multiple of four 22 - Feather Circle (Fossil Roo)- Torama (Desert Palace) LVL 5 DEATH Effect MP Learn from causes [Death] to enemies whose level is a multiple of five 20 - Draco Zombie (Ifa Tree)- Zombie Whale (Various Beaches Around the World) MAGIC HAMMER Effect MP Learn from Reducing Enemy MP 2 - Magic Vice (Burmecia)- Ring Commander (Terra) MATRA MAGIC Effect MP Learn from Reducing enemy HP to 18 - Trick Sparrow (Outside Treno)- Dragon Fly (Cleyna)- Zaghnol (Outer Continent) MIGHTY GUARD Effect MP Learn from Casts Protect and Shell on all-party members 64 - Serion (Forest / Beach outside Dragon's Gate) - Myconid (Ifa Tree)- Antlion (Cleyna) MUSTARD BOMB Effect MP Find out due [Heat] 10 - Bomb (Forest outside Lindblum)- Grenade (Mt Gulug)- Red Vepal (Esto Gaza; Mt Gulug) NIGHT Effect MP Learn from [Sleep] causes at all 14 - Nymph (Shore de Cleyna)- Seeker Bat (Fossil Roo)- Abomination (Fossil Roo) PUMPKIN HEAD Effect MP Learn from = Hp Max - Hp Current 12 - Hedgehog Pie (Outside Dragon's Gate)- Skeleton (Gizamaluke's Grotto)- Basilisk (Burmecia) ROULETTE Effect MP Learn from Random Causes [Death] 1 8 - Zombie (Ifa Tree)- Hectoeyes (Terra)- Ghost (Outside Treno and Dali) TWISTER Effect MP Learn from the Wind Magic Damage on All Objectives 22 - Abadon (Pandemonium)- Red Dragon (Red Dragon Mt Gulug) VANISH Effect MP Learn from Make a Target Immune to Physical Attacks 8 - Vice (Outside Gizamaluke's Grotto)- Hornet (Gizamaluke's Grotto)- Troll (Mountain Path) WHITE WIND Effect MP A Learn from HP restores to all 14 goals - Zuu (Cleyna's Trunk)- Griffin (Fossil Roo)- Garuda (Esto Gaza) Edit Share Quina casting a blu mag spell. Use the enemy skills learned. Description Blu Mag is a unique set of Quina's skills in Final Fantasy IX. Blue Magic is a recurring type of magic in the series where it uses magic learned from enemies. Using Blue Magic 100 times in mobile and Steam versions wins i'm So Blue achievement. Mechanics[edit | edit source] Quina learns new skills by eating enemies. This command is sealed inside the Oeilvert. Earth Shake, Goblin Punch (if the enemy is not of the same level as Quina), and Holy LV4 use the following formula to calculate damage. List of Blue Magic[edit | edit source] Name MP Enemies Description Image Goblin Punch 4 Goblin, Goblin Mage Causes a small amount of damage to a single target. If the target level is the same as That of Quina, the amount of damage caused is increased. Causes non-elementary damage to the enemy. LV5 Death 20 Stroper, Dracozombie, Whale Zombie Causes Instant Death to all targets whose level is a multiple of 5. See here a list of vulnerable enemies. KOs all enemies whose LEVELs are multiples of 5. LV4 Holy 22 Feather Circle, Torama, Amdusias Causes moderate Holy Damage to all targets whose level is a multiple of 4. Deals holy damage to enemies whose LEVELs are multiples of 4. LV3 Def-less 12 Carve Spider, Lamia, Lizard Man, Sand Scorpion, Ochū, Grand Dragon Cancels the magical defense and defense of all enemies whose level is a multiple of 3. Reduces the defense of enemies whose LEVELs are multiples of 3. Doom 12 Veteran, Ash challenges a 10-step countdown for Instant Death to a single target. Throw Doom on target. Roulette 18 Ghost, Zombie, Heckeyes causes instant death on a random target, be it enemy or ally. Randomly Kos a target. Aqua Breath 14 Clipper, Axolotl, Sahagin, Green Vepal deals elemental water damage to all targets equal to 1/4 of their HP Max (has a 50% success rate) and does not work on bosses. Causes water damage to all enemies. Mighty Guard 64 Serion, Gigan Octopus, Antlion, Gargoyle Casts Protect and Shell across the party. Throw Shell and Protect at all party members. Matra Magic 8 Trick Sparrow, Dragonfly, Zaghnol, Ogre, Land Worm, Armstrong Reduces HP a Target to 1 (has a success rate) and does not work on bosses. Reduces the target HP to 1. Bad Breath 16 Anemone, Worm Hydra, Malboro Causes Confusion, Poison, Darkness, Slow, and Mini at single target (has a 40% success rate). Causes confuse, dark, poison, slow, and mini to the enemy. Glove Limit 10 Mu, Axe Beak, Mandragora, Blazer Beetle, Jabberwock, Catoblepas deals 9999 damage to a single target if HP Quina is 1. Causes non-elementary damage to the target when hp is 1. 1000 Ace 8 Cctuar deals 1000 damage to a single target. Reduce hp to the enemy by 1.000. Pumpkin Head 12 Python, Hedgehog Pie, Ladybug, Skeleton, Yeti, Basilisk, Bandersnatch deals damage to a single target equal to the difference between Quina's Max HP and hp current. Damage with the difference between your max HP and current HP. Night 14 Nymph, Abomination, Seeker Bat, Grimlock Casts sleep on everyone, enemies and allies. It causes sleep at all targets. Twister 22 Red Dragon, Abadon, Tiamat deals random damage to wind elements to all targets based on the following formula: 55 * A random number between 1 and (Quina's Level + Quina's Magic State) deals wind damage to all enemies. Earth Shake 20 Adamantoise, Earth Guardian, Shell Dragon, Lich causes earth-incremental damage on all targets (unless in flight or floating). It deals damage to the Earth to all enemies. Angel's Snack 4 Ironite, Misistodon, Eptiaph, Behemoth Consumes 4 Remedies to be used on all party members at once. If there are no remedies in stock, then no MP or remedies are used, but the turn is lost. Use Remedy on all party members. Frog Drop 10 Gigan Toad deals non-elemental damage equal to: Quina level * Number of frogs caught/If not frogs caught, cause 1 HP damage The amount of damage depends on the number of frogs you have caught. White Wind 14 Zuu, Griffin, Zemzelett, Garuda recovers HP at all targets equal to 1/3 of Quina's Max HP. Restores HP to all party members. Vanish 8 Vice, Hornet, Gnoll, Troll, Drakan makes a target temporarily disappear. Physical attacks of a missing target always strike, but physical attacks on it always lose. The effect is undone when the target is struck with a spell or simply expiring over time. The duration of the effect lasts longer the longer the character's spirit. Makes a party member disappear. Frost 8 Wraith (Blue Flame), Chimera, Kraken Causes Freeze status on a single target (has a 30% success rate). Causes freeze to the enemy. Mustard Bomb 10 Wraith (Red Flame), Bomb, Red Vepal, Grenade, Maliris Causes Heat Status on an Enemy (has a 30% success rate). It causes heat to the enemy. Magic Hammer 2 Magic Vice, Ring Leader Reduces the MP of a Target by a random amount between 0 and MP target. Reduce spout ings. Auto-Life 14 Carrion Worm, Gimme Cat, Cerberus, Yan, Silva Target is automatically revived once KO'd. Throw your life when KO'd. Strategies[edit | edit editing Many of Quina's Blu Mag spells have poor accuracy, or have a randomized effect, which makes them use something of a gambling game like Blu Mag spells, also take a lot of MP from him/her. The capacity of half MP is therefore useful when using Quina in battle. Quina's level-based skills are situationally useful: strong against the right enemy, but useless against enemies on the wrong level. Limit Glove is an extremely powerful movement that deals fixed damage of 9999CP if Quina is on 1 HP when using it. This is most easily achieved if Quina is revived by Auto-Life, but Phoenix Downs also randomly revive at 1 health, and Quina could use the Magic Matra on him/her for the same effect. As Limit Glove is available earlier, the player can take on the tough monsters above the Gizamaluke Grotto first through where he uses this skill, and Limit Glove will one-hit-kill every boss and regular enemy that Quina can fight (apart from the Big Dragon) in the first two discs of the game. Freya, Steiner and Amaran can use Cover to help protect 1 HP Quina from damage long enough for him/her to use skill. In endgame the player has different means of doing complete damage to 9999 with different characters, however, making Limit Glove more useful early playing. Frog Drop is Quina's signature spell and outperforms Limit Glove as his/her most damaging move if the player tried to obtain Quina's ultimate weapon because it deals fixed damage based on the number of frogs caught in the swamp minigame. It doesn't have too much MP cost to use and is high against bosses, Ozma and Yans. LV3 Def-less works on different enemies, but the drop in enemy defense is random, limiting its usefulness. Although many enemies are vulnerable to The Holy LV4, only a few are also weak to the Holy element, making it worth using the ability against them, as the ability on their own is not strong. Veteran in Ipsen's Castle is at a vulnerable level and is also weak to the Holy Element. Every random meeting in Desert Palace is vulnerable to LV5 Death, making Quina a useful character for this segment. LV5 Death is also useful for grinding with Grand Dragons. It can clear in pairs of Garudas in Esto Gaza or Vepals in Mount Gulug. Because it is extremely rare for an enemy formation to include 4+ enemies, chances are stacked against the player's four-member party when using Roulette, and it is not possible to become immune to Instant Death in Final Fantasy IX. Bad Breath May Cripple Some otherwise harsh (such as Meltivemini or Red Dragon), but its poor accuracy limits its usefulness. The night is the superior spell of Vivi Sleep, but also puts the party to sleep unless it equips Insomniac. It has perfect basic accuracy (may still lose if the enemy has great Magic Escape), ignores Reflect, and hits every target in battle. It can be useful against several tough enemies and bosses, especially in against Yans, and if Deathguise is put to sleep before his first turn, he will not use Meteor. White Wind is not as good as Dagger and Eiko's White Magic, but there are portions of the game where the player has no white magic available where it can be useful: Cleyna and Mount Gulug when Dagger is still grieving and her skills are hindered. Angel's Snack uses up remedies to heal the entire party. Enemies that use states on multiple targets at the same time face the end of the game, and thus this spell can be useful against Quale, Ozma, Hades and the ultimate boss. However, using it repeatedly uses fast up player stock of remedies unless they have stored them specifically. Mighty Guard starts very MP-expensive and its buff duration is poor due to the fact that it is based on Spirit party statistics; however, late in the game Quina has several MP (and half MP support capability) and the spirit of the party is better, and Mighty Guard can be useful in boss fights. Quina Vanish's spell is the only way to challenge the Vanish state on a single target that the player has available. It can be especially useful when used on characters who have Cover/Protect Girls, as the physical enemy attack will miss even on covering characters. 1000 Ace is good if purchased as soon as it is available for the first time, but Quina leaves the party shortly after, and later, is no longer as useful. The game has a lot of flying/floating enemies so Twister can be good at exploiting their weakness at the wind, but so no random damage, the results will vary. Its earth shake capability counterpart does consistent damage, but misses flying/floating enemies, which also makes situational. Other occurrences[edit | editing source] Pictlogica Final Fantasy[edit | edit source] Frog Drop[Use before activation). Add this person to your community and be at the article that will be given in the country, if it is no longer possible to enter the community in the community at You can help Final Fantasy Wiki by expanding it. Final Fantasy Airborne Brigade[edit | edit source] Ability Cards Add a photo to this Legend Cards gallery Add a photo to this gallery This section is empty or needs to be expanded. You can help Final Fantasy Wiki by expanding it. Final Fantasy Record Keeper[edit | edit source] This section about a skill in Final Fantasy Record Keeper is empty or needs to be expanded. 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