

# Chrono Cross Magic FAQ Final

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Chrono Cross Magic Guide  
v.Final  
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Magic Guide

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### I. Intro

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This is my first time to write a FAQ, so please don't complain about the art... anyways this is a guide to the magic in the best game on Earth...Chrono Cross!

In this game you have to FIND your magic, just like FFVII. If you know how to use FFVII's Magic system, you've got a little head start. You can find Elements in treasure boxes, prizes after fights, and many other circumstances.

## II. Versions

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- 1.0 Everything is new...
- 1.3 Added a lot of descriptions
- 1.6 Added a lot of descriptions and Chrono Cross, finished water attacks
- 2.0 Added more descriptions, finished black attacks
- Final Finish the guide

## III. Magic

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Magic exists in pairs. The pairs are White/Black, Yellow/Green, and Red/Blue. The colors are effective against the other. If the field effect is all [insert magic innate here], that kind of magic is almighty until the next casting of another kind of magic. To Summon a monster to come and tear your enemy apart (with the exception of Unicorn), you need to place it on lv.8 and the field effect must be filled with the Summon's innate.

### Legend

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- \*-Only same innate can use it
- \*\*-Consumable
- +--Summon

White	Level	+or-	Effect	Description
A PhotonRay	1	7	Single Foe	The screen turns a little dark and a bright yellow beam is shot at the foe
T Meteorite	2	6	Single Foe	A little white ball with a bluish light around it comes out of no where and smashes on top of the unsuspecting foe's head
K PhotonBeam	3	5	Single Foe	A little white ball appears, but it gets bigger and a white laser penetrates foe's body
MeteorShower	4	4	All Foes	Two meteors from another dimension are hurled at your foe from space, exploding, causing a white energy burst
HolyLight	5	3	All Foes	Holy phrases surround the foes and damages them greatly
UltraNova*	6	2	All Foes	A white ball appears and sucks the foes in, and then it makes a black energy beam from space shoot it, causing a black

explosion

H Revive then E revives A	1	7	Single Ally	A white ball falls on your ally, energy appears around your ally and him/her
L WhiteOut** White I	2	0	Single Ally	A energy ball appears and removes status effects
N RecoverAll party G	3	5	All Allies	White sparkles restores the entire (Medium)
Purify effects	4	4	Single Ally	White energy removes all status
Panacea** effects	4	0	Single Ally	Rainbow energy removes all status
FullReveal* full HP	5	3	All Allies	A pillar of light revives ally to
HolyHealing* restores	6	2	All Allies	Light shines on your allies and all HP and removes status effects
S TurnWhite U	1	7	Single Foe/Ally	White "air blades" turn foe's attribute/ally's attacks White
P AntiBlack* around it P temporarily L	3	5	Single Foe	A white sphere with "air blades" appears around the enemy and seals Black Elements
E StrongMinded character M ally's E	4	4	Single Ally	A holy light appears under the and temporarily increases your magical defenses
N WeakMinded T magical A	4	4	Single Foe	Icicles appear, pierce your foe and temporarily decreases your foe's defenses
L Magnify energy and by 1.5	6	2	All Foes & Allies	Surrounds the field with white temporarily increases Element damage
MagNegate* magical when you finally, attack	6	2	Single Ally	White energy appears and creates a "spine" (You'll know what I mean see it). Crystals appear and temporarily nullifies foe's magic
T HolyLight** R UltraNova	5	0	All Foes	A sphere appears and rainbow-colored electricity zaps it to trap
A UltraNova**	6	0	All Foes	A sphere appears and rainbow-colored

P UltraNova Unicorn** surrounds the pot	7	0	All Foes	electricity zaps it to trap A pot appears and rainbow energy it and when +Unicorn is summoned, will suck the +Unicorn in
S +Unicorn* shine U M +Saints* javelins M their O pick up N tip. huge white	7	1	All Allies	A unicorn appears, it horn starts to and raises Def & M.Def
	8	0	All Foes & Allies	5 Roman soliders with wings and appear in the sky, then they throw spears at the foes. As the spears speed, they get a white glow at the When it hits the foe it causes 5 explosions and heals your party.
Black	Level	+or-	Effect	Description
A GravityBlow blades" is T into T A HellSoul zaps it C K Gravitonne foe and field HellBound energy FreeFall then speed Revenge* then the your BlackHole* the the	1	7	Single Foe	A reddish ball with black "air hurled at the foe who is then blown the air
	2	0	Single Foe	A ball lifts up the foe's soul and with blue electricity
	3	5	All Foes	A black field appears around each crushes them with a supergravity
	4	0	Single Foe	Surrounds the foe with blue waves of and then sucks it into the ground
	5	3	Single Foe	A foe is lanced into the air and hurled to the ground a super-sonic
	5	3	Single Foe	Rings of energy surround you, and rings surround the foe and shifts status effect into the enemy
	6	2	All Foes	A black ball drops in the middle of battle field and sucks everything in area into a super-vacuum
H BlackOut** status E	2	0	Single Ally	A black ball absorbs all black effects

A Nostrum** ally's HP L I N G	6	0	Single Ally	Black "air blades" restores your (Large)
S TurnBlack U	1	7	Single Foe/Ally	Yellow "air blades" turn foe's attribute/ally's attacks Yellow
P AntiWhite* around it P temporarily L	3	5	Single Foe	A black sphere with "air blades" appears around the enemy and seals White Elements
E Genius temporarily M	4	4	Single Ally	A black upside down waterfall increases your magic power
E Imbecile decreases N	4	4	Single Foe	A black waterfall temporarily your foe's magic power
T SealAll* A stops L	6	2	All Foes & Allies	A rainbow ball appears and sucks all black energy and temporarily everyone's Elements
Diminish field damage	6	2	All Foes & Allies	A black circle surrounds the battle and temporarily halves Element
T FreeFall** R	5	0	All Foes	A sphere appears and rainbow-colored electricity zaps it to trap FreeFall
A BlackHole** P BlackHole	6	0	All Foes	A sphere appears and rainbow-colored electricity zaps it to trap
MotherShip** surrounds the	7	0	All Foes	A pot appears and rainbow energy it and when +MotherShip is summoned, pot will suck the +MotherShip in
S +MotherShip* of U	7	1	All Foes	A UFO appears and shoot down a beam light at the foes
M +GrimReaper* and M O N	8	0	All Foes	Summons Death to suck in the foes attack them like BlackHole would
Yellow	Level	+or-	Effect	Decription
A Uplift spikes on T	1	7	Single Foe	Cuts out a block of stone with the bottem and drops it on foe
T ElectroJolt	2	6	Single Foe	A yellow ball encases your foe and

starts				
A				to shoot electric bolts everywhere
around				
C				it
K Upheaval	3	5	Single Foe	A lot of earth shards come up and
spike				your foe
ElectroBolt	4	6	Single Foe	A ball of lightning hurls lightning
bolts				at foe
Earthquake	5	3	All Foes	Pillars of stone come out from the
ground				and pounds foes
ThundaStorm*	6	2	All Foes	Clouds come out and clouds on the
ground				surrounds the foes and electricity
from the				sky zaps the foes to crisp
H Brace**	1	0	Single Ally	A magical yellow ball appears and
goes				above your ally and heals sprains
E				
and				
A				Yellow status effects
L Capsule**	3	0	Single Ally	Yellow "air blades" restores HP
(Medium)				
I				
N				
G				
S TurnYellow	1	7	Single Foe/Ally	Yellow "air blades" turn foe's
U				attribute/ally's attacks Yellow
P AntiGreen*	3	5	Single Foe	A yellow sphere with "air blades"
around it				appears around the enemy and
P				
temporarily				seals Green Elements
L				
E HiRes	4	4	Single Ally	A force field surrounds ally and
M				temporarily increases your defense
E LoRes	4	4	Single Foe	A force field surrounds foe and
temporarily				decreases your foe's defense
N				
T YellowField	5	3	All Foes & Allies	Thunder comes out and turns the
field				effect all Yellow
A				
L PhysNegate*	6	2	Single Ally	A yellow sphere surrounds ally and
				temporarily nullifies foe's physical
				attacks
T Earthquake**	5	0	All Foes	A sphere appears and rainbow-colored
R				electricity zaps it to trap
Earthquake				
A ThundaStorm**	6	0	All Foes	A sphere appears and rainbow-colored
P				electricity zaps it to trap
ThundaStorm				
Golem**	7	0	All Foes	A pot appears and rainbow energy
surrounds				

Green	Level	+or-	Effect	Description
S +Golem* walking U effort, M M +ThundaSnake turns O turns N hurls	7	1	All Foes	it and when +MotherShip is summoned, pot will suck the +Golem in A huge brown Geos rises and starts through a forest and, without much it crushes your foes An electrical Serpent appears and into an electrical ball, which then a huge white bolt of lightning and itself at the foes
A Bushwhacker leaves T T AeroSaucer penetrates A C Bushbasher spikes K AeroBlaster Carnivore your foe Tornado* the	1 2 3 4 5 6	7 6 5 4 3 2	Single Foe Single Foe Single Foe Single Foe All Foes All Foes	A cyclone appears and razor sharp start to cut up the foe A ball appears and two circles the foe Branches comes out of the ground and the enemy A green sonic blast hits the foe A dark green venus flytrap clamps Two cyclones appear and then batters foes to bits
H Heal (Small) E Antidote* effects A HealAll L I HealPlus* N G	2 2 4 6	6 0 4 2	Single Foe/Ally Single Ally All Allies Single Foe/Ally	The wind and leaves restores HP Heals poison and Green status A white wind appears and restore HP (Medium) A lot of winds and leaves restore HP (Large)
S TurnGreen U P AntiYellow* around it P temporarily L L EagleEye E M BatEye E N GreenField T	1 3 4 5	7 5 4 4 3	Single Foe/Ally Single Foe Single Ally Single Foe All Foes & Allies	Green "air blades" turn foe's attribute/ally's attacks Green A green sphere with "air blades" appears around the enemy and seals Yellow Elements Eye glasses appear and temporarily increases your Hit% Eye glasses appear and temporarily decreases your foe's Hit% The wind and leaves colors all field attributes Green

A InfoScope* HP L	6	2	Single Foe	Rainbow rings detects your opponet's data
T Carnivore** R Carnivore	5	0	All Foes	A sphere appears and rainbow-colored electricity zaps it to trap
A Tornado** P	6	0	All Foes	A sphere appears and rainbow-colored electricity zaps it to trap Tornado
+Sonja** surrounds	7	0	All Foes	A pot appears and rainbow energy  it and when +Sonja is summoned, the pot  will suck the +Sonja in

S +Sonja* poisonous U	7	1	All Foes	A fairy appears and sprinkles  dust at foes
M +Genie* huge M O N	8	0	All Foes	A female genie appears and creates a  tornado and beat up foes

Blue	Level	+or-	Effect	Description
A AquaBeam a orb T it T	1	7	Single Foe	A beam is emited from the caster and  with blue "air blades" appears where  made contact
A IceLance through C	2	6	Single Foe	An icicle spear appears and pierces  a unsuspecting foe
K AquaBall launched	3	5	Single Foe	A ball of water is created and is  into the air and drops it on the foe
IceBlast under	4	4	Single Foe	A big icicle jets out of the ground  the foe
Deluge	5	3	All Foes	An icewall surround the foes and chilly flood water goes through it
Iceberg* and a	6	2	All Foes	Three large icebergs hits the foes  larger one hits for a final blow
H Cure and E	1	7	Single Foe/Ally	Blue sparkles appear from the ground  restores HP (Small)
A Medicine** effects	2	0	Single Ally	Heals the flu and Blue status
L CurePlus gradually I restores HP	3	5	Single Foe/Ally	Water comes out of the ground and  comes up to form a sphere that



Red	Level	+or-	Effect	Description
N G CureAll*	5	3	All Allies	(Medium) Gentle waves restores HP (Large)
S TurnBlue U P AntiRed* around it P temporarily L E Nimble physical M E Numble physical N T BlueField Blue A Vigora* temporarily L	1 3	7 5	Single Foe/Ally Single foe	Blue "air blades" turn foe's attribute/ally's attacks Blue A red sphere with "air blades" appears around the enemy and seals Blue Elements A waterfall temporarily increases Evade%
E Nimble physical M E Numble physical N T BlueField Blue A Vigora* temporarily L	4 4	4 4	Single Ally Single Foe	A waterfall temporarily increases Evade%
T BlueField Blue A Vigora* temporarily L	5 6	3 2	All Foes & Allies Single Ally	Water colors all field attributes An orb with yellow "air blades" stops your stamina from decreasing
T Deluge** R A Iceberg** P FrogPrince** surrounds the	5 6 7	0 0 0	All Foes All Foes All Foes	A sphere appears and rainbow-colored electricity zaps it to trap Deluge A sphere appears and rainbow-colored electricity zaps it to trap Iceberg A pot appears and rainbow energy it and when +FrogPrince is summoned, pot will suck the +FrogPrince in
S +FrogPrince* out and U it M M +BlueWhale* send O N	7	1	All Foes	A fat blue frog with a crown comes surrounds the area with water, then makes water gush out of the ground Makes a Whale blow its airhole to enemies flying
A Fireball T charges T A MagmaBomb and C FirePillar flames	1 2 3	7 6 5	Single Foe All Foes Single Foe	A large sphere of fire hurls smaller spheres of flames at foe then it at the foe. A fire missile is shoot at each foe explodes in a half-sphere of flames A foe is encased in a circle and

MagmaBurst red  fiery	4	4	Single Foe	comeout of the ground A half-sphere of fire comes out and  electricity surrounds it and then a  pole comes out of the ground
Inferno middle	5	3	All Foes	All the energy is drawn into the  and heats up the temperture
Volcano* hot	6	2	All Foes	The ground swells under the foes and  lava gushs out
H Tablet** (Small)	1	0	Single Ally	A sun-shaped image restores HP
E Ointment** surrounds A status L	2	0	Single Ally	A orb appears and a "flame"  the ally and heals burns and Red  effects
I Recharge** N G	6	0	Single Ally	Recovers a used element for reuse
S TurnRed U	1	7	Single Foe/Ally	Red "air blades" turn foe's attribute/ally's attacks Red
P AntiBlue* around it P temporarily L	2	6	Single Foe	A blue sphere with "air blades"  appears around the enemy and  seals Red Elements
E Strengthen your M	4	4	Single Ally	Red energy temporarily increases  attack power
E Weaken foe's N	4	4	Single Foe	Red energy temporarily decreases  attack power
T RedField	5	3	All Foes & Allies	Colors all field attributes Red
A NinetyNine of L	6	2	Single Ally	Three "eyes" temporarily keeps Hit%  basic attacks at 99%
T Inferno** R	5	0	All Foes	A sphere appears and rainbow-colored electricity zaps it to trap Inferno
A Volcano** P	6	0	All Foes	A sphere appears and rainbow-colored electricity zaps it to trap Volcano
RedWolf** surrounds  the pot	7	0	All Foes	A pot appears and rainbow energy  it and when +RedWolf is summoned,  will suck the +RedWolf in
S +RedWolf* foes and U	7	1	All Foes	Some fiery winds appear behind the  the wolf with a fiery body appears

and hits

M all foes with a fiery tsunami  
M +Salamander\* 8 0 All Foes There's a hole in the ground and  
Salamander  
M comes out of it. He charges up and  
shoots a  
O ball of fire that will burn foes to  
crisp  
N

Rainbow

A Chrono Cross 8 7 All Foes The long-lost 7th element...It helps  
you  
T beat Lavos and get the good ending  
T  
A  
C  
K

III.A Shops

Arni	\$	Termina	\$	Guldove	\$	Marbule	\$
Tablet	10	Tablet	10	Antidote	15	TurnBlack	75
Antidote	15	Antidote	15	Brace	15	TurnBlue	75
AquaBeam	50	Blackout	15	Ointment	15	TurnGreen	75
Fireball	50	Brace	15	Capsule	25	TurnRed	75
Cure	100	Capsule	25	AquaBeam	50	TurnWhite	75
		WhiteOut	40	Uplift	50	TurnYellow	75
		AquaBeam	50	Bushwhacker	50	Carnivore*	300
		Bushwhacker	50	GravityBlow	60	Deluge*	300
		Fireball	50	Nostrum	60	Earthquake*	300
		Uplift	50	PhotonRay	60	FreeFall*	300
		Aerosaucer	80	AeroSaucer	80	HolyLight*	300
		ElectroJolt	80	ElectroJolt	80	Inferno*	300
		IceLance	80	HellSoul	100	BlackHole*	400
		MagmaBomb	80	Meteorite	100	Iceberg*	400
		AquaBall	100	Upheaval	100	Tornado*	400
		Bushbasher	100	Purify	210	ThundaStorm*	400
		FirePillar	100	ElectroBolt	240	Volcano*	400
		Heal	100	RecoverAll	380	UltraNova*	400
		Upheaval	100	StrongMinded	430	BatEye	430
		CurePlus	220	WeakMinded	430	EagleEye	430
		AeroBlaster	240	Panacea	500	Genius	430
		ElectroBolt	240	Revenge	600	HiRes	430
		IceBlast	240	Diminish	1670	Imbecile	430
		MagmaBurst	240	Magnify	1670	LoRes	430
		HealAll	300	MagNegate	2880	Nimble	430
				NinetyNine	2880	Numble	430
						Strengthen	430
						Weaken	430
						FrogPrince*	500
						Golem*	500
						MotherShip*	500
						RedWolf*	500
						Sonja*	500
						Unicorn*	500

\*-Indicates Element Trap

## VI. Summons

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There are a pair of summons for each element. The field effect must be all [insert summon innate here] to summon it. But, hey, it's worth it. If you have the Time Shifter, I recommend using it to see the ammount of work the developers put into the graphics.

Name	Where to get
W Unicorn	Trap from Dodos in Fossil Valley (Home)
H	
I Saints	Get after battle with the Sky Dragon
T	
E	
B MotherShip	Trap from Shadow Cats in Fossil Valley (Another)
L	
A GrimReaper	Get after battle with the Black Dragon
C	
K	
Y Golem	Trap from Centaurpedes in Hydra Marshes (Another)
E	
L ThundaSnake	Get after battle with the Earth Dragon
L	
O	
W	
G Sonja	Trap from Preymantis in Gaea's Navel (Home)
R	
E Genie	Get afer battle with the Green Dragon
E	
N	
B FrogPrince	Get from the Blue Dragon when getting Ice Breath
L	
U BlueWhale	Get after battle with the Blue Dragon
E	
R RedWolf	Trap from Hotdiggity in Mount Pyre (Home)
E	
D Salamander	Get after the battle with the Fire Dragon

## V. Misc. Stuff

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E-mail me all you want. I don't care how much you send. If you want to put this on your site tell me and give me full credit. If you have any questions, e-mail me. E-mail me about the game if you need help. Please don't send hate mail.

## VI. Legal Stuff

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