Green Mage (GNM)

Buffing Caster
Weapon: Rackets, magical rackets attuned with wind magic to help carry and spread Emerald Seeds
Limit Break: Green Dominion
Inspiration: Green Mages from Tactics A2, Aerith from VII remakes, D&D Druids



TL;DR version

- Nature, Plant, and Wind-based buffing caster
- Ya like lacrosse? Ya like gardening?
- Collect seeds from your filler combos and use them to blow up your enemies
- Also earn special mana from your combo spells to fuel party buffs or damaging spells
- No res here but some mitigation and healing
- Filler combo spells have a cast time of 1.5 seconds, powerful spells have a cast time of 2.5 seconds.

Lore

Originating from the Viera tribes of Ivalice, these mages commune with “the Green”, the mystical consciousness found not only in the forest and jungles of Ivalice but anywhere flora flourishes. By fighting off enemies of the Green, Green Mages gain its favor, gaining access to Green Mana to fuel spells that strengthen the caster and their allies or hinder their foes.
They fight using wind-attuned rackets that carry the seeds they use on the gusts they generate.

Special Mechanics

Filler-Combos

Similar to Pictomancers, Green Mages have single button combo spells for their single-target and AoE bust damage fillers, Emerald Shot and Emerald Swirl. Progressing one, progresses the other, allowing the user to switch when needed.

Additionally, with each step of their combo, the user gains an Emerald Seed stack (max of 3) and Green Mana. Also, whenever the user casts Emerald Shot/Swirl III, they gain an Emerald Tempest stack (max of 3).

Emerald Seeds

Special seeds the user gain from their filler combo that are used on either Emerald Bloom, a powerful damaging spell, or Emerald Oil, a debuff that increases damage done on a selected target.

Green Mana and "...of the Green" spells

By damaging enemies, Green Mages earn the favor of the mysterious presence known as the Green. This favor comes in the form of Green Mana, which can be used to fuel "...of the Green" spells.

Starting out, a Green Mage can have up to 50 Green Mana then 100 and will start each instance with the max amount of Green Mana.

The Gauges

The Green Communion Gauge

- The Green Mana bar: A bar that shows the amount of Green Mana the user has (up to 100). Makes noise whenever the user reaches 50 or 100 Green Mana.
- The Seedbed gauge: A patch of soil that shows the number of Emerald Seed stacks the user has (max of 3). Makes a noise when the user has 3.
- Three gems, each representing Faith of the Green, Bravery of the Green, and Poison of the Green, the respective gem lighting up when its spell is activated.

Basic End Game Skill Breakdown

Button Count: 20 (12 spells, 8 abilities)

Gauge: The Emerald Communion Gauge

- Green Mana Bar: A bar that shows the amount of Green Mana the user has (up to 100). Makes noise whenever the user reaches 50 or 100 Green Mana.
- Seedbed gauge: Three circles that light up when the user gains an Emerald Seed (max of 3). Makes a noise when the user has 3.
- Three gems, each representing Faith of the Green, Bravery of the Green, and Poison of the Green, the respective gem lighting up when its spell is activated.

Single Burst Filler Combo

- Emerald Shot I (320) > Emerald Shot II (360) > Emerald Shot III (400)

AoE Burst Filler Combo

- Emerald Swirl I (100) > Emerald Swirl II (120) > Emerald Swirl III (140)

Emerald Shot/Swirl I Grant Emerald Arm.
Emerald Shot/Swirl II uses up Emerald Arm and Grant Emerald Arm II.
Emerald Shot/Swirl II uses up Emerald Arm III.
Each part of both combos grants the user 10 Green Mana (max of 100) and grants the user an Emerald Seed stack (max of 3 Seeds). They all have a cast time of 1.5 seconds, a 2.5 second recast, and costs 300 MP.
Additionally, Emerald Shot/Swirl III grants the user 1 Emerald Tempest stack (max of 3).

Emerald Seed Skills

- Emerald Bloom: Spell. Damage a selected target and all enemies within 8-yalms of them (80 for the first target, 50% less for all remaining). Additionally, if the user has any Emerald Seed stacks on them, they are used up to increase the damage potency (220 per seed used). 2.5 second cast time, 2.5 second recast.
- Emerald Oil: Ability. Uses up all the user's Emerald Seeds. Increases damage onto a selected target by 1% per seed used for 21 seconds. Instant cast and 60 second recast.

"...of the Green" Spells

- Faith of the Green: Spell. Costs 50 Green Mana. Summons an ethereal tree to a selected area for 24 seconds that increases the Magical Damage of any party member within 50-yalms of it by 5% and Critical Hit Rate and Critical Hit Damage by 2%. 2.5 second cast time and 60 second recast.
- Bravery of the Green: Spell. Costs 50 Green Mana. Summons an ethereal sunflower to a selected area for 24 seconds that Increases the Physical Damage of any party member within 50-yalms of it by 5% and the Direct Hit Rate and Direct Hit Damage by 5%. 2.5 second cast time and 120 second recast.

- Poison of the Green: Spell. Costs 30 Green Mana. Summons an ethereal mushroom to a selected area for 24 seconds that damages all enemies within 30-yalms (75) of it and decreases damage they deal by 5%. 2.5 second cast time and 2.5 second recast.
- Ardor of the Green: Spell. Costs 30 Green Mana. Damages a selected target and all enemies within 8-yalms of them (500 for the first, 50% less for the remaining). Instant cast time and 2.5 second recast.
- Wrath of the Green: Spell. Costs 50 Green Mana. Damages a selected target and all enemies within 8-yalms (800 for the first target, 60% less for all remaining). Additionally, grants the user 3 Emerald Seed stacks and increases the potency of the user's next 3 Emerald Shot/Swirl spells by 20% and grants them an Embrace of the Green stack (max of 1, 20 second duration). 2.5 second cast time and 120 second recast.
- Focus of the Green: Spell. Grants the user 50 Green Mana. Additionally, grants the user an Embrace of the Green stack (max of 1). 2.5 second cast time, 60 second recast time.

Casters start with 100 Green Mana when they start/restart an instance.
The caster's Faith of the Green, Bravery of the Green, and Poison of the Green overwrite each other.

Embrace of the Green Skills

- Fleeting Familiar: Ability. Costs 1 Embrace of the Green. Grants the user a Nature Sprite. For the next 7 targeting, damaging spells the user casts, the Sprite will damage that target, damaging all enemies within 8-yalms (200 for the first, 50% less for the remaining). Instant cast time and 2.5 second recast.
- Dell of the Dreamer: Ability. Costs 1 Embrace of the Green and can only be used while Faith of the Green, Bravery of the Green, or Poison of the Green is activated. For the remaining time of the "...of the Green" spell, damage all enemies over time within that spell's area of effect (100) and increase damage done onto them by 5%. Instant cast time and 120 second cooldown.

Other DPS Skills

- Emerald Tempest: Spell. Cost 3 Emerald Tempest stacks. Damage a selected target and all enemies within 5-yalms of them (730, 50% less for the rest). Instant cast. 2.5 second cooldown.
- Tanglevine: Spell. Damages a target (100) and damages them over 30 seconds (45). Instant cast, 2.5 second recast, and costs 300 MP.
- Stranglethorn: Spell. Damage a selected target and all enemies within 5-yalms of them (50). Additionally, damage all enemies within 5-yalms of the target over 30 seconds (35). Instant cast time, 2.5 second recast, and costs 300 MP.

Other Skills

- Tailwind: Ability, 2 charges. For 15 seconds, increases the user's movement speed by 20%. Additionally, grants the user 3 Gale Force stacks (duration: 15 seconds). When the

user casts a Spell with a cast time greater than 0, a Gale Force stack is used, reducing that spell's cast time to 0 seconds. Instant cast time and 60 second cooldown.

- Treant Skin: Ability. Creates a barrier on the user that absorbs equal to 30% of their Max HP (duration 15 seconds). Additionally, reduces damage the user takes by 10% for 15 seconds. Instant cast time and 90 seconds recast.
- Dandelion Puff: Ability. Interrupts a target's interruptible skill. Instant cast time and 60 second recast.
- Verdant Shell: Ability. Creates a 20-yalm barrier when the caster stood for seconds, decreasing damage dealt to party members standing within by 5%. Instant cast time and 120 second recast time. Turns into Verdant Blossom while the user has the effect up.
    - Verdant Blossom: Ability. Bursts the user's Verdant Shell barrier, healing all party members within (600, scaled on the user's INT). Instant cast time and 2.5 second recast.
- Mirage Spores: Ability. Place a barrier on a selected party member equal to 15% of their maximum HP (duration of 10 seconds). When the barrier is fully absorbed, damage all enemies within 5-yalms of the affected (300) Instant cast time and 90 second recast time.

Potential Openers

(Starting with 100 Green Mana)

- Pre-pull (-2.5s): Faith/Bravery of the Green (24 second, 50 GM) + Potion (30 seconds)
- Pull (0s): Tanglevine (30 second) > Tailwind (15 seconds, 3 Gale Force))
- 2.5s: Wrath of the Green (0 GM, 3 Seeds, 3 Wrath, 1 Embrace, 2 Gale Force) > Emerald Oil (21 seconds, 0 seeds) + Dell of the Dreamer (0 Embrace)
- 5s: Focus of the Green (50 GM, 1 Embrace, 1 Gale Force) > Fleeting Familiar (7 FF, 0 Embrace)
- 7.5s: Ardor of the Green (20 GM, 6 FF)
- 10 s: Emerald Shot I (30 GM, 2 Wrath, 1 Seeds, 5 FF, 0 Gale Force)
- 12.5s: Emerald Shot II (40 GM, 1 Wrath, 2 Seeds, 4 FF)
- 15s: Emerald Shot III (50 GM, 0 Wrath, 3 Seeds, 1 Tempest, 3 FF)
    - (Tailwind ends)
- 17.5s: Emerald Bloom (0 Seeds, 2 FF)
- 20s: Ardor of the Green (20 GM, 1 FF)
- 22.5s: Refresh Tangevine (should be at 7-8 seconds left) before buffs ends (0 FF)
    - (Oil ends 23.5s)
    - (Faith/Bravery and Dell ends 24s)
- 25s: Emerald Shot I (30 GM, 1 Seed)
- 27.5s: Emerald Shot II (40 GM, 2 Seed)
- 30s: Emerald Shot III (50 GM, 3 Seed, 2 Tempest)
    - (Potion ends)

For AoE, swap Tanglevine with Stranglethorn (2+ enemies) and Emerald Shot spells for Emerald Swirl spells (3+ enemies).

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Additionally, with each step of their combo, the user gains an Emerald Seed stack (max of 3) and Green Mana. Also, whenever the user casts Emerald Shot/Swirl III, they gain an Emerald Tempest stack (max of 3).

Emerald Seeds

Special seeds the user gain from their filler combo that are used on either Emerald Bloom, a powerful damaging spell, or Emerald Oil, a debuff that increases damage done on a selected target.

Green Mana and "...of the Green" spells

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The Gauges

The Green Communion Gauge

- The Green Mana bar: A bar that shows the amount of Green Mana the user has (up to 100). Makes noise whenever the user reaches 50 or 100 Green Mana.
- The Seedbed gauge: A patch of soil that shows the number of Emerald Seed stacks the user has (max of 3). Makes a noise when the user has 3.
- Three gems, each representing Faith of the Green, Bravery of the Green, and Poison of the Green, the respective gem lighting up when its spell is activated.

Skills and Traits

Lvl	Name	Description
1	Emerald Shot I	Spell. Damages a selected target. Additionally, grants the user Emerald Arm (30 second duration). Potency of 220. 1.5 second cast time. 2.5 second cooldown. 300 MP Cost
5	Emerald Shot II	Spell. Damages a selected target. Additionally, grants the user Emerald Arm II (30 second duration). Potency of 260. 1.5 second cast time. 2.5 second cooldown. 300 MP cost. Replaces Emerald Shot I while the user is under the effect of Emerald Arm and cannot be manually placed onto the hotbar.
10	Tailwind	Ability. Increases the user's movement speed by 25% and reduces their spell cast times to 0 for 15 seconds. Instant cast time. 60 second cooldown.
15	Treant Skin	Ability. Creates a barrier that absorbs damage equal to 30% of the user's maximum HP (15 second duration). Instant cast time. 90 second cooldown.
20	Emerald Shot III	Spell. Damage a selected target. Potency of 300. 1.5 second cast time. 2.5 second cooldown. 300 MP Cost. Replaces Emerald Shot I/II while the user is under the effect of Emerald Arm II and cannot be manually placed.
20	Maim and Mend	Trait. Increases base action damage and HP restoration by 10%.
25	Emerald Swirl I	Spell. Damage a selected target and all enemies within 5-yalms. Additionally, grants the user Emerald Arm (30 second duration). Potency 80. 1.5 second cast time. 2.5 second cooldown. 300 MP cost.

30	Seed Sower	Trait. Emerald Shot I, II, III, and Emerald Swirl I now grant the user an Emerald Seed stack (max of 3) whenever they successfully damage a target.
30	Emerald Bloom	Spell. Damage a selected target and all enemies within 8-yalms of them. Additionally, if the user has any Emerald Seed stacks, they are used up for stronger potency. Potency of 50 plus 100 per Emerald Seed used to the first target, and 60% less to all remaining targets. 2.5 second cast time. 2.5 second cooldown. 400 MP cost.
35	Emerald Swirl II	Spell. Damage a selected target and all enemies within 5-yalms. Additionally, grants the user Emerald Arm II (30 second duration) and an Emerald Seed stack. Potency of 100. 1.5 second cast time. 2.5 second cooldown. 300 MP cost. Replaces Emerald Swirl I while the user is under the effect of Emerald Arm and cannot be manually placed.
40	Maim and Mend II	Trait. Increases base action damage and HP restoration by 30%.
45	Emerald Swirl III	Spell. Damage a selected target and all enemies within 5-yalm. Additionally, grants the user an Emerald Seed stack. Potency of 120. 1.5 second cast time. 2.5 second cooldown. 300 MP cost. Replaces Emerald Swirl I/II while the user is under the effect of Emerald Arm II and cannot be manually placed.
50	Green Mana	Trait. The user gains access to the Green Mana gauge, allowing them to hold 50 Green Mana and starting any new instance with 50. Additionally, Emerald Shot and Emerald Swirl spells grant the user 5 Green Mana.
50	Faith of the Green	Spell. Cost 50 Green Mana. Summons an ethereal tree on a selected area for 24 seconds that increases the Magical Damage done by all party members within 50-yalms of it by 10% and Critical Hit rate by 2%. When cast, it replaces any of the user's Bravery of the Green or Poison of the Green effects. 2.5 second cast time. 60 second cooldown.

52	Dandelion Puff	Ability. Interrupts a target's interruptible action. Instant cast time. 60 second cooldown.
54	Emerald Mastery I	Trait. Increases the potency of: ● Emerald Shot I to 240 ● Emerald Shot II to 280 ● Emerald Shot III to 320 ● Emerald Swirl I to 100 ● Emerald Swirl II to 120 ● Emerald Swirl III to 140 ● Emerald Bloom to 120 per Emerald Seed used.
60	Bravery of the Green	Spell. Cost 50 Green Mana. Summon an ethereal sunflower on a selected area for 24 seconds that increases the Physical Damage done by all party members within 50-yalms of it by 10% and Direct Hit Rate and Direct Hit Damage by 5%. When cast, it replaces any of the user's Faith of the Green or Poison of the Green effects. 2.5 second cast time. 120 second cooldown.
62	Enhanced Tailwind	Trait. Adds an additional charge to Tailwind (max: 2 charges).
64	Tanglevine	Spell. Damage a selected target. Additionally, damage them over 45 seconds. Potency of 100 and 45 for the damage over time. Instant cast time. 2.5 second cooldown. 300 MP cost.
70	Emerald Oil	Ability. Uses up all the user's Emerald Seed stacks. Increases damage done onto a selected target by 2% per Emerald Seed used for 21 seconds. Instant cast time. 60 second cooldown.
72	Enhanced Treant Skin	Trait. Treant Skin now has an additional effect of decreasing damage done onto the caster by 10% for 15 seconds.
74	Emerald Mastery II	Trait. Increase the potency of: ● Emerald Shot I to 340 ● Emerald Shot II to 380 ● Emerald Shot II to 420 ● Emerald Swirl I to 120 ● Emerald Swirl II to 140 ● Emerald Swirl III to 160 ● Emerald Bloom to 200 per Emerald Seed used.

74	Green Mana II	Trait. The user's Green Mana Gauge can now hold 100 Green Mana and they start each new instance with 100. Additionally, Emerald Shot and Emerald Swirl spells grant the user 10 Green Mana.
74	Ardor of the Green	Spell. Costs 50 Green Mana. Damages a selected target and all enemies within 8-yalms. Potency of 440 for the first, 50% for the remaining. Instant cast time. 2.5 second cooldown.
80	Verdant Shell	Ability. Places a 20-yalm barrier where the user stood for 15 seconds that reduces the damage received by party members standing inside by 15%. Instant cast time. 90 second cooldown.
82	Enhanced Emerald Shot and Swirl	Trait. Emerald Shot III and Emerald Swirl III grant the user a Emerald Tempest stack (max of 3).
82	Emerald Tempest	Spell. Cost 3 Emerald Tempest stacks. Damage a selected target and all enemies within 5-yalms. Additionally, grants the user 20 Green Mana. Potency of 650 to the first enemy and 50% less to all remaining enemies. Instant cast time. 2.5 second cooldown. 300 MP cost.
84	Emerald Mastery III	Trait. Increase the potency of: ● Emerald Shot I to 360 ● Emerald Shot II to 400 ● Emerald Shot III to 440 ● Emerald Swirl I to 130 ● Emerald Swirl II to 150 ● Emerald Swirl III to 165 ● Emerald Bloom 70 and 210 per Emerald Seed used.
86	Stranglethorn	Spell. Damage a selected target and all enemies within 5-yalms. Additionally, damage all enemies within 5-yalms of the affected target over 45 seconds. (Enemies will only take damage over time from 1 of the user's placed Stranglethorn effects) Potency of 50 and 35 for the damage over time. Instant cast time. 2.5 second cooldown. 300 MP cost.

88	Mirage Spores	Ability. Place a barrier on a selected target equal to 30% of their Maximum HP (10 second duration). When the barrier is fully absorbed, damage all enemies within 8-yalms of them. Potency of 300. Instant cast time. 90 second cooldown.
90	Poison of the Green	Spell. Costs 30 Green Mana. Summons an ethereal mushroom on a selected area for 24 seconds that damages all enemies within 30-yalms of the user and reduces their damage dealt by 5%. When cast, it replaces any of the user's Faith of the Green or Bravery of the Green effects. Potency of 75. 2.5 second cast time. 2.5 second cooldown.
92	Focus of the Green	Spell. Grants the user 50 Green Mana. 2.5 second cast time. 60 second recast. 300 MP cost.
94	Wrath of the Green	Spell. Costs 50 Green Mana. Damage a selected target and all enemies within 8-yalms. Additionally, grants the user 3 Emerald Seeds and increases the potency of the next 3 Emerald Shot or Emerald Swirl spells the user casts by 20%. Potency of 800 for the first enemy hit, 60% less for remaining. 2.5 second cast time. 120 second cooldown.
94	Emerald Mastery IV	Trait. Increase the potency of: ● Emerald Shot I to 420 ● Emerald Shot II to 460 ● Emerald Shot III to 500 ● Emerald Swirl I to 145 ● Emerald Swirl II to 155 ● Emerald Swirl III to 170 ● Emerald Bloom to 80 and 220 per Emerald Seed used to the first target and 50% less to all remaining enemies. ● Ardor of the Green to 500. ● Emerald Tempest to 730
96	Embrace of the Green	Trait. When the user casts Wrath of the Green, they gain an Embrace of the Green effect (Max of 1, 20 second duration)

96	Fleeting Familiar	Ability. Cost 1 Embrace of the Green stack. Summons a Nature Sprite to the caster's side. For the next 7 targeted, damaging spells the user casts, the Sprite will attack the target and damage all enemies within 8-yalms of them. Potency of 200 for the first, 50% for the remaining. Instant cast time. 2.5 second recast.
98	Enhanced Verdant Shell	Trait. While the user has Verdant Shell deployed, it is replaced by Verdant Blossom
98	Verdant Blossom	Ability. Bursts the user's Verdant Shell, healing all party members inside. Potency of 600 (uses caster's INT). Instant cast time. 2.5 second recast. Replaces Verdant Shell while the user has it deployed and cannot be manually placed on the hotbar.
100	Enhanced Focus of the Green	Trait. Upon use, Focus of the Green grants the user an Embrace of the Green stack.
100	Dell of the Dreamer	Ability. Costs 1 Embrace of the Green stack and can only be used while the user has Faith of the Green, Bravery of the Green, or Poison of the Green activated. Damage all enemies within the effect area of said "...of the Green" spell over its remaining effect time and increase damage done onto them by 5%. Potency of 100. Instant cast time. 120 second recast.

Basic End Game Skill Breakdown

Button Count: 20 (12 spells, 8 abilities)

Gauge: The Emerald Communion Gauge

- Green Mana Bar: A bar that shows the amount of Green Mana the user has (up to 100). Makes noise whenever the user reaches 50 or 100 Green Mana.
- Seedbed gauge: Three circles that light up when the user gains an Emerald Seed (max of 3). Makes a noise when the user has 3.
- Three gems, each representing Faith of the Green, Bravery of the Green, and Poison of the Green, the respective gem lighting up when its spell is activated.

Single Burst Filler Combo

- Emerald Shot I (420) > Emerald Shot II (460) > Emerald Shot III (500)

AoE Burst Filler Combo

- Emerald Swirl I (145) > Emerald Swirl II (155) > Emerald Swirl III (170)

Emerald Shot/Swirl I Grant Emerald Arm.
Emerald Shot/Swirl II uses up Emerald Arm and Grant Emerald Arm II.
Emerald Shot/Swirl II uses up Emerald Arm III.
Each part of both combos grants the user 10 Green Mana (max of 100) and grants the user an Emerald Seed stack (max of 3 Seeds). They all have a cast time of 1.5 seconds, a 2.5 second recast, and costs 300 MP.
Additionally, Emerald Shot/Swirl III grants the user 1 Emerald Tempest stack (max of 3).

Emerald Seed Skills

- Emerald Bloom: Spell. Damage a selected target and all enemies within 8-yalms of them (80 for the first target, 50% less for all remaining). Additionally, if the user has any Emerald Seed stacks on them, they are used up to increase the damage potency (220 per seed used). 2.5 second cast time, 2.5 second recast, and costs 400 MP.
- Emerald Oil: Ability. Uses up all the user's Emerald Seeds. Increases damage onto a selected target by 2% per seed used for 21 seconds. Instant cast and 60 second recast.

"...of the Green" Spells

- Faith of the Green: Spell. Costs 50 Green Mana. Summons an ethereal tree to a selected area for 24 seconds that increases the Magical Damage of any party member within 50-yalms of it by 10% and Critical Hit Rate by 2%. 2.5 second cast time and 60 second recast.
- Bravery of the Green: Spell. Costs 50 Green Mana. Summons an ethereal sunflower to a selected area for 24 seconds that Increases the Physical Damage of any party member within 50-yalms of it by 10% and the Direct Hit Rate and Direct Hit Damage by 5%. 2.5 second cast time and 120 second recast.

- Poison of the Green: Spell. Costs 30 Green Mana. Summons an ethereal mushroom to a selected area for 24 seconds that damages all enemies within 30-yalms (75) of it and decreases damage they deal by 5%. 2.5 second cast time and 2.5 second recast.
- Ardor of the Green: Spell. Costs 30 Green Mana. Damages a selected target and all enemies within 8-yalms of them (500 for the first, 50% less for the remaining). Instant cast time and 2.5 second recast.
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- Focus of the Green: Spell. Grants the user 50 Green Mana. Additionally, grants the user an Embrace of the Green stack (max of 1). 2.5 second cast time, 60 second recast time, and costs 300 MP.

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Other DPS Skills

- Emerald Tempest: Spell. Cost 3 Emerald Tempest stacks. Damage a selected target and all enemies within 5-yalms of them (730, 50% less for the rest). Instant cast. 2.5 second cooldown.
- Tanglevine: Spell. Damages a target (100) and damages them over 45 seconds (45). Instant cast, 2.5 second recast, and costs 300 MP.
- Stranglethorn: Spell. Damage a selected target and all enemies within 5-yalms of them (50). Additionally, damage all enemies within 5-yalms of the target over 45 seconds (35). Instant cast time, 2.5 second recast, and costs 300 MP.

Other Skills

- Tailwind: Ability, 2 charges. For 15 seconds, increases the user's movement speed by 20% and reduces their spell cast times to 0. Instant cast time and 60 second cooldown.

- Treant Skin: Ability. Creates a barrier on the user that absorbs equal to 30% of their Max HP (duration 15 seconds). Additionally, reduces damage the user takes by 10% for 15 seconds. Instant cast time and 90 seconds recast.
- Dandelion Puff: Ability. Interrupts a target's interruptible skill. Instant cast time and 60 second recast.
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    - (Tailwind ends)
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- 20s: Ardor of the Green (20 GM, 1 FF)
- 22.5s: Refresh Tangevine (should be at 22-23 seconds left) before buffs ends (0 FF)
    - (Oil ends 23.5s)
    - (Faith/Bravery and Dell ends 24s)
- 25s: Emerald Shot I (30 GM, 1 Seed)
- 27.5s: Emerald Shot II (40 GM, 2 Seed)
- 30s: Emerald Shot III (50 GM, 3 Seed, 2 Tempest)
    - (Potion ends)

For AoE, swap Tanglevine with Stranglethorn (2+ enemies) and Emerald Shot spells for Emerald Swirl spells (3+ enemies).

Changes

- Potential Opener added
- Faith, Bravery, and Poison of the Green now have an effect time of 24 seconds.
- Fleeting Familiar no longer has an effect time, instead having the Sprite attacking the target of the user’s next 7 targeting, damaging spells, damaging them and all enemies within 8-yalms.
- Dell of the Dreamer no longer has its own effect time, working on the effect time of the "...of the Green" spell it was cast under.
- Verdant Blossom is now learned at 98 and heals party members within Shell's area of effect for a potency of 600 but no longer damages enemies inside.
- Mirage Spore only damages enemies when the barrier is fully absorbed.
- Stranglethorn has been separated from Tanglevine.

Green Mage (GNM)

Buffing Caster
Weapon: Rackets, magical rackets attuned with wind magic to help carry and spread Emerald Seeds
Limit Break: Green Dominion
Inspiration: Green Mages from Tactics A2, Aerith from VII remakes, D&D Druids



TL;DR version

- Nature, Plant, and Wind based buffing caster
- Ya like lacrosse? Ya like gardening?
- Collect seeds from your filler combos and use them to blow up your enemies
- Also earn special mana from your combo spells to fuel party buffs or damaging spells
- No res here but has some mitigation
- Filler combo spells have a cast time of 1.5 seconds, powerful spells have a cast time of 2.5 seconds.

Lore

Originating from the Viera tribes of Ivalice, these mages commune with “the Green”, the mystical consciousness found not only in the forest and jungles of Ivalice but anywhere flora flourishes. By fighting off enemies of the Green, Green Mages gain its favor, gaining access to Green Mana to fuel spells that strengthen the caster and their allies or hinder their foes.
They fight using wind-attuned, rackets that carry the seeds they use on the gusts they generate.

Special Mechanics

Filler-Combos

Similar to Pictomancers, Green Mages have single button combo spells for their single-target and AoE bust damage fillers, Emerald Shot and Emerald Swirl. Progressing one, progresses the other, allowing the user to switch when needed.

Additionally, with each step of their combo, the user gains an Emerald Seed stack (max of 3) and Green Mana. Additionally, whenever the user casts Emerald Shot/Swirl III, they gain an Emerald Tempest stack (max of 3).

Emerald Seeds

Special seeds the user gain from their filler combo that are used on either Emerald Bloom, a powerful damaging spell, or Emerald Oil, a debuff that increases damage done on a selected target.

Green Mana and "...of the Green" spells

By damaging enemies, Green Mages earn the favor of the mysterious presence known as the Green. This favor comes in the form of Green Mana, which can be used to fuel "...of the Green" spells.

Starting out, a Green Mage can have up to 50 Green Mana then 100 and will start each instance with the max amount of Green Mana.

The Gauges

The Green Communion Gauge

- A bar that shows the amount of Green Mana the user has (up to 100). Makes noise whenever the user reaches 50 or 100 Green Mana.
- Seedbed gauge that shows the number of Emerald Seed stacks the user has (max of 3). Makes a noise when the user has 3.
- Three gems, each representing Faith of the Green, Bravery of the Green, and Poison of the Green, the respective gem lighting up when its spell is activated.

Skills and Traits

Lvl	Name	Description
1	Emerald Shot I	Spell. Damages a selected target. Additionally, grants the user Emerald Arm (30 second duration). Potency of 220. 1.5 second cast time. 2.5 second cooldown. 300 MP Cost
5	Emerald Shot II	Spell. Damages a selected target. Additionally, grants the user Emerald Arm II (30 second duration). Potency of 260. 1.5 second cast time. 2.5 second cooldown. 300 MP cost. Replaces Emerald Shot I while the user is under the effect of Emerald Arm and cannot be manually placed onto the hotbar.
10	Tailwind	Ability. Increases the user's movement speed by 25% and reduces their spell cast times to 0 for 15 seconds. Instant cast time. 60 second cooldown.
15	Treant Skin	Ability. Creates a barrier that absorbs damage equal to 30% of the user's maximum HP (15 second duration). Instant cast time. 90 second cooldown.
20	Emerald Shot III	Spell. Damage a selected target. Potency of 300. 1.5 second cast time. 2.5 second cooldown. 300 MP Cost. Replaces Emerald Shot I/II while the user is under the effect of Emerald Arm II and cannot be manually placed.
20	Maim and Mend	Trait. Increases base action damage and HP restoration by 10%.
25	Emerald Swirl I	Spell. Damage a selected target and all enemies within 5-yalms. Additionally, grants the user Emerald Arm (30 second duration). Potency 80. 1.5 second cast time. 2.5 second cooldown. 300 MP cost.

30	Seed Sower	Trait. Emerald Shot I, II, III, and Emerald Swirl I now grant the user an Emerald Seed stack (max of 3) whenever they successfully damage a target.
30	Emerald Bloom	Spell. Damage a selected target and all enemies within 8-yalms of them. Additionally, if the user has any Emerald Seed stacks, they are used up for stronger potency. Potency of 50 plus 100 per Emerald Seed used to the first target, and 60% less to all remaining targets. 2.5 second cast time. 2.5 second cooldown. 400 MP cost.
35	Emerald Swirl II	Spell. Damage a selected target and all enemies within 5-yalms. Additionally, grants the user Emerald Arm II (30 second duration) and an Emerald Seed stack. Potency of 100. 1.5 second cast time. 2.5 second cooldown. 300 MP cost. Replaces Emerald Swirl I while the user is under the effect of Emerald Arm and cannot be manually placed.
40	Maim and Mend II	Trait. Increases base action damage and HP restoration by 30%.
45	Emerald Swirl III	Spell. Damage a selected target and all enemies within 5-yalm. Additionally, grants the user an Emerald Seed stack. Potency of 120. 1.5 second cast time. 2.5 second cooldown. 300 MP cost. Replaces Emerald Swirl I/II while the user is under the effect of Emerald Arm II and cannot be manually placed.
50	Green Mana	Trait. The user gains access to the Green Mana gauge, allowing them to hold 50 Green Mana and starting any new instance with 50. Additionally, Emerald Shot and Emerald Swirl spells grant the user 5 Green Mana.
50	Faith of the Green	Spell. Cost 50 Green Mana. Summons an ethereal tree on a selected area for 21 seconds that increases the Magical Damage done by all party members within 50-yalms of it by 10% and Critical Hit rate by 2%. When cast, it replaces any of the user's Bravery of the Green or Poison of the Green effects. 2.5 second cast time. 60 second cooldown.

52	Dandelion Puff	Ability. Interrupts a target's interruptible action. Instant cast time. 60 second cooldown.
54	Emerald Mastery I	Trait. Increases the potency of: ● Emerald Shot I to 240 ● Emerald Shot II to 280 ● Emerald Shot III to 320 ● Emerald Swirl I to 100 ● Emerald Swirl II to 120 ● Emerald Swirl III to 140 ● Emerald Bloom to 120 per Emerald Seed used.
60	Bravery of the Green	Spell. Cost 50 Green Mana. Summon an ethereal sunflower on a selected area for 21 seconds that increases the Physical Damage done by all party members within 50-yalms of it by 10% and Direct Hit Rate and Direct Hit Damage by 5%. When cast, it replaces any of the user's Faith of the Green or Poison of the Green effects. 2.5 second cast time. 120 second cooldown.
62	Enhanced Tailwind	Trait. Adds an additional charge to Tailwind (max: 2 charges).
64	Tanglevine	Spell. Damage a selected target. Additionally, damage them over 45 seconds. Potency of 100 and 45 for the damage over time. Instant cast time. 2.5 second cooldown. 300 MP cost.
70	Emerald Oil	Ability. Uses up all the user's Emerald Seed stacks. Increases damage done onto a selected target by 2% per Emerald Seed used for 21 seconds. Instant cast time. 60 second cooldown.
72	Enhanced Treant Skin	Trait. Treant Skin now has an additional effect of decreasing damage done onto the caster by 10% for 15 seconds.
74	Emerald Mastery II	Trait. Increase the potency of: ● Emerald Shot I to 340 ● Emerald Shot II to 380 ● Emerald Shot II to 420 ● Emerald Swirl I to 120 ● Emerald Swirl II to 140 ● Emerald Swirl III to 160 ● Emerald Bloom to 200 per Emerald Seed used.

74	Green Mana II	Trait. The user's Green Mana Gauge can now hold 100 Green Mana and they start each new instance with 100. Additionally, Emerald Shot and Emerald Swirl spells grant the user 10 Green Mana.
74	Ardor of the Green	Spell. Costs 50 Green Mana. Damages a selected target and all enemies within 8-yalms. Potency of 440 for the first, 50% for the remaining. Instant cast time. 2.5 second cooldown.
80	Verdant Shell	Ability. Places a 20-yalm barrier where the user stood for 15 seconds that reduces the damage received by party members standing inside by 15%. Instant cast time. 90 second cooldown.
80	Verdant Blossom	Ability. Burst's the user's Verdant Shell barrier, damaging all enemies inside. Potency of 300. Instant cast time. 2.5 second cooldown. Replaces Verdant Shell and cannot be manually placed on the hotbar.
82	Enhanced Emerald Shot and Swirl	Trait. Emerald Shot III and Emerald Swirl III grant the user a Emerald Tempest stack (max of 3).
82	Emerald Tempest	Spell. Cost 3 Emerald Tempest stacks. Damage a selected target and all enemies within 5-yalms. Additionally, grants the user 20 Green Mana. Potency of 650 to the first enemy and 50% less to all remaining enemies. Instant cast time. 2.5 second cooldown. 300 MP cost.
84	Emerald Mastery III	Trait. Increase the potency of: ● Emerald Shot I to 360 ● Emerald Shot II to 400 ● Emerald Shot III to 440 ● Emerald Swirl I to 130 ● Emerald Swirl II to 150 ● Emerald Swirl III to 165 ● Emerald Bloom 70 and 210 per Emerald Seed used.

86	Enhanced Tanglevine	Trait. While a target is under the user's Tanglevine effect, they can change it to Stranglethorn.
86	Stranglethorn	Spell. Can only be executed while targeting an enemy under the effect of the user's Tanglevine. Change it to Stranglethorn, damaging the target and all enemies within 5-yalms. Additionally, damage all enemies within 5-yalms of the affected target over 45 seconds. (Enemies will only take damage over time from 1 of the user's placed Stranglethorn effects) Potency of 50 and 35 for the damage over time. Instant cast time. 2.5 second cooldown. 300 MP cost. Replaces Tanglevine and cannot be manually placed on the hotbar.
88	Mirage Spores	Ability. Place a barrier on a selected target equal to 30% of their Maximum HP (10 second duration). When the barrier is fully absorbed or its effect time ends, damage all enemies within 8-yalms of them. Potency of 300. Instant cast time. 90 second cooldown.
90	Poison of the Green	Spell. Costs 30 Green Mana. Summons an ethereal mushroom on a selected area for 21 seconds that damages all enemies within 30-yalms of the user and reduces their damage dealt by 5%. When cast, it replaces any of the user's Faith of the Green or Bravery of the Green effects. Potency of 75. 2.5 second cast time. 2.5 second cooldown.
92	Focus of the Green	Spell. Grants the user 50 Green Mana. 2.5 second cast time. 60 second recast. 300 MP cost.
94	Wrath of the Green	Spell. Costs 50 Green Mana. Damage a selected target and all enemies within 8-yalms. Additionally, grants the user 3 Emerald Seeds and increases the potency of the next 3 Emerald Shot or Emerald Swirl spells the user casts by 20%. Potency of 800 for the first enemy hit, 60% less for remaining. 2.5 second cast time. 120 second cooldown.

94	Emerald Mastery IV	Trait. Increase the potency of: ● Emerald Shot I to 420 ● Emerald Shot II to 460 ● Emerald Shot III to 500 ● Emerald Swirl I to 145 ● Emerald Swirl II to 155 ● Emerald Swirl III to 170 ● Emerald Bloom to 80 and 220 per Emerald Seed used to the first target and 50% less to all remaining enemies. ● Ardor of the Green to 500. ● Emerald Tempest to 730
96	Embrace of the Green	Trait. When the user casts Wrath of the Green, they gain an Embrace of the Green effect (Max of 1, 20 second duration)
96	Fleeting Familiar	Ability. Cost 1 Embrace of the Green stack. Summons a Nature Sprite to the caster's side for 21 seconds. Whenever the user casts a damaging spell on a target, the sprite will attack that target as well, also damaging all enemies within 5-yalms of them. Potency of 200 for the first, 50% for the remaining. Instant cast time. 2.5 second recast.
98	Enhanced Verdant Blossom	Trait. When Verdant Blossom bursts Verdant Shell's barrier, all party members inside will now receive a 500 potency heal (scaled on the user's INT stat).
100	Enhanced Focus of the Green	Trait. Upon use, Focus of the Green grants the user an Embrace of the Green stack.
100	Dell of the Dreamer	Ability. Costs 1 Embrace of the Green stack and can only be used while the user has Faith of the Green, Bravery of the Green, or Poison of the Green activated. Damage all enemies within the effect area of said "...of the Green" spell over 21 seconds and increase damage done onto them by 5%. Potency of 100. Instant cast time. 120 second recast.

Basic End Game Skill Breakdown

Button Count: 19 (11 spells, 8 abilities)

Gauge: The Emerald Communion Gauge

- A bar that shows the amount of Green Mana the user has (up to 100). Makes noise whenever the user reaches 50 or 100 Green Mana.
- Seedbed gauge that shows the number of Emerald Seed stacks the user has (max of 3). Makes a noise when the user has 3.
- Three gems, each representing Faith of the Green, Bravery of the Green, and Poison of the Green, the respective gem lighting up when its spell is activated.

Single Burst Filler Combo

- Emerald Shot I (420) > Emerald Shot II (460) > Emerald Shot III (500)

AoE Burst Filler Combo

- Emerald Swirl I (145) > Emerald Swirl II (155) > Emerald Swirl III (170)

Emerald Shot/Swirl I Grant Emerald Arm.
Emerald Shot/Swirl II uses up Emerald Arm and Grant Emerald Arm II.
Emerald Shot/Swirl II uses up Emerald Arm III.
Each part of both combos grants the user 10 Green Mana (max of 100) and grants the user an Emerald Seed stack (max of 3 Seeds). They all have a cast time of 1.5 seconds, a 2.5 second recast, and costs 300 MP.
Additionally, Emerald Shot/Swirl III grants the user 1 Emerald Tempest stack (max of 3).

Emerald Seed Skills

- Emerald Bloom: Spell. Damage a selected target and all enemies within 8-yalms of them (80 for the first target, 50% less for all remaining). Additionally, if the user has any Emerald Seed stacks on them, they are used up to increase the damage potency (220 per seed used for the first target, 50% less for all remaining). 2.5 second cast time, 2.5 second recast, and costs 400 MP.
- Emerald Oil: Ability. Uses up all the user's Emerald Seeds. Increases damage onto a selected target by 2% per seed used for 21 seconds. Instant cast and 60 second recast.

"...of the Green" Spells

- Faith of the Green: Spell. Costs 50 Green Mana. Summons an ethereal tree to a selected area for 21 seconds that increases the Magical Damage of any party member within 50-yalms of it by 10% and Critical Hit Rate by 2%. 2.5 second cast time and 60 second recast.
- Bravery of the Green: Spell. Costs 50 Green Mana. Summons an ethereal sunflower to a selected area for 21 seconds that Increases the Physical Damage of any party member within 50-yalms of it by 10% and the Direct Hit Rate and Direct Hit Damage by 5%. 2.5 second cast time and 120 second recast.

- Poison of the Green: Spell. Costs 30 Green Mana. Summons an ethereal mushroom to a selected area for 21 seconds that damages all enemies within 30-yalms (75) of it and decreases damage they deal by 5%. 2.5 second cast time and 2.5 second recast.
- Ardor of the Green: Spell. Costs 30 Green Mana. Damages a selected target and all enemies within 8-yalms of them (500 for the first, 50% less for the remaining). Instant cast time and 2.5 second recast.
- Wrath of the Green: Spell. Costs 50 Green Mana. Damages a selected target and all enemies within 8-yalms (800 for the first target, 60% less for all remaining). Additionally, grants the user 3 Emerald Seed stacks and increases the potency of the user's next 3 Emerald Shot/Swirl spells by 20% and grants them an Embrace of the Green stack (max of 1, 20 second duration). 2.5 second cast time and 120 second recast.
- Focus of the Green: Spell. Grants the user 50 Green Mana. Additionally, grants the user an Embrace of the Green stack (max of 1). 2.5 second cast time, 60 second recast time, and costs 300 MP.

Casters start with 100 Green Mana when they start/restart an instance.
The caster's Faith of the Green, Bravery of the Green, and Poison of the Green overwrite each other.

Embrace of the Green Skills

- Fleeting Familiar: Ability. Costs 1 Embrace of the Green. Grants the user a Nature Sprite for 21 seconds. Whenever the user casts a damaging spell on a target, the Familiar will attack that target, damaging them and all enemies within 5-yalms (200 for the first, 50% less for the remaining). Instant cast time and 2.5 second recast.
- Dell of the Dreamer: Ability. Costs 1 Embrace of the Green and can only be used while Faith of the Green, Bravery of the Green, or Poison of the Green is activated. Damage all enemies within the effect area of said "...of the Green" spell over 21 seconds (100) and increase damage done onto them by 5%. Instant cast time and 120 second cooldown.

Other DPS Skills

- Emerald Tempest: Spell. Cost 3 Emerald Tempest stacks Damage a selected target and all enemies within 5-yalms of them (730, 50% less for the rest). Instant cast.
- Tanglevine: Spell. Damages a target (100) and damages them over 45 seconds (45). Instant cast, 2.5 second recast, costs 300 MP. Turns into Stranglethorn when targeting an enemy that has a Tanglevine effect that was placed by the user.
    - Stranglethorn: Spell. Can only be used when a target has Tanglevine on them. Damages the target and all enemies within 5-yalms of them (50) and damages the target and enemy enemy within 5-yalms of them over 45 seconds (35). Instant cast time, 2.5 second recast, and costs 300 MP.

Other Skills

- Tailwind: Ability, 2 charges. For 15 seconds, increases the user's movement speed by 20% and reduces their spell cast times to 0. Instant cast time and 60 second cooldown.

- Treant Skin: Ability. Creates a barrier on the user that absorbs equal to 30% of their Max HP (duration 15 seconds). Additionally, reduces damage the user takes by 10% for 15 seconds. Instant cast time and 90 seconds recast.
- Dandelion Puff: Ability. Interrupts a target's interruptible skill. Instant cast time and 60 second recast.
- Verdant Shell: Ability. Creates a 20-yalm barrier when the caster stood for seconds, decreasing damage dealt to party members standing within by 15%. Instant cast time and 90 second recast time. Turns into Verdant Blossom while the user has the effect up.
    - Verdant Blossom: Ability. Bursts the user's Verdant Shell barrier, damaging all enemies (300) and healing all party members within (500, scaled on the user's INT). Instant cast time and 2.5 second recast.
- Mirage Spores: Ability. Place a barrier on a selected party member equal to 30% of their maximum HP (duration of 10 seconds). When the barrier is either fully absorbed or its effect time ends, damage all enemies within 5-yalms of the affected (300) Instant cast time and 90 second recast time.

Changes

- Emerald Seeds are now a stack the user carries. All skills that use Emerald Seeds have been altered to facilitate this.
- At level 50, Green Mages start new instances with 50 Green Mana
- At level 74, the Green Mana Gauge can hold up to 100 Green Mana and the user now starts with 100 Mana when entering a new instance
- Faith of the Green, Bravery of the Green, and Poison of the Green are now placeable effects.
- Faith of the Green, Bravery of the Green, and Wrath of the Green now cost 50 Green Mana to cast. Additionally, Faith of the Green and Bravery of the Green now affect party members with in 50-yalms
- Bravery of the Green now increases Physical Damage the party does by 10% and increases Direct Hit Rate and Damage by 5%.
- Poison of the Green now affects enemies within 30-yalms
- Ardor of the Green now costs 30 Green Mana and now damages all enemies within 8-yalms of its target, 500 for the first, 50% less for the remaining (at max level). Additionally, it now has a 2.5 second cooldown.
- Focus of the Green now has a 60 second cooldown and grants the user an Embrace of the Green stack (still max of 1).
- Fleeting Familiar now only affects the caster for 21 seconds, granting them a familiar that damages any target they use a damaging spell on and all enemies within 5-yalms of them (200 for the first, 50% for the remaining)
- Dell of the Dreamer can now only be used while Faith of the Green, Bravery of the Green, or Poison of the Green is activated. All enemies within that “...of the Green” spell’s effect area now receive damage over 21 seconds (100) and damage dealt to them increases by 5%. Additionally, it now has a 120 second cooldown.
- Treant Skin no longer grants Green Mana
- At level 72, Enhanced Treant Skin now additionally decreases damage the caster receives by 10% for 15 seconds.
- Mirage Spores no longer grants Emerald Seeds

Green Mage (GNM)

Buffing Caster
Weapon: Rackets, magical rackets attuned with wind magic to help carry and spread Emerald Seeds
Limit Break: Green Dominion
Inspiration: Green Mages from Tactics A2, Aerith from VII remakes, D&D Druids



TL;DR version

- Nature, Plant, and Wind based buffing caster
- Ya like lacrosse? Ya like gardening?
- Place seeds on enemies with your filler combo spells and then blow them up
- Also earn special mana from your combo spells to fuel party buffs or damaging spells
- No res here but has some mitigation
- Filler combo spells have a cast time of 1.5 seconds, powerful spells have a cast time of 2.5 seconds.

Lore

Originating from the Viera tribes of Ivalice, these mages commune with “the Green”, the mystical consciousness found not only in the forest and jungles of Ivalice but anywhere flora flourishes. By fighting off enemies of the Green, Green Mages gain its favor, gaining access to Green Mana to fuel spells that strengthen the caster and their allies or hinder their foes.
They fight using wind-attuned, rackets that carry the seeds they use on the gusts they generate.

Special Mechanics

Filler-Combos

Similar to Pictomancers, Green Mages have single button combo spells for their single-target and AoE bust damage fillers, Emerald Shot and Emerald Swirl. Progressing one, progresses the other, allowing the user to switch when needed.

Additionally, each step of the combos places an Emerald Seed on their target(s) and grants the user Green Mana. Emerald Shot III and Emerald Swirl III will also grant the user a stack of Emerald Tempest (max of 3), which are used to cast the spell Emerald Tempest.

Emerald Seeds

Being placed on a target from Emerald Shot or Emerald Swirl, a target can have up to 3 seeds on them at a time.

These seeds are used up either by Emerald Bloom, doing massive damage to any enemy within range per Emerald Seeds used, or Emerald Oil, increasing damage done to the target based on how many seeds they had.

Green Mana and "...of the Green" spells

By damaging enemies, Green Mages earn the favor of the mysterious presence known as the Green. This favor comes in the form of Green Mana, which can be used to fuel "...of the Green" spells.

A Green Mage can hold up to 50 Green Mana.

The Gauges

The Green Communion Gauge

- A bar that will fill with vivid green light as you gain Green Mana. It will make a noise when you accumulate 30 Green Mana.
- Three gems, each representing Faith of the Green, Bravery of the Green, and Poison of the Green, respectfully. A gem will glow when its respectful spell is activated.
- A vine that grows in three parts as you gain Emerald Tempest stacks. At three it makes a noise and glows.

Skills and Traits

Lvl	Name	Description
1	Emerald Shot I	Spell. Damages a selected target. Additionally, grants the user Emerald Arm (30 second duration). Potency of 220. 1.5 second cast time. 2.5 second cooldown. 300 MP Cost
5	Emerald Shot II	Spell. Damages a selected target. Additionally, grants the user Emerald Arm II (30 second duration). Potency of 260. 1.5 second cast time. 2.5 second cooldown. 300 MP cost. Replaces Emerald Shot I while the user is under the effect of Emerald Arm and cannot be manually placed onto the hotbar.
10	Tailwind	Ability. Increases the user's movement speed by 25% and reduces their spell cast times to 0 for 15 seconds. Instant cast time. 60 second cooldown.
15	Treant Skin	Ability. Creates a barrier that absorbs damage equal to 30% of the user's maximum HP (15 second duration). Instant cast time. 90 second cooldown.
20	Emerald Shot III	Spell. Damage a selected target. Potency of 300. 1.5 second cast time. 2.5 second cooldown. 300 MP Cost. Replaces Emerald Shot I/II while the user is under the effect of Emerald Arm II and cannot be manually placed.
20	Maim and Mend	Trait. Increases base action damage and HP restoration by 10%.
25	Emerald Swirl I	Spell. Damage a selected target and all enemies within 5-yalms. Additionally, grants the user Emerald Arm (30 second duration). Potency 80. 1.5 second cast time. 2.5 second cooldown. 300 MP cost.

30	Seed Sower	Trait. Emerald Shot I, II, III, and Emerald Swirl I place an Emerald Seed stack (max of 3) on any enemy successfully damaged by them.
30	Emerald Bloom	Spell. Damage a selected target and all enemies within 8-yalms of them. Additionally, if any of those enemies had Emerald Seed stacks, they are used up for stronger potency. Potency of 50 plus 100 per Emerald Seed used to the first target, and 60% less to all remaining targets. 2.5 second cast time. 2.5 second cooldown. 400 MP cost.
35	Emerald Swirl II	Spell. Damage a selected target and all enemies within 5-yalms. Additionally, grants the user Emerald Arm II (30 second duration) and places an Emerald Seed stack on any enemy successfully damaged. Potency of 100. 1.5 second cast time. 2.5 second cooldown. 300 MP cost. Replaces Emerald Swirl I while the user is under the effect of Emerald Arm and cannot be manually placed.
40	Maim and Mend II	Trait. Increases base action damage and HP restoration by 30%.
45	Emerald Swirl III	Spell. Damage a selected target and all enemies within 5-yalm. Additionally, places an Emerald Seed stack on any enemy successfully damaged. Potency of 120. 1.5 second cast time. 2.5 second cooldown. 300 MP cost. Replaces Emerald Swirl I/II while the user is under the effect of Emerald Arm II and cannot be manually placed.
50	Green Mana	Trait. The user gains access to the Green Mana gauge, allowing them to hold 50 Green Mana. Additionally, Emerald Shot and Emerald Swirl spells grant the user 5 Green Mana.
50	Enhanced Treant Skin	Trait. When the user's Treant Skin barrier is completely absorbed, it grants the user 10 Green Mana or 5 when its effect time ends.

50	Faith of the Green	Spell. Cost 30 Green Mana. For 21 seconds, increase the Magical Damage done by all party members within 15-yalms of the user by 10% and Critical Hit rate by 2%. When cast, it replaces any of the user's Bravery of the Green or Poison of the Green effects. 2.5 second cast time. 60 second cooldown.
52	Dandelion Puff	Ability. Interrupts a target's interruptible action. Instant cast time. 60 second cooldown.
54	Emerald Mastery I	Trait. Increases the potency of: ● Emerald Shot I to 240 ● Emerald Shot II to 280 ● Emerald Shot III to 320 ● Emerald Swirl I to 100 ● Emerald Swirl II to 120 ● Emerald Swirl III to 140 ● Emerald Bloom to 120 per Emerald Seed used.
60	Bravery of the Green	Spell. Cost 30 Green Mana. For 21 seconds, increase the Direct Hit Rate and Direct Hit Damage done by all party members within 15-yalms of the user by 10%. When cast, it replaces any of the user's Faith of the Green or Poison of the Green effects. 2.5 second cast time. 120 second cooldown.
62	Enhanced Tailwind	Trait. Adds an additional charge to Tailwind (max: 2 charges).
64	Tanglevine	Spell. Damage a selected target. Additionally, damage them over 45 seconds. Potency of 100 and 45 for the damage over time. Instant cast time. 2.5 second cooldown. 300 MP cost.
70	Emerald Oil	Ability. Uses up all the Emerald Seeds on a selected target. Increase damage done onto the target by 2% per Emerald Seed used for 21 seconds. Instant cast time. 60 second cooldown.

74	Emerald Mastery II	Trait. Increase the potency of: • Emerald Shot I to 340 • Emerald Shot II to 380 • Emerald Shot II to 420 • Emerald Swirl I to 120 • Emerald Swirl II to 140 • Emerald Swirl III to 160 • Emerald Bloom to 200 per Emerald Seed used.
74	Ardor of the Green	Spell. Costs 15 Green Mana. Damages a selected target. Potency of 420. Instant cast time. 30 second cooldown.
76	Green Mana II	Trait. Emerald Shot and Emerald Swirl spells grant the user 10 Green Mana and Treant Skill grants the user 20 Green Mana when it is fully absorbed or 10 when its effect time ends.
80	Verdant Shell	Ability. Places a 20-yalm barrier where the user stood for 15 seconds that reduces the damage received by party members standing inside by 15%. Instant cast time. 90 second cooldown.
80	Verdant Blossom	Ability. Burst's the user's Verdant Shell barrier, damaging all enemies inside. Potency of 300. Instant cast time. 2.5 second cooldown. Replaces Verdant Shell and cannot be manually placed on the hotbar.
82	Enhanced Emerald Shot and Swirl	Trait. Emerald Shot III and Emerald Swirl III grant the user a Emerald Tempest stack (max of 3).
82	Emerald Tempest	Spell. Cost 3 Emerald Tempest stacks. Damage a selected target and all enemies within 5-yalms. Additionally, grants the user 20 Green Mana. Potency of 650 to the first enemy and 50% less to all remaining enemies. Instant cast time. 2.5 second cooldown. 300 MP cost.

84	Emerald Mastery III	Trait. Increase the potency of: ● Emerald Shot I to 360 ● Emerald Shot II to 400 ● Emerald Shot III to 440 ● Emerald Swirl I to 130 ● Emerald Swirl II to 150 ● Emerald Swirl III to 165 ● Emerald Bloom 70 and 210 per Emerald Seed used.
86	Enhanced Tanglevine	Trait. While a target is under the user's Tanglevine effect, they can change it to Stranglethorn.
86	Stranglethorn	Spell. Can only be executed while targeting an enemy under the effect of the user's Tanglevine. Change it to Stranglethorn, damaging the target and all enemies within 5-yalms. Additionally, damage all enemies within 5-yalms of the affected target over 45 seconds. (Enemies will only take damage over time from 1 of the user's placed Stranglethorn effects) Potency of 50 and 35 for the damage over time. Instant cast time. 2.5 second cooldown. 300 MP cost. Replaces Tanglevine and cannot be manually placed on the hotbar.
88	Mirage Spores	Ability. Place a barrier on a selected target equal to 30% of their Maximum HP (10 second duration). When the barrier is fully absorbed or its effect time ends, damage all enemies within 8-yalms of them and place 1 Emerald Seed on all of them. Potency of 300. Instant cast time. 90 second cooldown.
90	Poison of the Green	Spell. Costs 30 Green Mana. For 21 seconds, damage all enemies within 15-yalms of the user and reduce their damage dealt by 5%. When cast, it replaces any of the user's Faith of the Green or Bravery of the Green effects. Potency of 75. 2.5 second cast time. 2.5 second cooldown.
90	Focus of the Green	Spell. Grants the user 50 Green Mana. 2.5 second cast time. 110 second recast. 300 MP cost.

92	Wrath of the Green	Spell. Costs 30 Green Mana. Damage a selected target and all enemies within 8-yalms and place 3 Emerald Seed stacks on all of them. Additionally, increases the potency of the next 3 Emerald Shot or Emerald Swirl spells the user casts by 20%. Potency of 800 for the first enemy hit, 60% less for remaining. 2.5 second cast time. 120 second cooldown.
94	Emerald Mastery IV	Trait. Increase the potency of: ● Emerald Shot I to 420 ● Emerald Shot II to 460 ● Emerald Shot III to 500 ● Emerald Swirl I to 145 ● Emerald Swirl II to 155 ● Emerald Swirl III to 170 ● Emerald Bloom to 80 and 220 per Emerald Seed used to the first target and 50% less to all remaining enemies. ● Ardor of the Green to 500. ● Emerald Tempest to 730
96	Embrace of the Green	Trait. When the user casts Wrath of the Green, they gain an Embrace of the Green effect (Max of 1, 20 second duration)
96	Fleeting Familiar	Ability. Cost 1 Embrace of the Green stack. Summons a Nature Sprite to a selected party member's side for 20 seconds. Whenever the affected party member successfully damages a target with a Weaponskill or Spell, the Sprite will attack that target (Magic Damage, scales from the caster's INT). Potency of 100. Instant cast time. 2.5 second recast.
98	Enhanced Verdant Blossom	Trait. When Verdant Blossom bursts Verdant Shell's barrier, all party members inside will now receive a 500 potency heal (scaled on the user's INT stat).
100	Dell of the Dreamer	Ability. Costs 1 Embrace of the Green stack. Creates an 8-yalm verdant clearing connected to the Green for 20 seconds under a selected enemy. Whenever the caster casts a damaging spell, the clearing will pulse, damaging all enemies inside. Potency of 50. Instant cast time. 2.5 second recast.

Basic End Game Skill Breakdown

Button Count: 19 (

Single Burst Filler Combo

- Emerald Shot I (420) > Emerald Shot II (460) > Emerald Shot III (500)

AoE Burst Filler Combo

- Emerald Swirl I (145) > Emerald Swirl II (155) > Emerald Swirl III (170)

Emerald Shot/Swirl I Grant Emerald Arm.
Emerald Shot/Swirl II uses up Emerald Arm and Grant Emerald Arm II.
Emerald Shot/Swirl II uses up Emerald Arm III.
Each part of both combos grants the user 10 Green Mana (max of 50) and places an Emerald Seed stack on those they damage (a target can hold a max of 3 Seeds). They all have a cast time of 1.5 seconds, a 2.5 second recast, and costs 300 MP.
Additionally, Emerald Shot/Swirl III grants the user 1 Emerald Tempest stack (max of 3).

Emerald Seed Skills

- Emerald Bloom: Spell. Damage a selected target and all enemies within 8-yalms of them (80 for the first target, 50% less for all remaining). Additionally, if any enemy that was damaged had Emerald Seed stacks on them, they are used up to increase the damage potency (220 per seed used for the first target, 50% less for all remaining). 2.5 second cast time, 2.5 second recast, and costs 400 MP.
- Emerald Oil: Ability. Uses up all the Emerald Seeds on a target. Increases damage onto the target by 2% per seed used for 21 seconds. Instant cast and 60 second recast.

"...of the Green" Spells

- Faith of the Green: Spell. Costs 30 Green Mana. For 21 seconds, Increase the Magical Damage of any party member within 15-yalms of the user by 10% and Critical Hit Rate by 2%. 2.5 second cast time and 60 second recast.
- Bravery of the Green: Spell. Costs 30 Green Mana. For 21 seconds, Increase the Direct Hit Rate and Direct Hit Damage of any party member within 15-yalms by 10%. 2.5 second cast time and 120 second recast.
- Poison of the Green: Spell. Costs 30 Green Mana. For 21 seconds, Damage all enemies within 15-yalms (75) and decrease damage they deal by 5%. 2.5 second cast time and 2.5 second recast.
- Ardor of the Green: Spell. Costs 15 Green Mana. Damages a selected target. Damages a selected target (500). Instant cast time and 30 second recast.
- Wrath of the Green: Spell. Costs 30 Green Mana. Damages a selected target and all enemies within 8-yalms (800 for the first target, 60% less for all remaining) and places 3 Emerald Seeds on all of them. Additionally, increases the potency of the user's next 3 Emerald Shot/Swirl spells by 20% and grants them an Embrace of the Green stack (max of 1, 20 second duration). 2.5 second cast time and 120 second recast.

- Focus of the Green: Spell. Grants the user 50 Green Mana. 2.5 second cast time, 110 second recast time, and costs 300 MP.

The caster's Faith of the Green, Bravery of the Green, and Poison of the Green overwrite each other.

Embrace of the Green Skills

- Fleeting Familiar: Ability. Costs 1 Embrace of the Green. Grants a party member a Nature Sprite for 20 seconds, damaging a single-target that party member damages with a Weaponskill or Spell (150, Magical Damage scaled on the caster's INT). Instant cast time and 2.5 second recast.
- Dell of the Dreamer: Ability. Costs 1 Embrace of the Green. Places an 8-yalm verdant clearing where a selected enemy stood for 20 seconds. Whenever the caster casts a damaging spell, the clear pulses, damaging all enemies within (50). Instant cast time and 2.5 second recast.

Other DPS Skills

- Emerald Tempest: Spell. Cost 3 Emerald Tempest stacks Damage a selected target and all enemies within 5-yalms of them (730, 50% less for the rest). Instant cast.
- Tanglevine: Spell. Damages a target (100) and damages them over 45 seconds (45). Instant cast, 2.5 second recast, costs 300 MP.
    - Stranglethorn: Can only be used when a target has Tanglevine on them. Damages the target and all enemies within 5-yalms of them (50) and damages the target and enemy enemy within 5-yalms of them over 45 seconds (35). Instant cast time, 2.5 second recast, and costs 300 MP.

Other Skills

- Tailwind: Ability, 2 charges. For 15 seconds, increases the user's movement speed by 20% and reduces their spell cast times to 0. Instant cast time and 60 second cooldown.
- Treant Skin: Ability. Creates a barrier on the user that absorbs equal to 30% of their Max HP (duration 15 seconds). When the barrier is fully absorbed, the user gains 20 Green Mana or 10 when its effect time ends. Instant cast time and 90 seconds recast.
- Dandelion Puff: Ability. Interrupts a target's interruptible skill. Instant cast time and 60 second recast.
- Verdant Shell: Ability. Creates a 20-yalm barrier when the caster stood for seconds, decreasing damage dealt to party members standing within by 15%. Instant cast time and 90 second recast time.
    - Verdant Blossom: Bursts the user's Verdant Shell barrier, damaging all enemies (300) and healing all party members within (500, scaled on the user's INT). Instant cast time and 2.5 second recast.
- Mirage Spores: Ability.Places a barrier on a selected party member equal to 30% of their maximum HP (duration of 10 seconds). When the barrier is either fully absorbed or its effect time ends, damage all enemies within 5-yalms of the affected (300) and places 1 Emerald Seed on them. Instant cast time and 90 second recast time.