

Six Final Fantasy Verbs in Ten Minutes

A one-page physical rehearsal for Job Select, Tiered, Saga creatures, transformations, Town Adventures and landcycling.

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Say the verb before the rule

FINAL FANTASY IDEA	MAGIC PROCEDURE	DO THIS PHYSICALLY
Take a job	Job Select	Create the specified Hero, then attach the Equipment
Cast harder	Tiered	Choose one mode and pay only that mode's additional cost
Summon a story	Saga creature	Add lore on schedule and keep the creature on the battlefield
Reveal the hero	Transform	Turn the same object over when its instruction resolves

The two journey mechanics

MECHANIC	COST	RESULT
Town Adventure	Follow the exact Adventure cost and mark the visiting creature	Complete the printed condition; the Town land remains with its stated reward
Landcycling	Pay the cycling cost and discard the card	Search for the named land type and put it into your hand

Run the ten-minute drill

1. **Point**
Identify the object and the exact line that starts the procedure.
2. **Move**
Create, attach, transform, exile or search with physical objects.
3. **Explain**
Say what changed, what did not, and which trigger or cost comes next.

Four beginner traps

- ☐ **Tiered is one mode** — Do not resolve every paragraph.
- ☐ **The land goes to hand** — Landcycling does not put it onto the battlefield.
- ☐ **Transform keeps the object** — Counters, damage, Auras and Equipment normally stay.
- ☐ **Read the current card** — Use Oracle text and release notes when memory and reminder text disagree.

Sources. Wizards of the Coast Final Fantasy mechanics article and release notes; current Oracle card records cited in the guide.
Accuracy. Every figure on this sheet was read from the sources above on September 9, 2026. Prices and availability change; rules do not. Where this sheet and the rulebook disagree, the rulebook is right.
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