

FFXI Spell Database

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Spells for **Black Mage** job

Spell Name	Level (BLM)	Description	Obtained
Stone	BLM 1, DRK 5, RDM 4	Deals earth damage to an enemy.	Vendor
Poison	BLM 3, DRK 6, RDM 5	Poisons an enemy and gradually reduces its HP.	Vendor
Blind	BLM 4, RDM 8	Blinds an enemy, lowers its accuracy.	Vendor, Dropped
Water	BLM 5, DRK 11, RDM 9	Deals water damage to an enemy.	Vendor
Bind	BLM 7, DRK 20, RDM 11	Binds an enemy in place, immobilizing it.	Dropped
Aero	BLM 9, DRK 17, RDM 14	Deals wind damage to an enemy.	Vendor
Bio	BLM 10, DRK 15, RDM 10	Deals dark damage that weakens an enemy's attacks and gradually reduces its HP.	Vendor
Blaze Spikes	BLM 10, RDM 20	Covers you with magical fire spikes. Enemies that hit you take fire damage.	Quested
Drain	BLM 12, DRK 10	Steals an enemy's HP. Ineffective against undead.	Quested
Fire	BLM 13, DRK 23, RDM 19	Deals fire damage to an enemy.	Vendor
Stonega	BLM 15	Deals earth damage to enemies within area of effect.	Vendor
Shock	BLM 16	Deals lightning damage that lowers an enemy's Mind and gradually reduces its HP.	Vendor
Blizzard	BLM 17, DRK 29, RDM 24	Deals ice damage to an enemy.	Vendor
Warp	BLM 17	Transports you to your home point.	Quested
Rasp	BLM 18	Deals earth damage that lowers an enemy's Dexterity and gradually reduces its HP.	Vendor
Waterga	BLM 19	Deals water damage to enemies within area of effect.	Vendor
Choke	BLM 20	Deals wind damage that lowers an enemy's Vitality and gradually reduces its HP.	Vendor
Ice Spikes	BLM 20, RDM 40	Covers you with magical ice spikes. Enemies that hit you take ice damage.	Dropped
Sleep	BLM 20, DRK 30, RDM 25	Puts an enemy to sleep.	Vendor
Thunder	BLM 21, DRK 35, RDM 29	Deals lightning damage to an enemy.	Vendor
Frost	BLM 22	Deals ice damage that lowers an enemy's Agility and gradually reduces its HP.	Vendor

Aeroga	BLM 23	Deals wind damage to enemies within area of effect.	Vendor
Burn	BLM 24	Deals fire damage that lowers an enemy's Intelligence and gradually reduces its HP.	Vendor
Poisonga	BLM 24, DRK 26	Poisons enemies within area of effect and gradually reduces their HP.	Vendor
Aspir	BLM 25, DRK 20	Steals an enemy's MP. Ineffective against undead.	Quested
Tractor	BLM 25, DRK 32	Drags a KO'd target toward you.	Dropped
Stone II	BLM 26, DRK 42, RDM 35	Deals earth damage to an enemy.	Vendor
Drown	BLM 27	Deals water damage that lowers an enemy's Strength and gradually reduces its HP.	Vendor
Firaga	BLM 28	Deals fire damage to enemies within area of effect.	Vendor
Escape	BLM 29	Transports party members within area of effect out of a dungeon.	Dropped
Shock Spikes	BLM 30, RDM 60	Covers you with magical lightning spikes. Enemies that hit you take lightning damage.	Vendor
Water II	BLM 30, DRK 48, RDM 40	Deals water damage to an enemy.	Vendor
Sleepga	BLM 31	Puts to sleep all enemies within area of effect.	Vendor
Blizzaga	BLM 32	Deals ice damage to enemies within area of effect.	Vendor
Aero II	BLM 34, DRK 54, RDM 45	Deals wind damage to an enemy.	Vendor
Bio II	BLM 35, DRK 40, RDM 36	Deals dark damage that weakens an enemy's attacks and gradually reduces its HP.	Vendor
Thundaga	BLM 36	Deals lightning damage to enemies within area of effect.	Vendor
Fire II	BLM 38, DRK 60, RDM 50	Deals fire damage to an enemy.	Vendor
Stonega II	BLM 40	Deals earth damage to enemies within area of effect.	Dropped
Warp II	BLM 40	Transports target party member to his home point.	Quested
Sleep II	BLM 41, DRK 56, RDM 46	Puts an enemy to sleep.	Vendor
Blizzard II	BLM 42, DRK 66, RDM 55	Deals ice damage to an enemy.	Vendor
Poison II	BLM 43, DRK 46, RDM 46	Poisons an enemy and gradually reduces its HP.	Vendor
Waterga II	BLM 44	Deals water damage to enemies within area of effect.	Dropped
Stun	BLM 45, DRK 37	Temporarily prevents an enemy from acting.	Vendor, Dropped
Thunder II	BLM 46, DRK 72, RDM 60	Deals lightning damage to an enemy.	Vendor
Aeroga II	BLM 48	Deals wind damage to enemies within area of effect.	Dropped
Freeze	BLM 50	Deals ice damage to an enemy and lowers its resistance against fire.	Dropped
			Vendor,

Stone III	BLM 51, RDM 65	Deals earth damage to an enemy.	Dropped
Tornado	BLM 52	Deals wind damage to an enemy and lowers its resistance against ice.	Dropped
Firaga II	BLM 53	Deals fire damage to enemies within area of effect.	Dropped
Quake	BLM 54	Deals earth damage to an enemy and lowers its resistance against wind.	Dropped
Water III	BLM 55, RDM 67	Deals water damage to an enemy.	Vendor
Burst	BLM 56	Deals lightning damage to an enemy and lowers its resistance against earth.	Dropped
Sleepga II	BLM 56	Puts to sleep all enemies within area of effect.	Quested
Blizzaga II	BLM 57	Deals ice damage to enemies within area of effect.	Dropped
Flood	BLM 58	Deals water damage to an enemy and lowers its resistance against lightning.	Dropped
Aero III	BLM 59, RDM 69	Deals wind damage to an enemy.	Vendor
Flare	BLM 60	Deals fire damage to an enemy and lowers its resistance against water.	Dropped
Thundaga II	BLM 61	Deals lightning damage to enemies within area of effect.	Dropped
Fire III	BLM 62, RDM 71	Deals fire damage to an enemy.	Vendor, Dropped
Stonega III	BLM 63	Deals earth damage to enemies within area of effect.	Dropped
Blizzard III	BLM 64, RDM 73	Deals ice damage to an enemy.	Vendor, Dropped
Waterga III	BLM 65	Deals water damage to enemies within area of effect.	Dropped
Thunder III	BLM 66, RDM 75	Deals lightning damage to an enemy.	Vendor, Dropped
Aeroga III	BLM 67	Deals wind damage to enemies within area of effect.	Dropped
Stone IV	BLM 68	Deals earth damage to an enemy.	Dropped
Firaga III	BLM 69	Deals fire damage to enemies within area of effect.	Dropped
Water IV	BLM 70	Deals water damage to an enemy.	Dropped
Blizzaga III	BLM 71	Deals ice damage to enemies within area of effect.	Dropped
Aero IV	BLM 72	Deals wind damage to an enemy.	Dropped
Fire IV	BLM 73	Deals fire damage to an enemy.	Dropped
Thundaga III	BLM 73	Deals lightning damage to enemies within area of effect.	Dropped
Blizzard IV	BLM 74	Deals ice damage to an enemy.	Dropped
Thunder IV	BLM 75	Deals lightning damage to an enemy.	Dropped

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