

FFXI Spell Database

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Spells for **Dark Knight** job

Spell Name	Level (DRK)	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
Drain	BLM 12 , DRK 10	Steals an enemy's HP. Ineffective against undead.	Quested
Water	BLM 5 , DRK 11 , RDM 9	Deals water 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
Aero	BLM 9 , DRK 17 , RDM 14	Deals wind damage to an enemy.	Vendor
Aspir	BLM 25 , DRK 20	Steals an enemy's MP. Ineffective against undead.	Quested
Bind	BLM 7 , DRK 20 , RDM 11	Binds an enemy in place, immobilizing it.	Dropped
Fire	BLM 13 , DRK 23 , RDM 19	Deals fire damage to an enemy.	Vendor
Poisonga	BLM 24 , DRK 26	Poisons enemies within area of effect and gradually reduces their HP.	Vendor
Blizzard	BLM 17 , DRK 29 , RDM 24	Deals ice damage to an enemy.	Vendor
Sleep	BLM 20 , DRK 30 , RDM 25	Puts an enemy to sleep.	Vendor
Absorb-MND	DRK 31	Steals an enemy's Mind.	Vendor
Tractor	BLM 25 , DRK 32	Drags a KO'd target toward you.	Dropped
Absorb-CHR	DRK 33	Steals an enemy's Charisma.	Vendor
Absorb-VIT	DRK 35	Steals an enemy's Vitality.	Vendor, Dropped
Thunder	BLM 21 , DRK 35 , RDM 29	Deals lightning damage to an enemy.	Vendor
Absorb-AGI	DRK 37	Steals an enemy's Agility.	Vendor, Dropped
Stun	BLM 45 , DRK 37	Temporarily prevents an enemy from acting.	Vendor, Dropped
Absorb-INT	DRK 39	Steals an enemy's Intelligence.	Vendor, Dropped
Bio II	BLM 35 , DRK 40 ,	Deals dark damage that weakens an enemy's attacks and	Vendor

	RDM 36	gradually reduces its HP.	
Absorb-DEX	DRK 41	Steals an enemy's Dexterity.	Dropped
Stone II	BLM 26, DRK 42, RDM 35	Deals earth damage to an enemy.	Vendor
Absorb-STR	DRK 43	Steals an enemy's Strength.	Dropped
Poison II	BLM 43, DRK 46, RDM 46	Poisons an enemy and gradually reduces its HP.	Vendor
Water II	BLM 30, DRK 48, RDM 40	Deals water damage to an enemy.	Vendor
Aero II	BLM 34, DRK 54, RDM 45	Deals wind damage to an enemy.	Vendor
Sleep II	BLM 41, DRK 56, RDM 46	Puts an enemy to sleep.	Vendor
Fire II	BLM 38, DRK 60, RDM 50	Deals fire damage to an enemy.	Vendor
Blizzard II	BLM 42, DRK 66, RDM 55	Deals ice damage to an enemy.	Vendor
Thunder II	BLM 46, DRK 72, RDM 60	Deals lightning damage to an enemy.	Vendor

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