

FFXI Spell Database

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Spells for **Paladin** job

Spell Name	Level (PLD)	Description	Obtained
Cure	PLD 5 , RDM 3 , WHM 1	Restores target's HP.	Vendor
Banish	PLD 7 , WHM 5	Deals light elemental damage to an enemy.	Vendor
Protect	PLD 10 , RDM 7 , WHM 7	Enhances target's defense.	Vendor
Cure II	PLD 17 , RDM 14 , WHM 11	Restores target's HP.	Vendor
Shell	PLD 20 , RDM 17 , WHM 17	Enhances target's magic defense.	Vendor
Cure III	PLD 30 , RDM 26 , WHM 21	Restores target's HP.	Vendor
Protect II	PLD 30 , RDM 27 , WHM 27	Enhances target's defense.	Vendor
Banish II	PLD 34 , WHM 30	Deals light elemental damage to an enemy.	Vendor
Flash	PLD 37 , WHM 45	Temporarily blinds an enemy, greatly lowers its accuracy.	Vendor, Dropped
Shell II	PLD 40 , RDM 37 , WHM 37	Enhances target's magic defense.	Vendor
Protect III	PLD 50 , RDM 47 , WHM 47	Enhances target's defense.	Vendor
Raise	PLD 50 , RDM 38 , WHM 25	Revives target from KO.	Vendor
Cure IV	PLD 55 , RDM 48 , WHM 41	Restores target's HP.	Vendor
Holy	PLD 55 , WHM 50	Deals light elemental damage to an enemy.	Vendor
Shell III	PLD 60 , RDM 57 , WHM 57	Enhances target's magic defense.	Vendor
Protect IV	PLD 70 , RDM 63 , WHM 63	Enhances target's defense.	Vendor, Other

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