

# FFXI Spell Database

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Spells for **Red Mage** job

Spell Name	Level (RDM)	Description	Obtained
<a href="#">Dia</a>	<a href="#">RDM 1</a> , <a href="#">WHM 3</a>	Lowers an enemy's defense and gradually deals light elemental damage.	Vendor
<a href="#">Cure</a>	<a href="#">PLD 5</a> , <a href="#">RDM 3</a> , <a href="#">WHM 1</a>	Restores target's HP.	Vendor
<a href="#">Stone</a>	<a href="#">BLM 1</a> , <a href="#">DRK 5</a> , <a href="#">RDM 4</a>	Deals earth damage to an enemy.	Vendor
<a href="#">Barstone</a>	<a href="#">RDM 5</a>	Increases your resistance against earth.	Vendor
<a href="#">Poison</a>	<a href="#">BLM 3</a> , <a href="#">DRK 6</a> , <a href="#">RDM 5</a>	Poisons an enemy and gradually reduces its HP.	Vendor
<a href="#">Paralyze</a>	<a href="#">RDM 6</a> , <a href="#">WHM 4</a>	Paralyzes target.	Dropped
<a href="#">Barsleep</a>	<a href="#">RDM 7</a>	Enhances your resistance against sleep.	Vendor, Dropped
<a href="#">Protect</a>	<a href="#">PLD 10</a> , <a href="#">RDM 7</a> , <a href="#">WHM 7</a>	Enhances target's defense.	Vendor
<a href="#">Blind</a>	<a href="#">BLM 4</a> , <a href="#">RDM 8</a>	Blinds an enemy, lowers its accuracy.	Vendor, Dropped
<a href="#">Barwater</a>	<a href="#">RDM 9</a>	Enhances your resistance against water.	Vendor
<a href="#">Water</a>	<a href="#">BLM 5</a> , <a href="#">DRK 11</a> , <a href="#">RDM 9</a>	Deals water damage to an enemy.	Vendor
<a href="#">Barpoison</a>	<a href="#">RDM 10</a>	Enhances your resistance against poison.	Vendor, Dropped
<a href="#">Bio</a>	<a href="#">BLM 10</a> , <a href="#">DRK 15</a> , <a href="#">RDM 10</a>	Deals dark damage that weakens an enemy's attacks and gradually reduces its HP.	Vendor
<a href="#">Bind</a>	<a href="#">BLM 7</a> , <a href="#">DRK 20</a> , <a href="#">RDM 11</a>	Binds an enemy in place, immobilizing it.	Dropped
<a href="#">Aquaveil</a>	<a href="#">RDM 12</a> , <a href="#">WHM 10</a>	Reduces chance of having a spell interrupted.	Vendor
<a href="#">Barparalyze</a>	<a href="#">RDM 12</a>	Enhances your resistance against paralysis.	Vendor
<a href="#">Baraero</a>	<a href="#">RDM 13</a>	Enhances your resistance against wind.	Vendor
<a href="#">Slow</a>	<a href="#">RDM 13</a> , <a href="#">WHM 13</a>	Reduces an enemy's attack speed.	Vendor
<a href="#">Aero</a>	<a href="#">BLM 9</a> , <a href="#">DRK 17</a> , <a href="#">RDM 14</a>	Deals wind damage to an enemy.	Vendor
<a href="#">Cure II</a>	<a href="#">PLD 17</a> , <a href="#">RDM 14</a> , <a href="#">WHM 11</a>	Restores target's HP.	Vendor
<a href="#">Deodorize</a>	<a href="#">RDM 15</a> , <a href="#">WHM 15</a>	Lessens chance of being detected by smell.	Dropped
<a href="#">Diaga</a>	<a href="#">RDM 15</a> , <a href="#">WHM 18</a>	Lowers defense of enemies within area of effect and gradually deals light elemental damage.	Vendor
<a href="#">Enthunder</a>	<a href="#">RDM 16</a>	Adds lightning damage to your attacks.	Vendor
<a href="#">Barfire</a>	<a href="#">RDM 17</a>	Enhances your resistance against fire.	Vendor

Shell	PLD 20, RDM 17, WHM 17	Enhances target's magic defense.	Vendor
Barblind	RDM 18	Enhances your resistance against blindness.	Vendor
Enstone	RDM 18	Adds earth damage to your attacks.	Vendor
Silence	RDM 18, WHM 15	Silences target.	Dropped
Fire	BLM 13, DRK 23, RDM 19	Deals fire damage to an enemy.	Vendor
Blaze Spikes	BLM 10, RDM 20	Covers you with magical fire spikes. Enemies that hit you take fire damage.	Requested
Enaero	RDM 20	Adds wind damage to your attacks.	Vendor
Sneak	RDM 20, WHM 20	Lessens chance of being detected by sound.	Dropped
Barblizzard	RDM 21	Enhances your resistance against ice.	Vendor
Gravity	RDM 21	Weighs an enemy down and lowers its movement speed.	Dropped
Regen	RDM 21, WHM 21	Gradually restores target's HP.	Vendor, Dropped
Enblizzard	RDM 22	Adds ice damage to your attacks.	Vendor
Barsilence	RDM 23	Enhances your resistance against silence.	Vendor
Blink	RDM 23, WHM 19	Creates shadow images that each absorb a single attack directed at you.	Vendor
Blizzard	BLM 17, DRK 29, RDM 24	Deals ice damage to an enemy.	Vendor
Enfire	RDM 24	Adds fire damage to your attacks.	Vendor
Barthunder	RDM 25	Enhances your resistance against lightning.	Vendor
Invisible	RDM 25, WHM 25	Lessens chance of being detected by sight.	Dropped
Sleep	BLM 20, DRK 30, RDM 25	Puts an enemy to sleep.	Vendor
Cure III	PLD 30, RDM 26, WHM 21	Restores target's HP.	Vendor
Enwater	RDM 27	Adds water damage to your attacks.	Vendor
Protect II	PLD 30, RDM 27, WHM 27	Enhances target's defense.	Vendor
Thunder	BLM 21, DRK 35, RDM 29	Deals lightning damage to an enemy.	Vendor
Dia II	RDM 31, WHM 36	Lowers an enemy's defense and gradually deals light elemental damage.	Vendor
Dispel	RDM 32	Removes one beneficial magic effect from an enemy.	Vendor
Phalanx	RDM 33	Gives you a certain amount of damage resistance.	Dropped
Stoneskin	RDM 34, WHM 28	Absorbs a certain amount of damage from physical and magical attacks.	Vendor
Stone II	BLM 26, DRK 42, RDM 35	Deals earth 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

Shell II	PLD 40, RDM 37, WHM 37	Enhances target's magic defense.	Vendor
Raise	PLD 50, RDM 38, WHM 25	Revives target from KO.	Vendor
Barvirus	RDM 39	Enhances your resistance against disease.	Vendor
Ice Spikes	BLM 20, RDM 40	Covers you with magical ice spikes. Enemies that hit you take ice damage.	Dropped
Water II	BLM 30, DRK 48, RDM 40	Deals water damage to an enemy.	Vendor
Refresh	RDM 41	Gradually restores target's MP.	Dropped
Barpetrify	RDM 43	Enhances your resistance against petrification.	Vendor
Aero II	BLM 34, DRK 54, RDM 45	Deals wind damage to an enemy.	Vendor
Poison II	BLM 43, DRK 46, RDM 46	Poisons an enemy and gradually reduces its HP.	Vendor
Sleep II	BLM 41, DRK 56, RDM 46	Puts an enemy to sleep.	Vendor
Protect III	PLD 50, RDM 47, WHM 47	Enhances target's defense.	Vendor
Cure IV	PLD 55, RDM 48, WHM 41	Restores target's HP.	Vendor
Haste	RDM 48, WHM 40	Increases target's attack speed.	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
Shell III	PLD 60, RDM 57, WHM 57	Enhances target's magic defense.	Vendor
Shock Spikes	BLM 30, RDM 60	Covers you with magical lightning spikes. Enemies that hit you take lightning damage.	Vendor
Thunder II	BLM 46, DRK 72, RDM 60	Deals lightning damage to an enemy.	Vendor
Protect IV	PLD 70, RDM 63, WHM 63	Enhances target's defense.	Vendor, Other
Stone III	BLM 51, RDM 65	Deals earth damage to an enemy.	Vendor, Dropped
Water III	BLM 55, RDM 67	Deals water damage to an enemy.	Vendor
Shell IV	RDM 68, WHM 68	Enhances target's magic defense.	Dropped
Aero III	BLM 59, RDM 69	Deals wind damage to an enemy.	Vendor
Fire III	BLM 62, RDM 71	Deals fire damage to an enemy.	Vendor, Dropped
Blizzard III	BLM 64, RDM 73	Deals ice damage to an enemy.	Vendor, Dropped
Thunder III	BLM 66, RDM 75	Deals lightning damage to an enemy.	Vendor, Dropped

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