

FFXI Spell Database

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Spells for **Summoner** job

Spell Name	Level (SMN)	Description	Obtained
Air Spirit	SMN 1	Summons an Air Spirit to fight by your side.	Dropped
Carbuncle	SMN 1	Summons Carbuncle to fight by your side.	Quested
Dark Spirit	SMN 1	Summons a Dark Spirit to fight by your side.	Dropped
Earth Spirit	SMN 1	Summons an Earth Spirit to fight by your side.	Vendor
Fenrir	SMN 1	Summons Fenrir to fight by your side.	Quested
Fire Spirit	SMN 1	Summons a Fire Spirit to fight by your side.	Dropped
Garuda	SMN 1	Summons Garuda to fight by your side.	Quested
Ice Spirit	SMN 1	Summons an Ice Spirit to fight by your side.	Dropped
Ifrit	SMN 1	Summons Ifrit to fight by your side.	Quested
Leviathan	SMN 1	Summons Leviathan to fight by your side.	Quested
Light Spirit	SMN 1	Summons a Light Spirit to fight by your side.	Dropped
Ramuh	SMN 1	Summons Ramuh to fight by your side.	Quested
Shiva	SMN 1	Summons Shiva to fight by your side.	Quested
Thunder Spirit	SMN 1	Summons a Thunder Spirit to fight by your side.	Dropped
Titan	SMN 1	Summons Titan to fight by your side.	Quested
Water Spirit	SMN 1	Summons a Water Spirit to fight by your side.	Dropped

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