

FFXI Spell Database

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Spells for **White Mage** job

Spell Name	Level (WHM)	Description	Obtained
Cure	PLD 5, RDM 3, WHM 1	Restores target's HP.	Vendor
Dia	RDM 1, WHM 3	Lowers an enemy's defense and gradually deals light elemental damage.	Vendor
Paralyze	RDM 6, WHM 4	Paralyzes target.	Dropped
Banish	PLD 7, WHM 5	Deals light elemental damage to an enemy.	Vendor
Barstonra	WHM 5	Increases resistance against earth for party members within area of effect.	Vendor
Poisona	WHM 6	Removes poison from target.	Vendor
Barsleepra	WHM 7	Enhances resistance against sleep for party members within area of effect.	Vendor
Protect	PLD 10, RDM 7, WHM 7	Enhances target's defense.	Vendor
Protectra	WHM 7	Enhances defense for party members within area of effect.	Dropped
Barwatera	WHM 9	Increases resistance against water for party members within area of effect.	Vendor
Paralyna	WHM 9	Removes paralysis from target.	Vendor
Aquaveil	RDM 12, WHM 10	Reduces chance of having a spell interrupted.	Vendor
Barpoisonra	WHM 10	Enhances resistance against poison for party members within area of effect.	Vendor
Cure II	PLD 17, RDM 14, WHM 11	Restores target's HP.	Vendor
Barparalyzra	WHM 12	Enhances resistance against paralysis for party members within area of effect.	Vendor
Baraera	WHM 13	Increases resistance against wind for party members within area of effect.	Vendor
Slow	RDM 13, WHM 13	Reduces an enemy's attack speed.	Vendor
Blindna	WHM 14	Removes blindness from target.	Vendor
Banishga	WHM 15	Deals light elemental damage to enemies within area of effect.	Vendor
Deodorize	RDM 15, WHM 15	Lessens chance of being detected by smell.	Dropped
Silence	RDM 18, WHM 15	Silences target.	Dropped
Curaga	WHM 16	Restores HP of all party members within area of effect.	Vendor
Barfira	WHM 17	Increases resistance against fire for party members within area of effect.	Vendor
Shell	PLD 20, RDM 17, WHM 17	Enhances target's magic defense.	Vendor

Shellra	WHM 17	Enhances magic defense for party members within area of effect.	Vendor
Barblindra	WHM 18	Enhances resistance against blindness for party members within area of effect.	Vendor
Diaga	RDM 15, WHM 18	Lowers defense of enemies within area of effect and gradually deals light elemental damage.	Vendor
Blink	RDM 23, WHM 19	Creates shadow images that each absorb a single attack directed at you.	Vendor
Silena	WHM 19	Removes silence and mute from target.	Vendor
Sneak	RDM 20, WHM 20	Lessens chance of being detected by sound.	Dropped
Barblizzara	WHM 21	Increases resistance against ice for party members within area of effect.	Vendor
Cure III	PLD 30, RDM 26, WHM 21	Restores target's HP.	Vendor
Regen	RDM 21, WHM 21	Gradually restores target's HP.	Vendor, Dropped
Barsilencera	WHM 23	Increases resistance against silence for party members within area of effect.	Vendor
Barthundra	WHM 25	Increases resistance against lightning for party members within area of effect.	Vendor
Invisible	RDM 25, WHM 25	Lessens chance of being detected by sight.	Dropped
Raise	PLD 50, RDM 38, WHM 25	Revives target from KO.	Vendor
Protect II	PLD 30, RDM 27, WHM 27	Enhances target's defense.	Vendor
Protectra II	WHM 27	Enhances defense for party members within area of effect.	Vendor
Stoneskin	RDM 34, WHM 28	Absorbs a certain amount of damage from physical and magical attacks.	Vendor
Cursna	WHM 29	Removes curse and bane from target.	Vendor
Banish II	PLD 34, WHM 30	Deals light elemental damage to an enemy.	Vendor
Curaga II	WHM 31	Restores HP of all party members within area of effect.	Vendor
Erase	WHM 32	Removes one detrimental effect from target party member.	Dropped
Reraise	WHM 33	Grants you the effect of Raise when you are KO'd.	Dropped
Viruna	WHM 34	Removes disease and plague from target.	Vendor
Dia II	RDM 31, WHM 36	Lowers an enemy's defense and gradually deals light elemental damage.	Vendor
Teleport-Dem	WHM 36	Transports qualified party members within area of effect to Dem.	Requested
Teleport-Holla	WHM 36	Transports qualified party members within area of effect to Holla.	Requested
Teleport-Mea	WHM 36	Transports qualified party members within area of effect to Mea.	Requested
Shell II	PLD 40, RDM 37, WHM 37	Enhances target's magic defense.	Vendor

Shellra II	WHM 37	Enhances magic defense for party members within area of effect.	Vendor
Teleport-Altep	WHM 38	Transports qualified party members within area of effect to Altepa.	Requested
Teleport-Yhoat	WHM 38	Transports qualified party members within area of effect to Yhoator.	Requested
Barvira	WHM 39	Enhances resistance against disease for party members within area of effect.	Vendor
Stona	WHM 39	Removes petrification from target.	Vendor
Banishga II	WHM 40	Deals light elemental damage to enemies within area of effect.	Vendor
Haste	RDM 48, WHM 40	Increases target's attack speed.	Vendor
Cure IV	PLD 55, RDM 48, WHM 41	Restores target's HP.	Vendor
Teleport-Vahzl	WHM 42	Transports qualified party members within area of effect to Xarcabard.	Requested
Barpetra	WHM 43	Enhances resistance against petrification for party members within area of effect.	Vendor
Regen II	WHM 44	Gradually restores target's HP.	Vendor, Dropped
Flash	PLD 37, WHM 45	Temporarily blinds an enemy, greatly lowers its accuracy.	Vendor, Dropped
Protect III	PLD 50, RDM 47, WHM 47	Enhances target's defense.	Vendor
Protectra III	WHM 47	Enhances defense for party members within area of effect.	Vendor
Holy	PLD 55, WHM 50	Deals light elemental damage to an enemy.	Vendor
Curaga III	WHM 51	Restores HP of all party members within area of effect.	Vendor
Raise II	WHM 56	Revives target from KO.	Dropped
Shell III	PLD 60, RDM 57, WHM 57	Enhances target's magic defense.	Vendor
Shellra III	WHM 57	Enhances magic defense for party members within area of effect.	Vendor
Reraise II	WHM 60	Grants you the effect of Raise II when you are KO'd.	Dropped
Cure V	WHM 61	Restores target's HP.	Dropped
Protect IV	PLD 70, RDM 63, WHM 63	Enhances target's defense.	Vendor, Other
Protectra IV	WHM 63	Enhances defense for party members within area of effect.	Vendor, Other
Banish III	WHM 65	Deals light elemental damage to an enemy.	Vendor
Regen III	WHM 66	Gradually restores target's HP.	Dropped
Shell IV	RDM 68, WHM 68	Enhances target's magic defense.	Dropped
Shellra IV	WHM 68	Enhances magic defense for party members within area of effect.	Dropped
Raise III	WHM 70	Revives target from KO.	Dropped

Curaga IV	WHM 71	Restores HP of all party members within area of effect.	Dropped
Reraise III	WHM 75	Grants you the effect of Raise III when you are KO'd.	Vendor, Dropped

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