

Red Mage Spell Descriptions

0-LEVEL RED MAGE SPELLS

Alleviate

Healing/Cantrip

Level: Red Mage/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Alleviate ends a sickened condition for the creature touched. The target cannot be affected again by the same thing that initially sickened them for 24 hours.

Burst of Light

Light/Cantrip

Level: Astrologian/Red Mage/White Mage 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Burst of light

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by burst of light.

Daze

Enfeebling/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature of 4 HD or less

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Dazed Condition: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

Detect Magic

Cantrip/Enhancing

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Elemental Orb

Elemental (Any)/Cantrip

Level: Black Mage/Blue Mage/Geomancer/Red Mage/Summoner 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of chosen element type

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Pick an element type: earth, fire, ice, lighting, water, or wind. You fire a small orb of that chosen type at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of the chosen elemental damage.

Guidance

Enhancing/Cantrip

Level: Astrologian/Blue Mage/Geomancer/Red Mage/Summoner/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Ignite

Elemental (Fire)/Cantrip

Level: Black Mage/Blue Mage/Geomancer/Red Mage/Summoner 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Fine object

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use *ignite* in any sort of weather and it takes much less time to actually ignite an object.

Mending

Healing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: 10 ft.

Target: One object of up to 1 lb./level

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Message

Enhancing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature/level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Read Magic

Enhancing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute.

Stabilize

Healing/Cantrip

Level: Geomancer/Red Mage/Summoner/White Mage 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Upon casting this spell, you target a living creature that has –1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Torchlight

Light/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

1ST-LEVEL RED MAGE SPELLS

Aero

Elemental (Wind)

Level: Black Mage/Red Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1d4 rounds

Saving Throw: Reflex partial (object); see below

Spell Resistance: Yes (object)

You direct a blast of wind at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of wind damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +5) and inflicts the Squall status effect for 1d4 rounds. A successful Reflex save prevents the status effect from taking effect.

Air Bubble

Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 1

Casting Time: 1 standard action

Range: Touch

Target: One creature or one object no larger than a Large two-handed weapon

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage.

Blizzard

Elemental (Ice)

Level: Black Mage/Red Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1d4 rounds

Saving Throw: Fortitude partial (object); see below

Spell Resistance: Yes (object)

You direct a blast of ice at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of ice damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +5) and inflicts the Frozen status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

Blurred Movement

Illusion

Level: Illusionist/Red Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

This spell functions as *blur*, except that the blurring occurs only when you move at least 10 feet on your turn and ceases at the end of your movement. It is therefore mainly used to protect against attacks on your turn, such as attacks of opportunity. If you move at least twice your speed on your turn, the blurring lasts until the start of your next turn.

Burning Hands

Elemental (Fire)

Level: Black Mage/Geomancer/Red Mage 1

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Call Weapon

Elemental (Wind)/Summoning

Level: Red Mage 1

Casting Time: 1 swift action

Range: 30 feet

Target: One melee weapon wielded by an ally

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When you cast this spell, a gust of wind wraps around a weapon wielded by an ally within 30 feet to cause it to fly across the space between you and into your open hand. This extra energy persists in the weapon for the rest of the round, granting you a +2 circumstance bonus on attack rolls and weapon damage rolls made during the same round you cast this spell. If the ally targeted for this spell is unwilling to give up her weapon, the spell fails. An unconscious or dying ally is considered a “willing” target so long as the weapon to be called is still in contact with the ally’s body.

Choco Feather

Enhancing/Elemental (Wind)

Level: Black Mage/Red Mage/White Mage/Geomancer 1

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Medium or smaller free-falling object or creature/level, within 20 ft. each of other

Duration: Until landing or 1 round/level

Saving Throw: Will negates (harmless) or Will negates (object)

Spell Resistance: Yes (object)

The affected creatures or objects fall slowly. Choco feather instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop. Choco feather works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Cure

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

A soft white glow surrounds a wounded living creature, healing for 1d6 points of damage + your casting modifier (Wisdom or Charisma) + 1 point per caster level (maximum +5). Since undead are powered by negative en-

ergy, this spell deals damage to them instead of curing their wounds. An undead creature can apply Spell Resistance, and can attempt a Will save to take half damage.

Deflect

Enhancing

Level: Red Mage 1

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round or until discharged

Saving Throw: None

Spell Resistance: No

You project a field of invisible force, creating a short-lived protective barrier. You gain a +4 deflection bonus to your AC against a single attack; this bonus increases by +1 per three caster levels. You can cast this spell even when it's not your turn; however, you must cast it before your opponent makes his attack roll to gain the benefit.

Disappear

Illusion

Level: Illusionist/Red Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (up to 5 rounds) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *vanish*, except the effect only lasts for 1 round per caster level (maximum of 5 rounds). Like invisibility, the spell immediately ends if the subject attacks any creature.

Disguise Weapon

Illusion

Level: Illusionist/Red Mage 1

Casting Time: 1 round

Range: Touch

Target: Manufactured weapon touched

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You make one manufactured weapon look like a different manufactured weapon of the same size and relative encumbrance (light, one-handed, or two-handed). For example, you could make a Small greatsword look like a Small quarterstaff, a Medium club, or a Large dagger. Even the appearance of an improvised weapon is possible. The extent of the apparent change is up to you. You could add or obscure a minor feature or make the item look like it is composed of different materials (stone, wood, adamantine, and so on). The spell does not provide any of the abilities of the chosen form, nor does it alter the perceived tactile or audible properties of the item or how it is wielded. A creature that interacts with the illusion may attempt a Will save to recognize it as an illusion.

Enlarge

Enhancing

Level: Red Mage 1

Casting Time: 1 swift action

Target: Personal

Duration: 1 round

Saving Throw: None

Spell Resistance: No

This spell causes instant growth of the caster, doubling its height and multiplying its weight by 8. This increase changes the caster's size category to the next larger one. The caster gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

The caster whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the caster's speed.

If insufficient room is available for the desired growth, the caster attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it.

All equipment worn or carried by the caster is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see Table: Medium/Large Weapon Damage). Other magical properties are not affected by this spell. Any enlarged item that leaves the enlarged caster's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Table: Medium/Large Weapon Damage	
Medium Weapon Damage	Large Weapon Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
1d12	3d6
2d4	2d6
2d6	3d6
2d8	3d8
2d10	4d8

Enspell

Enhancing/Elemental (All)

Level: Red Mage 1

Casting Time: 1 swift action

Range: Personal
Target: Weapon touched
Duration: 1 round/level or until discharged
Saving Throw: None
Spell Resistance: No

Upon casting this spell, the caster picks an elemental type (earth, fire, ice, lightning, water, or wind). This spell infuses the weapon touched with elemental energy. The next time this weapon strikes a creature, it discharges the elemental energy. The spell deals an extra 1 point of damage of the elemental type chosen per level (to a max of +5) + your Charisma modifier against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Fire

Elemental (Fire)
Level: Black Mage/Red Mage 1
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous; 1d4 rounds
Saving Throw: Reflex partial (object); see below
Spell Resistance: Yes (object)

You direct a blast of flames at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of fire damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +5) and inflicts the Burning status effect for 1d4 rounds. A successful Reflex save prevents the status effect from taking effect.

Flame Breath

Elemental (Fire)
Level: Black Mage/Red Mage 1
Casting Time: 1 standard action
Range: 15 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

You breathe out a cone of searing flame. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Jump

Enhancing
Level: Black Mage/Geomancer/Red Mage/White Mage 1
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Lead Blades

Enhancing

Level: Dark Knight/Holy Knight/Red Mage 1

Casting Time: 1 standard action

Range: Personal

Target: Touch

Duration: 1 minute/level (D)

Lead blades increases the momentum and density of your melee weapons just as they strike a foe. All melee weapons you are carrying when the spell is cast deal damage as if one size category larger than they actually are. For instance, a Medium longsword normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if benefiting from lead blades. Only you can benefit from this spell. If anyone else uses one of your weapons to make an attack it deals damage as normal for its size.

Longshot

Enhancing

Level: Red Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any ranged or throwing weapon used by the subject.

Magic Weapon

Enhancing

Level: Dark Knight/Holy Knight/Red Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Weapon Touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike.

Mount

Summoning

Level: Astrologian/Black Mage/White Mage/Red Mage 1

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One mount

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You summon a yellow chocobo to serve you as a mount. The chocobo serves willingly and well. The chocobo comes with a bit and bridle and a riding saddle.

Ohspell

Enhancing/Elemental (All)

Level: Red Mage 1

Casting Time: 1 swift action

Range: Personal

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Upon casting this spell, the caster picks an elemental type (earth, fire, ice, lightning, water, or wind). This spell infuses the weapon touched with elemental energy. The next time this weapon strikes a creature, it discharges the elemental energy. The weapon deals damage of the elemental type chosen instead of the physical damage it would normally do. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Protect

Enhancing

Level: Astrologian/White Mage/Red Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is protected by a shield that helps deflect physical attacks. The target gains a +2 deflection bonus to Armor Class for the duration of the spell.

Quick Step

Enhancing

Level: Red Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

This spell creates a subtle and complicated force effect that is most effective when used by a still or slow-moving spellcaster. While you are subject to this spell, you can take two 5-foot steps each round and still cast spells and use spell-like abilities without provoke attacks of opportunity. This spell automatically discharges as soon as you make an attack, cast a harmful spell against another creature, or move more than 5 feet with a single move action. If the action that discharges the spell also provokes attacks of opportunity, that action still provokes attacks of opportunity as normal.

Regen

Healing/Enhancing

Level: Astrologian/White Mage/Red Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A soft green glow pulses around the subject, healing him over time. For the duration of the spell, the target receives Fast Healing 2 (heals 2 hit points a round).

Shell

Enhancing

Level: Astrologian/White Mage/Red Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is protected by a shield that helps protect against magical attacks. The target gains a +2 resistance bonus to Saving Throws versus spells, spell-like abilities, and supernatural abilities for the duration of the spell.

Shield

Enhancing

Level: Astrologian/Black Mage/Red Mage/Time Mage/White Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D) or until discharged.

Shield creates an invisible shield of force that hovers in front of you. It negates up to 5 points of ruin damage plus an additional 5 points per two caster levels directed at you. Once the shield spell absorbs the maximum amount it can, the spell ends. The shield also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance. This spell only affects against the *Ruin* spell, not any other higher versions of it.

Shocking Grasp

Elemental (Lightning)

Level: Black Mage/Red Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

Your successful melee touch attack deals 1d6 points of lightning damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

Stone

Elemental (Earth)

Level: Black Mage/Red Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1d4 rounds

Saving Throw: Fortitude partial (object); see below

Spell Resistance: Yes (object)

You direct a boulder at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of earth damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +5) and inflicts the Weighted status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

Stone Fist

Enhancing/Elemental (Earth)

Level: Black Mage/Red Mage/Geomancer 1

Casting Time: 1 standard action

Range: Personal

Targets: You

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell transforms your hands into living stone. While this spell is in effect, your unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage (1d4 if you are Small). In addition, your unarmed strikes ignore the hardness of any object with a hardness less than 8.

Stretch

Enhancing

Level: Red Mage 1

Casting Time: 1 swift action

Range: Touch

Target: Weapon touched

Duration: One attack

Saving Throw: None

Spell Resistance: No

The affected weapon stretches, extending toward its target, though it can be wielded normally. The spell adds an additional 5 feet of reach to a melee weapon for a single attack.

Swim

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Red Mage/Geomancer 1

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form (although magic items with a continuous effect continue to function). This spell does not grant the target any ability to breathe water.

Thunder

Elemental (Lightning)

Level: Black Mage/Red Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One creature

Duration: Instantaneous; 1d4 rounds

Saving Throw: Reflex partial (object); see below

Spell Resistance: Yes (object)

You direct a bolt of lightning at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of lightning damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +5) and inflicts the Static status effect for 1d4 rounds. A successful Reflex save prevents the status effect from taking effect.

Water

Elemental (Water)

Level: Black Mage/Red Mage 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1d4 rounds

Saving Throw: Fortitude partial (object); see below

Spell Resistance: Yes (object)

You direct a blast of pressured water at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of water damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +5) and inflicts the Drenched status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

Wind Runner

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

Wind Shield

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

An ever-flowing gust of wind surrounds around you. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for whom the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

2ND-LEVEL RED MAGE SPELLS

Aero II

Elemental (Wind)

Level: Black Mage/Red Mage 2

This spell functions like *Aero*, except it deals 3d6 points of wind damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +10) and inflicts the Squall status effect for 1d6 rounds. A successful Reflex save prevents the status effect from taking effect.

Blindna

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell cures the Blind status effect, whether the effect is normal or magical in nature. The spell does not restore eyes that have been lost, but it repairs them if they're damaged. *Blindna* counters and dispels blindness.

Blizzard II

Elemental (Ice)

Level: Black Mage/Red Mage 2

This spell functions like *Blizzard*, except it deals 3d6 points of ice damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +10) and inflicts the Frozen status effect for 1d6 rounds. A successful Fortitude save prevents the status effect from taking effect.

Blur

Illusion

Level: Illusionist/Red Mage 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance). A see invisibility spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Cure II

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 2

This spell functions like *cure*, except it heals for 3d6 points of damage + your casting modifier (Wisdom or Charisma) + 1 point per caster level (maximum +10).

Defensive Shock

Enhancing/Elemental (Lightning)

Level: Black Mage/Red Mage 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level or until discharged

Saving Throw: None

Spell Resistance: Yes

Lightning energy floods your body, shocking the next creature that touches you. Any creature striking you with its body or a handheld weapon takes 1d6 points of lightning damage per two caster levels (maximum 6d6). Each time the spell discharges, the number of damage dice it deals is halved (rounded down); when the spell's damage dice reach 0, the spell ends.

Deflect II

Enhancing

Level: Red Mage 2

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round or until discharged

Saving Throw: None

Spell Resistance: No

This spell functions like *Deflect*, except that you gain a shield bonus to AC equal to 1/2 your caster level (round down) against the next attack made against you before the end of your next turn.

Elemental Resistance

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Holy Knight/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants a creature limited protection from damage of whichever one of six elemental types you select: dark, earth, fire, ice, light, lightning, water, or wind. The subject gains elemental resistance 10 against the elemental type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the elemental resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. Elemental resistance absorbs only damage. The subject could still suffer unfortunate side effects. Elemental resistance overlaps (and does not stack with) protection from elements. If a character is warded by protection from elements and elemental resistance, the protection spell absorbs damage until its power is exhausted.

Fiery Shuriken

Elemental (Fire)

Level: Black Mage/Red Mage 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Two or more fiery shurikens

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

You call forth two fiery projectiles resembling shuriken, plus one more for every two caster levels beyond 3rd (to a maximum of eight shuriken at 15th level), which hover in front of you. When these shuriken appear, you can launch some or all of them at the same target or different targets. Each shuriken requires a ranged touch attack roll to hit and deals 1d8 points of fire damage. You provoke no attacks of opportunity when launching them. Any shuriken you do not launch as part of casting this spell remains floating near you for the spell's duration. On rounds subsequent to your casting of this spell, you can spend a swift action to launch one of these remaining shuriken or a standard action to launch any number of these remaining shuriken. If you fail to launch a shuriken before the duration ends, that shuriken disappears and is wasted.

Fire II

Elemental (Fire)

Level: Black Mage/Red Mage 2

This spell functions like *Fire*, except it deals 3d6 points of fire damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +10) and inflicts the Burning status effect for 1d6 rounds. A successful Reflex save prevents the status effect from taking effect.

Float

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/White Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You call upon the powers of wind to gently lift the target touched to rise a couple of feet into the air and float. For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain. If the subject falls more than 10 feet, he begins to fall slowly, as the *choco feather* spell, to the ground and this spell ends, regardless of duration left.

Frigid Touch

Enfeebling/Elemental (Ice)
Level: Black Mage/Red Mage/Geomancer 2
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous; 1 round
Saving Throw: None
Spell Resistance: Yes

This spell causes your hand to glow with a pale blue radiance. Your melee touch attack deals 4d6 points of ice damage and causes the target to be staggered for 1 round. If the attack is a critical hit, the target is staggered for 1 minute instead.

Frost Fall

Enfeebling/Elemental (Ice)
Level: Black Mage/Red Mage/Geomancer 2
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 5-foot radius burst
Duration: 1 round/2 levels
Saving Throw: Fortitude partial
Spell Resistance: Yes

The area of this spell is covered in chilling frost, dealing 2d6 points of ice damage to all creatures within it. Creatures that the spell initially damages must succeed at a Fortitude save or become staggered for 1 round. The area remains chilled for the spell's duration. Any creature that starts your turn within the spell's area takes 1d6 points of ice damage (Fortitude saving throw for half) but does not become staggered even on a failed saving throw.

Glide

Enhancing/Elemental (Wind)
Level: Black Mage/Red Mage/White Mage/Geomancer 2
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: Until landing or 1 minute/level
Saving Throw: None
Spell Resistance: No

You take no damage from falls (as if from *choco feather*). In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.

Grace

Enhancing

Level: White Mage/Red Mage 2

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: See text

Saving Throw: None

Spell Resistance: No

Until the end of your turn, your movement does not provoke attacks of opportunity.

Imperil

Elemental (All)/Enfeebling

Level: Red Mage 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous/1d8 rounds

Saving Throw: Will partial

Spell Resistance: Yes

A swirl of color envelopes your target, dealing minor elemental damage and inflicting the Imperil status. They take 3 points of damage from 1d6 elements chosen randomly by rolling 1d6 (1 = fire, 2 = ice, 3 = wind, 4 = earth, 5 = lightning, 6 = water), and are afflicted with the Imperil status, corresponding to the elements determined. A successful Will save negates the Imperil status.

Levitate

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/Red Mage/White Mage/Geomancer 2

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lbs./level)

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Magic Vestment

Enhancing

Level: Astrologian/Red Mage/White Mage 3

Casting Time: 1 standard action

Range: Touch

Target: Armor or shield touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level). An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

Might

Enhancing

Level: Red Mage 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until discharged

Saving Throw: None

Spell Resistance: No

This spell creates an aura of magical energy that grants you a +4 enhancement bonus to Strength. As an immediate action, you can discharge *Might* to gain a +10 enhancement bonus to Strength for 1 round.

Mount, Communal

Summoning

Level: Astrologian/Black Mage/White Mage/Red Mage 2

Effect: Up to six mounts

This spell functions like *mount*, except you can summon up to six yellow chocobo, and you divide the duration in 2-hour increments among the chocobos summoned.

Panacea

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You detoxify any poison status effects in the creature. You must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison and any temporary effects are ended, but the spell does not

reverse instantaneous effects, such as hit point damage, temporarily ability damage, or effects that don't go away on their own.

Paralyna

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You can free an ally from the effects of temporary paralysis or related magic, including spells and effects that cause a creature to gain the staggered condition. You must make a caster level check (1d20 + caster level) against the DC of the paralysis. The paralysis is negated but this spell does not restore ability score reduced by penalties, damage, or drain.

Phalanx

Enhancing

Level: Holy Knight 1/Red Mage 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Light surrounds you by reducing any physical damage you take. For the duration of the spell, the caster receives Damage Reduction 5/magic.

Rage

Enhancing (compulsion) [emotion, mind-affecting]

Level: Red Mage 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One willing living creature per three levels, no two of which may be more than 30 ft. apart

Duration: Concentration + 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise similar to a beastmaster's rage except that the subjects aren't fatigued at the end of the rage.

Restore

Healing

Level: Astrologian/White Mage/Red Mage 2/Holy Knight 1

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain. In addition, it restores stamina points equal to 5 + the target's Constitution modifier.

Ricochet Shot

Enhancing

Level: Red Mage 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One projectile weapon

Duration: 1 round/level or until discharged

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You imbue a projectile weapon with the ability to ricochet any projectiles that hit one target so that they also hit another. When the wielder ricochets a projectile, she selects a primary target to attack. If she hits the primary target, the projectile ricochets instead of being destroyed. The wielder can then select a secondary target that is within 20 feet of the primary target. She makes an attack roll against the secondary target at the same base attack bonus, but does not gain the benefit from any enhancement bonuses or magic qualities on the projectile. If the shot comes from a firearm, the ricochet targets normal AC rather than touch AC. While the spell lasts, the target weapon's wielder can ricochet one projectile per three caster levels you possess, to a maximum of six at caster level 18th. Once the target weapon's wielder ricochets that many shots, the spell is discharged. If the weapon's wielder fails to use all the ricochets before the spell ends, those ricochets are wasted.

See Invisibility

Enhancing

Level: Astrologian/Black Mage/Illusionist/White Mage/Red Mage 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures that are simply hiding, concealed, or otherwise hard to see.

Silence

Enfeebling

Level: Astrologian/Black Mage/Red Mage/White Mage 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell receives the Silence status effect. The victim is unable to cast spells until cured. Casters with the Silent Spell feat can bypass this status effect if used with spells.

Slipstream

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 10 minutes/level (D)

Saving Throw: Reflex negates (harmless)

Spell Resistance: No

You create a low-crested wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 feet. If going downhill, speed increases by 20 feet instead, but slipstream provides no movement bonus when going uphill. While swimming, the slipstream increases the target's swim speed by 20 feet-if the target does not have a swim speed, this spell grants a swim speed of 20 ft.

Stone II

Elemental (Earth)

Level: Black Mage/Red Mage 2

This spell functions like *Stone*, except it deals 3d6 points of earth damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +10) and inflicts the Weighted status effect for 1d6 rounds. A successful Fortitude save prevents the status effect from taking effect.

Sure Strike

Enhancing

Level: Red Mage 2

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or until discharged

Saving Throw: None

Spell Resistance: No

You cast this spell immediately before you make an attack roll. You can see into the future for that attack, granting you a +1 insight bonus per three caster levels on your next attack roll.

Temper

Enhancing

Level: Black Mage/White Mage/Red Mage/Dark Knight 2

Casting Time: 1 standard action

Range: Touch

Targets: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You magically temper a weapon, temporarily increasing its effectiveness.. The weapon gains a +2 bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no Saving Throw. This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition. You can't cast this spell on a natural weapon, but you can cast it on an unarmed strike.

Thunder II

Elemental (Lightning)

Level: Black Mage/Red Mage 2

This spell functions like *Thunder*, except it deals 3d6 points of lightning damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +10) and inflicts the Static status effect for 1d6 rounds. A successful Reflex save prevents the status effect from taking effect.

Vox

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One silenced creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell removes the Silence status effect. You must make a caster level check (1d20 + caster level) against the DC of the silence effect. *Vox* counters and dispels Silence.

Wall Climb

Enhancing/Elemental (Earth)

Level: Black Mage/White Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A wall climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Water II

Elemental (Water)

Level: Black Mage/Red Mage 2

This spell functions like *Water*, except it deals 3d6 points of water damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +10) and inflicts the Drenched status effect for 1d6 rounds. A successful Fortitude save prevents the status effect from taking effect.

Whispering Wind

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: 1 mile/level

Area: 10-ft.-radius spread

Duration: No more than 1 hour/level or until discharged (destination is reached)

Saving Throw: None

Spell Resistance: No

You send a message or sound on the wind to a designated spot. The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than 25 words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air. You can likewise cause the *whispering wind* to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. *Whispering wind* cannot speak verbal components, use command words, or activate magical effects.

Wind Barrier

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/- against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

3RD-LEVEL RED MAGE SPELLS

Aera

Elemental (Wind)

Level: Black Mage/Red Mage 3

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

An *aura* spell is the area of effect version of the *aero* spell. A blast of powerful winds explodes dealing 1d6 points of wind damage per caster level (maximum 10d6) to every creature within the area.

Aero III

Elemental (Wind)

Level: Black Mage/Red Mage 3

This spell functions like *Aero*, except it deals 5d6 points of wind damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +15) and inflicts the Squall status effect for 1d8 rounds. A successful Reflex save prevents the status effect from taking effect.

Barrier

Enhancing

Level: Astrologian/White Mage/Red Mage 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A mystic barrier shields the subject touched from physical damage. For the duration, the subject gains Damage Reduction 5/-.

Blizzara

Elemental (Ice)

Level: Black Mage/Red Mage 3

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *blizzara* spell is the area of effect version of the *blizzard* spell. A blast of freezing ice explodes dealing 1d6 points of ice damage per caster level (maximum 10d6) to every creature within the area.

Blizzard III

Elemental (Ice)

Level: Black Mage/Red Mage 3

This spell functions like *Blizzard*, except it deals 5d6 points of ice damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +15) and inflicts the Frozen status effect for 1d8 rounds. A successful Fortitude save prevents the status effect from taking effect.

Cleanse

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 3

Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Cleanse can cure all diseases (magical and non-magical) from which a subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Cloak of Winds

Enhancing/Elemental (Wind)
Level: Black Mage/White Mage/Red Mage/Geomancer 3
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You shroud a creature in a whirling screen of strong, howling wind. The subject is never checked or blown away by strong winds of windstorm or lesser strength (whether natural or magically created), and ranged attack rolls against the subject take a -4 penalty. Tiny or smaller creatures must succeed at a Fortitude save to successfully touch or attack the subject in melee. Failure knocks the attacker prone and pushes it 5 feet away from the subject per level of the caster. This movement can pass through the squares of other creatures without affecting them and does not provoke attacks of opportunity, but the creature takes 3d6 points of nonlethal damage, plus 1d6 if the creature strikes a solid object that blocks its movement.

Cura

Healing
Level: Astrologian/White Mage/Red Mage 3/Holy Knight 4
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will half (harmless)
Spell Resistance: Yes (harmless)

A *cura* spell is the area of effect version of the *cure* spell. A soft white glow envelopes the area, healing all allies within the area of effect for 1d6 points of damage per caster level (maximum 10d6).

Cure III

Healing
Level: Astrologian/White Mage/Red Mage/Holy Knight 3

This spell functions like *cure*, except it heals for 5d6 points of damage + your casting modifier (Wisdom or Charisma) + 1 point per caster level (maximum +15).

Dispel

Enfeebling

Level: Astrologian/Black Mage/Geomancer/Illusionist/Necromancer/White Mage/Red Mage/Time Mage/Dark Knight/Holy Knight 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One spellcaster, creature, or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can use *dispel* to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel*. *Dispel* can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel* can take effect.

You choose to use *dispel* in one of two ways: a *targeted dispel* or a *counterspell*.

Targeted Dispel: One object, creature, or spell is the target of the *dispel* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts *dispel*, targeting a creature affected by *stoneskin* (caster level 12th) and *fly* (caster level 6th). The caster level check results in a 19. This check is not high enough to end the *stoneskin* (which would have required a 23 or higher), but it is high enough to end the *fly* (which only required a 17). Had the dispel check resulted in a 23 or higher, the *stoneskin* would have been dispelled, leaving the *fly* intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a *wall of fire*). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When *dispel* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel* may not work; you must make a dispel check to counter the other spellcaster's spell.

Displacement

Illusion

Level: Illusionist/Red Mage 3
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. True seeing reveals its true location and negates the miss chance.

Elemental Resistance, Communal

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Holy Knight/Geomancer 3
Targets: Creatures touched

This spell functions like *elemental resistance*, except you divide the duration in 10-minute intervals among the creatures touched.

Energy Aegis

Enhancing

Level: Red Mage 3
Casting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round
Saving Throw: None
Spell Resistance: No

When you cast this spell, specify an elemental type (earth, fire, ice, lightning, water, or wind). Against the next attack using this energy type that targets you, you gain elemental resistance 20.

Enspell II

Enhancing/Elemental (All)

Level: Red Mage 3
Casting Time: 1 swift action
Range: Personal
Target: Weapon touched
Duration: 1 round/level or until discharged
Saving Throw: None
Spell Resistance: No

Upon casting this spell, the caster picks an elemental type (earth, fire, ice, lightning, water, or wind). This spell infuses the weapon touched with elemental energy. The next time this weapon strikes a creature, it discharges the elemental energy. The spell deals an extra 1 point of damage of the elemental type chosen per level (to a max of +10) + double your Charisma modifier against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Fira

Elemental (Fire)

Level: Black Mage/Red Mage 3
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A *fira* spell is the area of effect version of the *fire* spell. A blast of intense flames explodes dealing 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area.

Fire III

Elemental (Fire)

Level: Black Mage/Red Mage 3

This spell functions like *Fire*, except it deals 5d6 points of fire damage + your casting modifier (Intelligence, Wisdom, or Charisma) + 1 point per caster level (maximum +15) and inflicts the Burning status effect for 1d8 rounds. A successful Reflex save prevents the status effect from taking effect.

Fly

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/White Mage/Red Mage/Time Mage/Geomancer 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can fly at a speed of 20 feet (or 15 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good.

Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the *fly* spell is dispelled.

Haste

Chronomancy/Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Time Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target of this spell receives the Haste status effect. When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full

base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow.

Hop

Enhancing

Level: Red Mage 3

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You instantly teleport to a distance of 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.

Keen

Enhancing

Level: Red Mage 3

Casting Time: 1 swift action

Range: Touch

Target: Weapon touched or 50 projectiles, all of which must be together at the time of casting

Duration: 1 round/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19-20, a threat range of 19-20 becomes 17-20, and a threat range of 18-20 becomes 15-20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the keen on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell. Multiple effects that increase a weapon's threat range (such as the keen special weapon property and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

Magic Weapon, Greater

Enhancing

Level: Dark Knight/Holy Knight/Red Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon or 50 projectiles (all of which must be together at the time of casting)

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). This bonus does not allow a weapon to bypass damage reduction aside from magic.

Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

Protect II

Enhancing

Level: Astrologian/White Mage/Red Mage 3

This spell functions like *protect*, except the target gains a +4 deflection bonus to Armor Class for the duration of the spell.

Regen II

Healing/Enhancing

Level: Astrologian/White Mage/Red Mage 3

This spell functions like *regen*, except the target receives Fast Healing 4.

Rescue

Enhancing

Level: Astrologian/Holy Knight/White Mage/Red Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One allied creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You pull one willing ally toward you, potentially rescuing them from combat. This spell targets one ally within the close range of you, and moves them to a free space adjacent to you. The ally being pulled toward you does not provoke any opportunity attacks against them while being magically forced toward you.

Shell II

Enhancing

Level: Astrologian/White Mage/Red Mage 3

This spell functions like *shell*, except the target gains a +4 resistance bonus to Saving Throws versus spells, spell-like abilities, and supernatural abilities for the duration of the spell.

Slow

Chronomancy/Enfeebling

Level: Astrologian/Black Mage/Red Mage/Time Mage/White Mage 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell receives the Slow status effect. The victim suffers a -1 penalty on Attack rolls, -1 penalty on Reflex saves, moves at half movement, and can only take 1 standard action a round.

Stone III

Elemental (Earth)

Level: Black Mage/Red Mage 3

This spell functions like *Stone*, except it deals 5d6 points of earth damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +15) and inflicts the Weighted status effect for 1d8 rounds. A successful Fortitude save prevents the status effect from taking effect.

Stonera

Elemental (Earth)

Level: Black Mage/Red Mage 3

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *stonera* spell is the area of effect version of the *stone* spell. A blast of rocks and boulders explodes dealing 1d6 points of earth damage per caster level (maximum 10d6) to every creature within the area.

Thundara

Elemental (Lightning)

Level: Black Mage/Red Mage 3

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *thundara* spell is the area of effect version of the *thunder* spell. A large bolt of lightning strikes the area and explodes dealing 1d6 points of lightning damage per caster level (maximum 10d6) to every creature within the area.

Thunder III

Elemental (Lightning)

Level: Black Mage/Red Mage 3

This spell functions like *Thunder*, except it deals 5d6 points of lightning damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +15) and inflicts the Static status effect for 1d8 rounds. A successful Reflex save prevents the status effect from taking effect.

Wall Climb, Communal

Enhancing/Elemental (Earth)

Level: Black Mage/White Mage/Red Mage/Geomancer 3

Targets: Creatures touched

This spell functions like *wall climb*, except you divide the duration in 10-minute intervals among the creatures touched.

Water III

Elemental (Water)

Level: Black Mage/Red Mage 3

This spell functions like *Water*, except it deals 5d6 points of water damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +15) and inflicts the Drenched status effect for 1d8 rounds. A successful Fortitude save prevents the status effect from taking effect.

Watera

Elemental (Water)

Level: Black Mage/Red Mage 3

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *watera* spell is the area of effect version of the *water* spell. A large wave of water strikes the area and explodes dealing 1d6 points of water damage per caster level (maximum 10d6) to every creature within the area.

Water Breathing

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Red Mage/Geomancer 3

Casting Time: 1 standard action

Range: Touch

Targets: Living creatures touched

Duration: 2 hours/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Water Walk

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Red Mage/Geomancer 3

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature/level

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Wind Barrier, Communal

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Red Mage/Geomancer 3

Targets: Creatures touched

This spell functions like *wind barrier*, except you divide the duration in 1-hour intervals among the creatures touched. Once the spell absorbs 10 points of damage per caster level (maximum 100 points) for a subject, the spell's effects end for that subject.

4TH-LEVEL RED MAGE SPELLS

Blaze Spikes

Enhancing/Elemental (Fire)

Level: Black Mage/Red Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A red, fiery aura covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of fire damage.

Dancing Weapon

Enhancing

Level: Red Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell animates a melee weapon currently in your possession, causing it to fight your foes as you direct it. Once each round as a free action, you can direct the blade to attack an adjacent foe (a weapon with reach can attack a foe 10 feet away). The weapon's bonus on attack rolls is equal to your caster level + your Charisma modifier, plus any enhancement bonus the weapon might have. It deals damage equal to the normal damage of the weapon, plus your Charisma modifier and any enhancement bonus or other bonus on damage inherent in the weapon. The weapon attacks once per round. While your weapon is dancing, it cannot make attacks of opportunity, and you are not considered armed with the weapon. It remains in your space and accompanies you everywhere, whether you move by physical or magical means. The weapon cannot be disarmed.

Dwarf's Endurance

Enhancing

Level: Astrologian/Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creature gains greater vitality and stamina. The spell grants the subject a +6 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Elvaan's Splendor

Enhancing

Level: Astrologian/Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creature becomes more poised, articulate, and personally forceful. The spell grants a +6 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, summoners, and necromancers (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells or songs for the increased Charisma, but the save DCs for spells and songs they cast and perform while under this spell's effect do increase.

Enlarge, Mass

Enhancing

Level: Red Mage 4

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, within 30 ft. of each other

This spell functions like *Enlarge*, except that it affects multiple creatures.

Enspellra

Enhancing/Elemental (All)

Level: Red Mage 4

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, within 30 ft. of each other

This spell functions like *Enspell*, except that it affects multiple creatures.

Esuna

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 4

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Esuna relieves the vast majority of magical status effects. Esuna can only cure magical status effects from all spell effects of 3rd level or lower. Also included are spell-like abilities, supernatural abilities (to figure out what spell level supernatural abilities are, take the hit dice or character level of the creature, and divide by half, to a maximum of 9th level), or spell-like effects from items. Esuna only relieves one status effect per cast. The caster can select which status effect they are removing from their target upon the time of casting. You must make a caster level check (1d20 + caster level) against the DC of the status effect affecting the target. Success means that the status effect is cured.

Floatga

Enhancing/Elemental (Wind)
Level: Astrologian/Black Mage/White Mage/Red Mage/Geomancer 4
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/2 levels (maximum of 5)
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions like *Float*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Gale Spikes

Enhancing/Elemental (Wind)
Level: Black Mage/Red Mage 4
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

An aura of piercing, windy spikes covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of wind damage.

Gale Winds

Enhancing/Elemental (Wind)
Level: Red Mage 4
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell grants you a +4 deflection bonus to AC. In addition, anyone who successfully hits you with a melee attack takes 1d8 points of wind damage and must make a Fortitude saving throw or be knocked 5 feet away from you into an unoccupied space of your choice. If no space of sufficient size is available for it to enter, it instead takes an extra 1d8 points of wind damage.

Galka's Strength

Enhancing

Level: Astrologian/Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes stronger. The spell grants a +6 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Guard

Enhancing

Level: Red Mage 4

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until discharged

Saving Throw: None

Spell Resistance: No

This spell creates an aura of magical energy that grants you a +4 deflection bonus to AC and a +4 resistance bonus on all saves. As an immediate action, you can discharge *Guard* to gain a +10 deflection bonus to AC or a +10 resistance bonus on saves for 1 round.

Ice Spikes

Enhancing/Elemental (Ice)

Level: Black Mage/Red Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An icy aura covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of ice damage.

Imperilra

Elemental (All)/Enfeebling

Level: Red Mage 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius burst

Duration: Instantaneous/1d8 rounds

Saving Throw: Will partial

Spell Resistance: Yes

An Imperilra spell is the area of effect version of the Imperil spell. They take 7 points of damage from 1d6 elements chosen randomly by rolling 1d6 (1 = fire, 2 = ice, 3 = wind, 4 = earth, 5 = lightning, 6 = water), and are afflicted with the Imperil status, corresponding to the elements determined. A successful Will save negates the Imperil status.

Mithra's Grace

Enhancing

Level: Astrologian/Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creature becomes more graceful, agile, and coordinated. The spell grants a +6 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Moogle's Wisdom

Enhancing

Level: Astrologian/Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creature becomes wiser. The spell grants a +6 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. White mages (and other Wisdom-based spellcasters) who receive *Moogle's wisdom* do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Ohspellra

Enhancing/Elemental (All)

Level: Red Mage 4

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, within 30 ft. of each other

This spell functions like *Ohspell*, except that it affects multiple creatures.

Phalanx II

Enhancing

Level: Holy Knight 2/Red Mage 4

This spell functions like *Phalanx*, except the caster receives Damage Reduction 10/cold iron instead.

Protection from Elements

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Geomancer 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minute/level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants temporary immunity to the type of element you specify when you cast it (dark, earth, fire, ice, light, lightning, water or wind). When the spell absorbs 12 points per caster level of elemental damage (to a maximum of 120 points at 10th level), it is discharged. This spell overlaps (and does not stack with) *elemental resistance*. If a character is warded by *protection from elements* and *elemental resistance*, the protection spell absorbs damage until its power is exhausted.

Raise

Healing

Level: Astrologian/White Mage/Necromancer/Red Mage 4

Casting Time: 1 full-round action

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 round per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A spellcasting creature that has a MP pool loses 50% of its magic points upon being raised.

A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Restora

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 4

Casting Time: 1 minute

This spell functions like *restore*, except that it also dispels temporary negative levels or one permanent negative level. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1-week period.

Restora cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target and restores all stamina points to the target.

Rock Spikes

Enhancing/Elemental (Earth)

Level: Black Mage/Red Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An aura of rocky spikes covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of earth damage.

Shieldra

Enhancing

Level: Astrologian/Black Mage/Red Mage/Time Mage/White Mage 4

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/two levels (maximum of 5)

This spell functions like *shield*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other. This spell works against the *Ruinra* and *Ruinga* spells as well as *Ruin*.

Shock Spikes

Enhancing/Elemental (Lightning)

Level: Black Mage/Red Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

An aura of electricity covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of lightning damage.

Stona

Healing

Level: Astrologian/White Mage/Red Mage 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One petrified creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell restores a petrified creature to its normal state, restoring life and goods. You must make a caster level check (1d20 + caster level) against the DC of the petrify effect. Any petrified creature, regardless of size, can be restored. This does not restore damage sustained while petrified.

Stoneskin

Enhancing/Elemental (Earth)

Level: Astrologian/Black Mage/White Mage/Red Mage 4/Geomancer 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You beckon the earth to absorb into the subject's skin reducing the damage from physical attacks. For the duration of the spell, the target receives Damage Reduction 10/adamantine. It ignores the first 10 points of damage each time it takes damage from physical attacks, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Tarutaru's Cunning

Enhancing

Level: Astrologian/Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target becomes smarter. The spell grants a +6 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Black mages (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill ranks.

Tongues

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, alt-

though it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Torrent Spikes

Enhancing/Elemental (Water)

Level: Black Mage/Red Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A watery aura covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of water damage.

Vanish

Illusion

Level: Astrologian/Black Mage/White Mage/Red Mage/Illusionist 4/Dark Knight 2

Casting Time: 1 standard action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lbs./level

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless) or Will negates (harmless, object)

Spell Resistance: Yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bleed* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Water Walk, Communal

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Red Mage/Geomancer 4

Targets: Creatures touched

This spell functions like *water walk*, except you divide the duration in 10-minute intervals among the creatures touched.

5TH-LEVEL RED MAGE SPELLS

Aeroga

Elemental (Wind)

Level: Black Mage/Red Mage 5

This spell functions like *Aera*, except it deals 1d8 points of wind damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft.-radius spread.

Bless

Healing

Level: Astrologian/White Mage/Red Mage 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous and 1 round per two levels; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A bolt of light streaks towards the area targeted and bursts, filling the area with a soft, warm white light, healing allies for 1d6 points of damage per caster level (maximum 10d6). Every affected creature receives Fast Healing 2 for 1 round per two caster levels.

Blizzaga

Elemental (Ice)

Level: Black Mage/Red Mage 5

This spell functions like *Blizzara*, except it deals 1d8 points of ice damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft.-radius spread.

Burn

Elemental (Fire)

Level: Black Mage/Red Mage 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1 round/level (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes

The target of this spell is enveloped in flames, burning for 1d6 points of fire damage per caster level (maximum 10d6) and inflicts the Burning status effect. A successful Reflex save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

Crush

Elemental (Earth)

Level: Black Mage/Red Mage 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1 round/level (D)

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

Rocks and boulders fall upon the target of this spell, crushing for 1d6 points of earth damage per caster level (maximum 10d6) and inflicts the Weighted status effect. A successful Fortitude save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

Curaga

Healing

Level: Astrologian/White Mage/Red Mage 5

This spell functions like *cura*, except it heals for 1d8 points of damage per caster level (maximum 15d8) and the area of effect increases to 30-ft.-radius burst.

Drown

Elemental (Water)

Level: Black Mage/Red Mage 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1 round/level (D)

Saving Throw: Fortitude half

Spell Resistance: Yes

The target of this spell is surrounded by a large globe of water, drowning for 1d6 points of water damage per caster level (maximum 10d6) and inflicts the Drenched status effect. A successful Fortitude save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

Enspell III

Enhancing/Elemental (All)

Level: Red Mage 5

Casting Time: 1 swift action

Range: Personal

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Upon casting this spell, the caster picks an elemental type (earth, fire, ice, lightning, water, or wind). This spell infuses the weapon touched with elemental energy. The next time this weapon strikes a creature, it discharges the elemental energy. The spell deals an extra 1 point of damage of the elemental type chosen per level (to a

max of +15) + triple your Charisma modifier against the target of the attack. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Firaga

Elemental (Fire)

Level: Black Mage/Red Mage 5

This spell functions like *Fira*, except it deals 1d8 points of fire damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

Flight

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/Red Mage/White Mage/Time Mage/Geomancer 5

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing chain or plate armor, or if carrying a medium or heavy load). When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

Freeze

Elemental (Ice)

Level: Black Mage/Red Mage 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1 round/level (D)

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

The target of this spell is surrounded by a large block of ice, freezing for 1d6 points of ice damage per caster level (maximum 10d6) and inflicts the Frozen status effect. A successful Fortitude save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

Enlarge, Greater

Enhancing

Level: Red Mage 5

Casting Time: 1 swift action

Target: Personal

Duration: 1 round/3 levels

Saving Throw: None

Spell Resistance: No

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one. You gain a +4 size bonus to Strength and Constitution and take a -2 penalty

to your Dexterity. You gain a +2 enhancement bonus to your natural armor. You gain DR 5/-. At 15th level, this damage reduction becomes 10/- (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category (see Table: Size Modifiers). This spell doesn't change your speed. Determine space and reach as appropriate to your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process (see Smashing an Object). If you fail, you are constrained without harm by the materials enclosing you—the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee weapons deal more damage (see Table: Tiny and Large Weapon Damage). Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical effects that increase size do not stack.

Table: Medium/Large Weapon Damage	
Medium Weapon Damage	Large Weapon Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
1d12	3d6
2d4	2d6
2d6	3d6
2d8	3d8
2d10	4d8

Protect III

Enhancing

Level: Astrologian/White Mage/Red Mage 5

This spell functions like *protect*, except the target gains a +6 deflection bonus to Armor Class for the duration of the spell.

Protection from Elements, Communal

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Geomancer 5

Targets: Creatures touched

This spell functions like *protection from elements*, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of elemental damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.

Regen III

Healing/Enhancing

Level: Astrologian/White Mage/Red Mage 5

This spell functions like *regen*, except the target receives Fast Healing 6.

Shell III

Enhancing

Level: Astrologian/White Mage/Red Mage 5

This spell functions like *shell*, except the target gains a +6 resistance bonus to Saving Throws versus spells, spell-like abilities, and supernatural abilities for the duration of the spell.

Shock

Elemental (Lightning)

Level: Black Mage/Red Mage 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1 round/level (D)

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

A bolt of lightning from the sky streaks upon the target of this spell, shocking for 1d6 points of lightning damage per caster level (maximum 10d6) and inflicts the Static status effect. A successful Fortitude save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

Slice

Elemental (Wind)

Level: Black Mage/Red Mage 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1 round/level (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes

A piercing gust of wind flows through the target of this spell, slicing for 1d6 points of wind damage per caster level (maximum 10d6) and inflicts the Squalled status effect. A successful Reflex save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

Stonega

Elemental (Earth)

Level: Black Mage/Red Mage 5

This spell functions like *Stonera*, except it deals 1d8 points of earth damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

Stoneskin, Communal

Enhancing/Elemental (Earth)

Level: Astrologian/Black Mage/White Mage/Red Mage 5/Geomancer 6

Targets: Creatures touched

This spell functions like *stoneskin*, except you divide the duration in 10 minute intervals among the creatures touched. Once the spell has prevented 10 points of damage per caster level (maximum 150 points) for a subject, the spell's effects end for that subject.

Thundaga

Elemental (Lightning)

Level: Black Mage/Red Mage 5

This spell functions like *Thundara*, except it deals 1d8 points of lightning damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

Tongues, Communal

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage 5

Targets: Creatures touched

This spell functions like *tongues*, except you divide the duration in 10-minute intervals among the creatures touched.

Waterga

Elemental (Water)

Level: Black Mage/Red Mage 5

This spell functions like *Watera*, except it deals 1d8 points of water damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

6TH-LEVEL RED MAGE SPELLS

Blaze Spikes II

Enhancing/Elemental (Fire)

Level: Black Mage/Red Mage 6

This spell functions like *Blaze Spikes*, except it deals 3d6 points of fire damage instead.

Chain Lightning

Elemental (Lightning)

Level: Black Mage/Red Mage 6

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: One primary target, plus one secondary target/level which must be no more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates a lightning discharge that begins as a single stroke commencing from your fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of lightning damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt.

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Dispel, Greater

Enfeebling

Level: Astrologian/Black Mage/Geomancer/Illusionist/Necromancer/Red Mage/Time Mage/White Mage 6

Target or Area: One spellcaster, creature, or object; or a 20-ft.-radius burst

This spell functions like *dispel*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel* in one of three ways: a *targeted dispel*, *area dispel*, or a *counterspell*:

Targeted Dispel: This functions as a *targeted dispel*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Area Dispel: When *greater dispel* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as *dispel*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Dwarf's Endurance, Mass

Enhancing

Level: Astrologian/Red Mage/White Mage 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, within 30 ft. of each other

This spell functions like *dwarf's endurance*, except that it affects multiple creatures.

Elvaan's Splendor, Mass

Enhancing

Level: Astrologian/Red Mage/White Mage 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, within 30 ft. of each other

This spell functions like *elvaan's splendor*, except that it affects multiple creatures.

Enspellga

Enhancing/Elemental (All)

Level: Red Mage 6

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, within 30 ft. of each other

This spell functions like *Enspell II*, except that it affects multiple creatures.

Esunaga

Healing

Level: Astrologian/Red Mage/White Mage 6

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

This spell functions like *Esuna*, except it affects all allies within the area of effect.

Gale Spikes II

Enhancing/Elemental (Wind)

Level: Black Mage/Red Mage 6

This spell functions like *gale spikes*, except it deals 3d6 points of wind damage instead.

Galka's Strength, Mass

Enhancing

Level: Astrologian/Red Mage/White Mage 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, within 30 ft. of each other

This spell functions like *galka's strength*, except that it affects multiple creatures.

Hastega

Chronomancy/Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Time Mage 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 30-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *haste*, but it affects all allies within the area of effect.

Ice Spikes II

Enhancing/Elemental (Ice)

Level: Black Mage/Red Mage 6

This spell functions like *Ice Spikes*, except it deals 3d6 points of ice damage instead.

Imperilga

Elemental (All)/Enfeebling

Level: Red Mage 6

Area: 20-ft.-radius burst

This spell functions like *Imperilra*, except it does 11 points of damage from 1d6 elements chosen and the radius increases to 20-ft.-radius burst.

Mislead

Illusion

Level: Illusionist/Red Mage 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target/Effect: You/One illusory double

Duration: 1 round/level (D) and concentration + 3 rounds; see text

Saving Throw: None or Will disbelief (if interacted with); see text

Spell Resistance: No

You become invisible (as *greater vanish*), and at the same time, an illusory double of you (as *major image*) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the illusion appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the illusion can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The *greater vanish* lasts for 1 round per level, regardless of concentration.

Mithra's Grace, Mass

Enhancing

Level: Astrologian/Red Mage/White Mage 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, within 30 ft. of each other

This spell functions like *mithra's grace*, except that it affects multiple creatures.

Moogle's Wisdom, Mass

Enhancing

Level: Astrologian/Red Mage/White Mage 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, within 30 ft. of each other

This spell functions like *moogle's wisdom*, except that it affects multiple creatures.

Phalanx III

Enhancing

Level: Holy Knight 3/Red Mage 6

This spell functions like *Phalanx*, except the caster receives Damage Reduction 15/adamantine.

Rock Spikes II

Enhancing/Elemental (Earth)

Level: Black Mage/Red Mage 6

This spell functions like *Rock Spikes*, except it deals 3d6 points of earth damage instead.

Shock Spikes II

Enhancing/Elemental (Lightning)

Level: Black Mage/Red Mage 6

This spell functions like *Shock Spikes*, except it deals 3d6 points of lightning damage instead.

Slowga

Chronomancy/Enfeebling

Level: Astrologian/Black Mage/Red Mage/Time Mage/White Mage 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell functions like *slow*, except it affects all creatures within the area of effect.

Tarutaru's Cunning, Mass

Enhancing

Level: Astrologian/Red Mage/White Mage 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, within 30 ft. of each other

This spell functions like *tarutaru's cunning*, except that it affects multiple creatures.

Torrent Spikes II

Enhancing/Elemental (Water)

Level: Black Mage/Red Mage 6

This spell functions like *Torrent Spikes*, except it deals 3d6 points of water damage instead.

Vanish, Greater

Illusion

Level: Astrologian/Black Mage/White Mage/Red Mage/Illusionist 6/Dark Knight 4

Target: You or creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

This spell functions like *vanish*, except that it doesn't end if the subject attacks.