

Red Mage Spell List

0-LEVEL RED MAGE SPELLS

Alleviate: Ends a sickened condition for a target.

Burst of Light: Dazzles one creature (-1 on attack rolls).

Daze: A single humanoid creature with 4 HD or less loses its next action.

Detect Magic: Detects all spells and magic items within 60 ft.

Elemental Orb: Orb deals 1d3 elemental damage of chosen type.

Guidance: +1 on one attack roll, saving throw, or skill check.

Ignite: Ignites flammable objects.

Mending: Makes minor repairs on an object.

Message: Whisper conversation at distance.

Read Magic: Read magical scrolls.

Stabilize: Cause a dying creature to stabilize.

Torchlight: Object shines like a torch.

1ST-LEVEL RED MAGE SPELLS

Aero: Ranged touch that deals 1d6 points of wind damage + casting modifier + 1 per level (max of +5) and inflicts Squall status effect.

Air Bubble: Provides breathable air for one creature.

Blizzard: Ranged touch that deals 1d6 points of ice damage + casting modifier + 1 per level (max of +5) and inflicts Frozen status effect.

Blurred Movement: As *blur*, but only while you are moving.

Burning Hands: 1d4/level fire damage (max 5d4).

Call Weapon: Caster makes a weapon fly out of the hands of his ally to himself.

Choco Feather: Quick reaction to slow a creature's fall.

Cure: Heals 1d6 damage + Casting modifier + 1 per level (max of +5).

Deflect: Gain a +4 deflection bonus to AC plus an additional +1 per 3 levels against one attack.

Disappear: As *vanish* for 1 round/level (5 max).

Disguise Weapon: Changes one weapon's appearance.

Enlarge: Caster doubles in size.

Enspell: Infuses weapon with elemental damage of +1 per level (max of +5) on next attack.

Fire: Ranged touch that deals 1d6 points of fire damage + casting modifier + 1 per level (max of +5) and inflicts Burning status effect.

Flame Breath: Caster breathes a cone of fire in 15-ft.-cone burst, dealing 1d4 points of fire damage per level.

Jump: Subject gains a +10 enhancement bonus on all Acrobatics checks to jump.

Lead Blades: Melee weapons damage as if one size bigger.

Longshot: Caster gains a +10-ft.-bonus to the range increment of any weapon.

Magic Weapon: Weapon gains +1 bonus.

Mount: Summons a yellow chocobo to serve the caster as a mount.

Ohspell: Converts weapon into elemental damage on next attack.

Protect: Subject gains a +2 deflection bonus to AC.

Quick Step: Caster may make two 5-foot steps each round until he attacks or moves more than 5 feet.

Regen: Subject gains Fast Healing 2.

Shell: Subject gains a +2 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Shield: Invisible disc gives +4 to AC, negates an amount of *ruin* damage.

Shocking Grasp: Subject gains a touch attack that deals 1d6 points of lightning damage per level.

Stone: Ranged touch that deals 1d6 points of earth damage + casting modifier + 1 per level (max of +5) and inflicts Weighted status effect.

Stone Fist: Caster transforms his hands into living stone and able to deal lethal unarmed strikes.

Stretch: Melee weapon gains 5 ft. of reach for one attack.

Swim: Subject gains a swim speed of 30 feet.

Thunder: Ranged touch that deals 1d6 points of lightning damage + casting modifier + 1 per level (max of +5) and inflicts Static status effect.

Water: Ranged touch that deals 1d6 points of water damage + casting modifier + 1 per level (max of +5) and inflicts Drenched status effect.

Wind Runner: Caster increases his base land speed by 30 feet.

Wind Shield: Caster creates a field of ever-flowing gust of wind around him to deflect ranged attacks.

2ND-LEVEL RED MAGE SPELLS

Aero II: Ranged touch that deals 3d6 points of wind damage + casting modifier + 1 per level (max of +10) and inflicts Squallied status effect.

Blindna: Target is cured of Blind status.

Blizzard II: Ranged touch that deals 3d6 points of ice damage + casting modifier + 1 per level (max of +10) and inflicts Frozen status effect.

Blur: Attacks miss subject 20% of the time.

Cure II: Heals for 3d6 + Casting modifier + 1 per level (max of +10).

Defensive Shock: Creatures attacking the caster take 1d6 points of lightning damage per two levels.

Deflect II: Gain shield bonus to AC for one attack.

Elemental Resistance: Subject gains elemental resistance of a chosen type.

Fiery Shuriken: Creates floating shuriken made out of fire to launch as a ranged touch attack.

Fire II: Ranged touch that deals 3d6 points of fire damage + casting modifier + 1 per level (max of +10) and inflicts Burning status effect.

Float: Subject floats a couple of feet off the ground.

Frigid Touch: Target takes ice damage and is staggered.

Frost Fall: Creates an area of chilling frost, dealing 2d6 points of ice damage to all within a 5-ft.-radius burst.

Glide: Caster can fall slowly like *choco feather* and able to glide.

Grace: Caster's movements do not provoke attacks of opportunity.

Imperil: Target takes 3 points of damage from 1d6 random elements and is inflicted with Imperil status.

Levitate: Subject is able to move up or down up to 20 feet each round.

Might: Caster gains +4 strength, discharge to gain +10 strength for 1 round.

Mount, Communal: As *mount*, but summons up to 6 yellow chocobos and may divide the duration among chocobos summoned.

Panacea: Target is cured of Poison status.

Paralyna: Target is cured of Paralyzed status.

Phalanx: Grants caster a damage reduction of 5/magic.

Rage: Gives +2 to Str and Con, +1 on Will saves, -2 to AC.

Restore: Subject is healed of 1d4 temporary ability damages and fatigue.

Ricochet Shot: Imbues a projectile weapon to give its ammunition the ability to ricochet.

See Invisibility: Caster is granted the ability to see invisible beings and objects.

Silence: Target is inflicted with Silence status.

Slipstream: Subject rides a low-cresting wave of water to travel along the surface of water or ground.

Stone II: Ranged touch that deals 3d6 points of earth damage + casting modifier + 1 per level (max of +10) and inflicts Weighted status effect.

Sure Strike: Gain +1 bonus/3 levels on next attack.

Temper: Affected weapon deals an additional +2 damage.

Thunder II: Ranged touch that deals 3d6 points of lightning damage + casting modifier + 1 per level (max of +10) and inflicts Static status effect.

Vox: Target is cured of Silence status.

Wall Climb: Subject gains a climb speed of 20 feet.

Water II: Ranged touch that deals 3d6 points of water damage + casting modifier + 1 per level (max of +10) and inflicts Drenched status effect.

Whispering Wind: Caster is able to send a message or sound on the wind to a designated spot.

Wind Barrier: Subject gains damage reduction 10/- against projectiles.

3RD-LEVEL RED MAGE SPELLS

Aera: 1d6 wind damage per level, 20-ft. radius.

Aero III: Ranged touch that deals 5d6 points of wind damage + casting modifier + 1 per level (max of +15) and inflicts Squall status effect.

Barrier: Subject gains Damage Reduction 5/-.

Blizzara: 1d6 ice damage per level, 20-ft. radius.

Blizzard III: Ranged touch that deals 5d6 points of ice damage + casting modifier + 1 per level (max of +15) and inflicts Frozen status effect.

Cleanse: Target is cured of Diseased status.

Cloak of Winds: Surrounds a creature with a shroud of wind to deflect ranged attacks.

Cura: Allies heal for 1d6 per level.

Cure III: Heals 5d6 damage + Casting modifier + 1 per level (max of +15).

Dispel: Cancels one magical spell or effect.

Displacement: Attacks miss subject 50% of the time.

Elemental Resistance, Communal: As *elemental resistance*, but may divide the duration among creatures touched.

Energy Aegis: Caster gains elemental resistance 20 against one elemental type for one attack.

Enspell II: Imbues weapon with elemental damage of +2 per level (max of +10) on next attack.

Fira: 1d6 fire damage per level, 20-ft. radius.

Fire III: Ranged touch that deals 5d6 points of fire damage + casting modifier + 1 per level (max of +15) and inflicts Burning status effect.

Fly: Subject gains a flying speed of 20 feet.

Haste: Subject becomes *hasted*.

Hop: Teleports caster short distance.

Keen: Doubles normal weapon's threat range.

Magic Vestment: Armor or shield gains +1 enhancement bonus per four levels.

Magic Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).

Protect II: Subject gains a +4 deflect bonus to AC.

Regen II: Subject gains Fast Healing 4.

Rescue: You pull an ally adjacent to you.

Shell II: Subject gains a +4 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Slow: Target is inflicted with Slow status.

Stone III: Ranged touch that deals 5d6 points of earth damage + casting modifier + 1 per level (max of +15) and inflicts Weighted status effect.

Stonera: 1d6 earth damage per level, 20-ft. radius.

Thundara: 1d6 lightning damage per level, 20-ft. radius.

Thunder III: Ranged touch that deals 5d6 points of lightning damage + casting modifier + 1 per level (max of +15) and inflicts Static status effect.

Wall Climb, Communal: As *wall climb*, but may divide the duration among creatures touched.

Water III: Ranged touch that deals 5d6 points of water damage + casting modifier + 1 per level (max of +15) and inflicts Drenched status effect.

Watera: 1d6 water damage per level, 20-ft. radius.

Water Breathing: Subjects gain the ability to breathe underwater.

Water Walk: Subjects gain the ability to walk upon water.

Wind Barrier, Communal: As *wind barrier*, but may divide the duration among creatures touched.

4TH-LEVEL RED MAGE SPELLS

Blaze Spikes: Creatures attacking the subject of this spell take 1d6 points of fire damage.

Dancing Weapon: Weapon touched animates and fights for the caster.

Dwarf's Endurance: Subject gains a +6 enhancement bonus to Constitution.

Elvaan's Splendor: Subject gains a +6 enhancement bonus to Charisma.

Enlarge, Mass: As *enlarge*, but affects multiple humanoids instead.

Enspellra: As *enspell*, but affects multiple creatures instead.

Esuna: Subject is cured of a negative status effect of 3rd level or lower.

Floatga: As *float*, but multiple creatures.

Gale Spikes: Creatures attacking the subject of this spell take 1d6 points of wind damage.

Gale Winds: Caster gains +4 deflection bonus to AC; 1d8 wind damage and push back creatures that hit the caster in melee.

Galka's Strength: Subject gains a +6 enhancement bonus to Strength.

Guard: Caster gains a +4 deflection bonus to AC, +4 resistance bonus on saves; discharge to gain +10 for 1 round.

Ice Spikes: Creatures attacking the subject of this spell take 1d6 points of ice damage.

Imperilra: As *imperl*, but affects multiple creatures instead and damage increases to 7 from 1d6 random elements.

Mithra's Grace: Subject gains a +6 enhancement bonus to Dexterity.

Moogole's Wisdom: Subject gains a +6 enhancement bonus to Wisdom.

Ohspellra: As *ohspell*, but affects multiple creatures instead.

Phalanx II: As *phalanx*, but grants a damage reduction 10/cold iron instead.

Protection from Elements: Subject gains temporary immunity to a chosen element.

Raise: Subject is raised from the dead.

Restora: As *restore*, except it also dispels temporarily negative levels or one permanent negative level.

Rock Spikes: Creatures attacking the subject of this spell take 1d6 points of earth damage.

Shieldra: As *shield*, except it affects up to 5 creatures that grants an invisible disc that gives +4 to AC, negates an amount of *ruin*, *ruinra*, and *ruing* damage.

Shock Spikes: Creatures attacking the subject of this spell take 1d6 points of lightning damage.

Stoneskin: Subject gains damage reduction 10/-.

Tarutaru's Cunning: Subject gains a +6 enhancement bonus to Intelligence.

Tongues: Subject gains the ability to speak and understand the language of any intelligent creature.

Torrent Spikes: Creatures attacking the subject of this spell take 1d6 points of water damage.

Vanish: Subject becomes invisible.

Water Walk, Communal: As *water walk*, but may divide the duration among creatures touched.

5TH-LEVEL RED MAGE SPELLS

Aeroga: 1d8 wind damage per level, 30-ft. radius.

Bless: Allies heal for 1d6 per level and receive Fast Healing 2.

Blizzaga: 1d8 ice damage per level, 30-ft. radius.

Burn: Target takes 1d6 points of fire damage per level.

Crush: Target takes 1d6 points of earth damage per level.

Curaga: Allies heal for 1d8 per level.

Drown: Target takes 1d6 points of water damage per level.

Enlarge, Greater: Your size increases, and you gain bonuses in combat.

Enspell III: Imbues weapon with elemental damage of +3 per level (max of +15) on next attack.

Firaga: 1d8 fire damage per level, 30-ft. radius.

Flight: Caster gains a flying speed of 40 feet.

Freeze: Target takes 1d6 points of ice damage per level.

Protect III: Subject gains a +6 deflect bonus to AC.

Protection from Elements, Communal: As *protection from elements*, but may divide the duration among creatures touched.

Regen III: Subject gains Fast Healing 6.

Shell III: Subject gains a +6 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Shock: Target takes 1d6 points of lightning damage per level.

Slice: Target takes 1d6 points of wind damage per level.

Stona: Target is cured of Petrify status.

Stonega: 1d8 earth damage per level, 30-ft. radius.

Stoneskin, Communal: As *stoneskin*, but may divide the duration among creatures touched.

Thundaga: 1d8 lightning damage per level, 30-ft. radius.

Tongues, Communal: As *tongues*, but may divide the duration among creatures touched.

Waterga: 1d8 water damage per level, 30-ft. radius.

6TH-LEVEL RED MAGE SPELLS

Blaze Spikes II: Creatures attacking the subject of this spell take 3d6 points of fire damage.

Chain Lightning: Inflicts 1d6 points of lightning damage per level to primary target and arcs to secondary targets.

Dispel, Greater: As *dispel*, but with multiple targets.

Dwarf's Endurance, Mass: As *dwarf's endurance*, but all allies within 30 feet.

Elvaan's Splendor, Mass: As *elvaan's splendor*, but all allies within 30 feet.

Enspellga: As *enspell II*, but affects multiple creatures instead.

Esunaga: Allies are cured of a negative status effect of 4th level or lower.

Gale Spikes II: Creatures attacking the subject of this spell take 3d6 points of wind damage.

Galka's Strength, Mass: As *galka's strength*, but all allies within 30 feet.

Hastega: As *haste*, but all allies within 30 feet.

Ice Spikes II: Creatures attacking the subject of this spell take 3d6 points of ice damage.

Imperilga: As *imperil*, but affects multiple creatures instead and damage increases to 11 from 1d6 random elements.

Mislead: Turns you invisible and creates illusory double.

Mithra's Grace, Mass: As *mithra's grace*, but all allies within 30 feet.

Moogles' Wisdom, Mass: As *moogles' wisdom*, but all allies within 30 feet.

Phalanx III: As *phalanx*, but grants a damage reduction 15/adamantine instead.

Rock Spikes II: Creatures attacking the subject of this spell take 3d6 points of earth damage.

Shock Spikes II: Creatures attacking the subject of this spell take 3d6 points of lightning damage.

Slowga: As *slow*, except all enemies within 30 feet.

Tarutaru's Cunning, Mass: As *tarutaru's cunning*, but all allies within 30 feet.

Torrent Spikes II: Creatures attacking the subject of this spell take 3d6 points of water damage.

Vanish, Greater: As *vanish*, except that it doesn't end if the subject attacks.