

White Mage Spell Descriptions

0-LEVEL WHITE 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.

Create Water

Elemental (Water)/Cantrip

Level: Geomancer/White Mage 0

Casting Time: 1 standard action

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

Effect: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large -- possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Dancing Lights

Light/Cantrip

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

Casting Time: 1 standard action

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

Target: Up to four lights, all within a 10-ft.-radius area

Duration: 1 minute (D)

Saving Throw: None

Spell Resistance: No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one *dancing lights* spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

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.

Drench

Summoning/Elemental (Water)/Cantrip

Level: Geomancer/Summoner/White Mage 0

Casting Time: 1 standard action

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

Target: One creature or object of size Large or smaller

Duration: 1 round

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

A sudden downpour soaks the target creature or object, inflicting the Drench status effect. The rain follows the subject up to the range of the spell, soaking the target with water. If the target is on fire, the flames are automatically extinguished. Fires smaller than campfires (such as lanterns and torches) are automatically extinguished by this spell.

Enhanced Diplomacy

Enhancing/Cantrip

Level: 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 (harmless)

You imbue the subject with divine diplomacy skills. The creature gets a +2 competence bonus on a single Diplomacy or Intimidate check. It must choose to use the bonus before making the roll to which it applies.

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.

Holy Orb

Light/Cantrip

Level: White Mage 0

Casting Time: 1 standard action

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

Effect: One missile of holy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You fire a small orb of holy energy at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of holy damage.

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.

Purify Food and Drink

Healing/Cantrip

Level: Astrologian/Geomancer/White Mage 0

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 cu. ft./level of contaminated food and water

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

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.

Resistance

Enhancing/Cantrip
Level: Astrologian/Blue Mage/Geomancer/Summoner/White Mage 0
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

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.

Virtue

Enhancing/Cantrip

Level: Geomancer/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: None

Spell Resistance: Yes (harmless)

With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.

1ST-LEVEL WHITE MAGE SPELLS

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.

Bless Weapon

Enhancing/Light

Level: Holy Knight/White Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the DR of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good-aligned, which means it can bypass the DR of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot. In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

Blind

Enfeebling

Level: Black Mage/White 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

Spell Resistance: Yes

The target of this spell receives the Blind status effect. The victim suffers the effects of being Blind for the duration of the spell or until cured.

Brighten

Light

Level: White Mage 1

Casting Time: 1 swift action

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

Target: One creature afflicted with Dazzled status effect

Duration: 1 round/level (D)

Saving Throw: Will negate

Spell Resistance: Yes

The target for this spell requires the Dazzled status effect to be in effect. Once you cast this spell, the Dazzled status effect is removed and causes the target to shed bright light out to a 10-ft.-radius. This illumination increases the light level for an additional 10 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 10-foot radius of this magical light. *Brighten* brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. This spell does not stack with itself. *Brighten* can be used to dispel any dark spell of equal or lower spell level. In addition, any dark spells cast require a DC 15 Concentration check or the spell fails.

Charm

Enfeebling

Level: Black Mage/White Mage 1

Casting Time: 1 standard action

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

Target: One humanoid creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something

very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Chocobo Haul

Enhancing

Level: White Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 2 hours/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The target's carrying capacity triples. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

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 energy, 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.

Deprotect

Enfeebling

Level: Astrologian/White 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

Spell Resistance: Yes

The target of this spell has their physical resistance reduced. The target is inflicted with a -2 penalty to Armor Class for the duration of the spell. *Deprotect* counters and dispels *Protect*.

Deshell

Enfeebling

Level: Astrologian/White 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

Spell Resistance: Yes

The target of this spell has their magical resistance reduced. The target is inflicted with a -2 penalty to Saving Throws versus spells, spell-like abilities, and supernatural abilities for the duration of the spell. *Deshell* counters and dispels *Shell*.

Dia

Enfeebling/Light

Level: White 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

Spell Resistance: Yes

A bright light shines in the target's eyes, momentarily distracting him. The target affected by this spell suffers a -2 penalty on Attack rolls and Skill checks.

Endure Elements

Enhancing

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

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or ice damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Envelope

Enhancing

Level: Astrologian/Time Mage/White Mage 1

Casting Time: 1 standard action

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

Target: One creature

Duration: 3 rounds + 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is protected by a veil that helps against evading physical attacks. The target gains a +2 dodge bonus to Armor Class for the duration of the spell.

Fearna

Healing

Level: Astrologian/Holy Knight/White Mage 1

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 remove any fear effect in the creature. *Fearna* counters and dispels Fear.

Heal

Healing

Level: White Mage 1

Casting Time: 1 swift action

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

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

This spell heals creatures with a burst of healing. It heals all allies within the area of effect equal to your caster level (maximum 5) plus your Wisdom modifier.

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.

Light

Light

Level: White 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 holy energy at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of holy damage + your Wisdom modifier + 1 point per caster level (maximum +5) and inflicts the Dazzled status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

Mage Armor

Enhancing

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

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

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.

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.

Rain

Elemental (Water)

Level: Geomancer/White Mage 1

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./2 levels)

Area: 20-ft.-radius spread

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

All creatures in the area of effect are affected by the Drenched status effect. Water evaporates after spell ends, removing the status effect from affected creatures.

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).

Sanctuary

Enhancing

Level: Astrologian/White Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use non-attack spells or otherwise act.

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.

Sleep

Enfeebling

Level: Black Mage/White 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

Spell Resistance: Yes

The target of this spell receives the Sleep status effect. The victim falls into a magical slumber, can only be woken with a standard action. The target of this spell must have a HD equal to or less than the caster's caster level + caster modifier to be affected by this spell. This is a mind-affecting spell.

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.

Water Blast

Elemental (Water)

Level: Black Mage/White Mage/Geomancer 1

Casting Time: 1 standard action

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

Targets: One creature or object

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush combat maneuver against any one creature or object. Your CMB roll for this combat maneuver is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. If struck, the creature must make a Reflex save or be drenched. This combat maneuver does not provoke an attack of opportunity. Water blast extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

Wind Armor

Enhancing/Elemental (Wind)

Level: Black Mage/Geomancer/White Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible but tangible field of wind surrounds the subject of a *wind armor* spell, providing a +2 deflection bonus to AC. Unlike mundane armor, wind armor entails no armor check penalty, spell failure chance, or speed reduction. Since wind armor is made of wind, incorporeal creatures can't bypass it the way they do normal armor.

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 WHITE MAGE SPELLS

Aid

Enhancing
Level: Astrologian/White Mage 2
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

Bar-element

Enhancing
Level: White Mage 2
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

A colorful aura surrounds the individual you touch. The subject gains a +4 resistance bonus on saving throws against elemental spells and effects.

Bar-status

Enhancing

Level: White Mage 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A soft white aura surrounds the individual you touch. The subject gains a +4 resistance bonus on saving throws against status effects.

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.

Brighten II

Light

Level: White Mage 2

This spell functions like *brighten*, but the area of effect increases to 20-ft.-radius and a DC 20 Concentration check is required or the spell fails.

Chocobo Haul, Communal

Enhancing

Level: White Mage 2

Targets: Creatures touched

This spell functions like *chocobo haul* except you may divide the duration in 2-hour intervals among the creatures touched.

Close Wounds

Healing

Level: White Mage 2

Casting Time: 1 immediate action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

Your ally falls from a crushing blow, but you don't have time to reach him. You quickly speak words of power, and the worst of his injuries glow golden and begin to heal. This spell cures 2d4 points of damage +1 point per caster level (maximum +5). If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. Used against an undead creature, close wounds deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw).

Consecrate

Light/Enfeebling

Level: Holy Knight/White Mage 2

Casting Time: 1 standard action

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

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

This spell blesses an area with positive energy. The DC to resist positive channeled energy within this area gains a +3 sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, suffering a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus to positive channeled energy DCs, -2 penalties for undead in the area). You cannot consecrate an area with a similar fixture of a deity other than your own patron. Instead, the consecrate spell curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above. Consecrate counters and dispels desecrate.

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).

Dia II

Enfeebling/Light

Level: White Mage 2

This spell functions like *Dia*, except the penalty increases to -4.

Dwarf's Endurance, Lesser

Enhancing

Level: Astrologian/White Mage 2

This spell functions like *dwarf's endurance*, except it only grants a +4 enhancement bonus to Constitution.

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.

Elvaan's Splendor, Lesser

Enhancing

Level: Astrologian/White Mage 2

This spell functions like *elvaan's splendor*, except it only grants a +4 enhancement bonus to Charisma.

Endure Elements, Communal

Enhancing

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

Targets: Creatures touched

This spell functions like *endure elements*, except you divide the duration in 1-hour increments among the creatures touched.

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.

Galka's Strength, Lesser

Enhancing

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

This spell functions like *galka's strength*, except it only grants a +4 enhancement bonus to Strength.

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.

Healara

Healing

Level: White Mage 2

Casting Time: 1 swift action

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

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

This spell functions like the *Heal*, except it heals allies equal to your caster level (maximum 10) plus double your Wisdom modifier.

Holy Weapon

Light

Level: White Mage 2

Casting Time: 1 standard action

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

Effect: Magic weapon of light

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A weapon made of light appears and attacks foes at a distance, as you direct it, dealing 1d8 points of holy damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of whatever weapon you want and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *holy weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *holy weapon* cannot be attacked or harmed by physical attacks, but *dispel* affects it. A *holy weapon's* AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has Spell Resistance, you make a caster level check (1d20 + caster level) against that Spell Resistance the first time the *holy weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

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.

Light II

Light

Level: White Mage 2

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

Mithra's Grace, Lesser

Enhancing

Level: Astrologian/White Mage 2

This spell functions like *mithra's grace*, except it only grants a +4 enhancement bonus to Dexterity.

Moogles' Wisdom, Lesser

Enhancing

Level: Astrologian/White Mage 2

This spell functions like *Moogles' wisdom*, except it only grants a +4 enhancement bonus to Wisdom.

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.

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.

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-cresting 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.

Status

Enhancing

Level: Astrologian/White Mage 2

Casting Time: 1 standard action

Range: Touch

Targets: One living creature touched per three levels

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or any other status effects. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Tarutaru's Cunning, Lesser

Enhancing

Level: Astrologian/White Mage 2

This spell functions like *tarutaru's cunning*, except it only grants a +4 enhancement bonus to Intelligence.

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.

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.

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 WHITE MAGE SPELLS

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/-.

Blindga

Enfeebling

Level: Black Mage/White Mage 3

Casting Time: 1 standard action

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

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

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

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

Brighten III

Light

Level: White Mage 3

This spell functions like *brighten*, but the area of effect increases to 30-ft.-radius and a DC 25 Concentration check is required or the spell fails.

Choco Feather, Mass

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 3

Target: One creature/level, no two of which can be more than 30 ft. apart

As *choco feather*, except this spell affects multiple creatures.

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.

Cross

Healing

Level: Astrologian/White Mage/Holy Knight 3

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)

Cross can remove all curses on an object or a creature. *Cross* does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it. *Cross* counters and dispels bestow curse.

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).

Daylight

Light

Level: Astrologian/White Mage/Holy Knight 3

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light. If *daylight* is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed. *Daylight* brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. *Daylight* counters or dispels any darkness spell of equal or lower level, such as *darkness* and *blacklight*.

Deprotect II

Enfeebling

Level: Astrologian/White Mage 3

This spell functions like *Deprotect*, except the target is inflicted with a -4 penalty to Armor Class for the duration of the spell.

Deprotectra

Enfeebling

Level: Astrologian/White Mage 3

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius burst
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

Creatures within the area of effect have their physical resistance reduced. Creatures in the area of effect are inflicted with a -2 penalty to Armor Class for the duration of the spell. *Deprotectra* counters and dispels *Protectra*.

Deshell II

Enfeebling
Level: Astrologian/White Mage 3

This spell functions like *Deshell*, except the target is inflicted with a -4 penalty to Saving Throws versus spells, spell-like abilities, and supernatural abilities for the duration of the spell.

Deshellra

Enfeebling
Level: Astrologian/White Mage 3
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius burst
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

Creatures within the area of effect have their magical resistance reduced. Creatures in the area of effect are inflicted with a -2 penalty to Saving Throws versus spells, spell-like abilities, and supernatural abilities for the duration of the spell. *Deshellra* counters and dispels *Shellra*.

Dia III

Enfeebling/Light
Level: White Mage 3

This spell functions like *Dia*, except the penalty increases to -6.

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.

Downpour

Elemental (Water)

Level: Geomancer/White Mage 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./2 levels)

Area: 40-ft.-radius spread

Duration: See text

Saving Throw: None

Spell Resistance: No

All creatures in the area of effect are affected by the Drenched status effect. Water remains after 1 day before evaporating, creatures in the area of effect must dry off or remove wet clothing to get rid of the status effect.

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.

Envelopga

Enhancing

Level: Astrologian/Time Mage/White Mage 3

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: 3 rounds + 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allies within the area of effect are protected by a veil that helps evading physical attacks. The targets gain a +2 dodge bonus to Armor Class for the duration of the spell.

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.

Healaga

Healing

Level: White Mage 3

Casting Time: 1 swift action

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

Area: 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like the *Heal*, except it heals allies equal to your caster level (maximum 15) plus triple your Wisdom modifier.

Heroism

Enhancing

Level: Astrologian/White Mage 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Immobilize

Enfeebling

Level: Black 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: Will negates

Spell Resistance: Yes

The target of this spell receives the Immobilize status effect. The victim is unable to move for the duration of the spell or until cured.

Light III

Light

Level: White Mage 3

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

Lightra

Light

Level: White 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 *lightra* spell is the area of effect version of the *light* spell. A pillar of holy energy explodes dealing 1d6 points of holy damage per caster level (maximum 10d6) to every creature within the area.

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.

NulStatus I

Enhancing

Level: Astrologian/White Mage 3

Casting Time: 1 standard action

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

Target: One creature

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

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is protected by floating silver orbs with random symbols on it. The caster can choose one from a list of ailments to block: bleed, blind, burning, charm, cursed, daze, dazzled, deafened, deprotect, deshell, dimmed, disease, drenched, entangled, fear, frozen, immobilize, imperil, nauseated, paralysis, poison,

sapped, silence, slow, static, squalled, and weighted. The subject, when hit with that status effect, is nullified and discharges the effect.

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.

Protectra

Enhancing

Level: Astrologian/White Mage 3

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allies within the area of effect are protected by a shield that helps deflect physical attacks. The targets gain a +2 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.

Renew

Healing/Enhancing

Level: Astrologian/White Mage 3

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allies within the area of effect are enveloped in a soft green glow that pulses, providing them with healing over time. The targets receive Fast Healing 2 (heals 2 hit points a round).

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.

Searing Light

Light

Level: White Mage 3

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Focusing holy power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of holy damage per two caster levels (maximum 5d8).

An undead creature takes 1d6 points of holy damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of holy damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of holy damage per two caster levels (maximum 5d6).

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 for the duration of the spell.

Shellra

Enhancing

Level: Astrologian/White Mage 3

Casting Time: 1 standard action

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

Area: 20 ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allies within the area of effect are protected by a shield that helps protect against magical attacks. The targets gain a +2 resistance bonus to Saving Throws versus spells for the duration of the spell.

Sleepga

Enfeebling

Level: Black Mage/White Mage 3

Casting Time: 1 standard action

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

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

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

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

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 Shape

Elemental (Earth)

Level: White Mage/Black Mage/Geomancer 3

Casting Time: 1 standard action

Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Torchlight, Greater

Light

Level: Astrologian/White Mage 3

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Effect: Magical, heatless flame

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A greater torchlight can be covered and hidden but not smothered or quenched. Light spells counter and dispel darkness spells of an equal or lower level.

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 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.

Wind Wall

Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 3

Casting Time: 1 standard action

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

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: 1 round/level

Saving Throw: None; see text

Spell Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures). While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

4TH-LEVEL WHITE MAGE SPELLS

Air Walk

Enhancing/Elemental (Wind)

Level: White Mage/Geomancer 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature (Gargantuan or smaller) touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed.

A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

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 in this way if the *air walk* spell is dispelled.

You can cast *air walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of *air walk* (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

Bar-elementra

Enhancing

Level: White Mage 4

Range: 30 feet.

Area: All allies within a 30-ft. burst, centered on the caster

This spell functions like *Bar-element*, except it affects all allies within a 30-ft. radius.

Bar-statusra

Enhancing

Level: White Mage 4

Range: 30 feet.

Area: All allies within a 30-ft. burst, centered on the caster

This spell functions like *Bar-status*, except it affects all allies within a 30-ft. Radius.

Close Wounds, Mass

Healing

Level: White Mage 4

Casting Time: 1 immediate action

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

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

This spell cures 4d4 points of damage +1 point per caster level (maximum +20) from a number of creatures within range. If you cast this spell immediately after subjects take damage, it effectively prevents the damage. Used against an undead creature, close wounds deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw).

Cure IV

Healing

Level: Astrologian/White Mage 4

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (harmless — see description)

Spell Resistance: Yes (harmless — see description)

A soft white glow surrounds a wounded living creature, healing for 7d6 points of damage + your casting modifier (Wisdom or Charisma) + 1 point per caster level (maximum +20). Since undead are powered by negative energy, 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.

Dazera

Enfeebling

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

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

Target: One or more humanoid creatures, within 30 ft. of each other

This spell functions as *daze*, except as noted above.

Death Ward

Enhancing/Necromancy

Level: Necromancer/White Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy.

This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

Diara

Enfeebling/Light

Level: White Mage 4

Casting Time: 1 standard action

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

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

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

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

Disable

Enfeebling

Level: Black Mage/White Mage 4

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 Disable status effect. The victim is unable to act normally. A disabled creature can only take move actions for the duration of the spell or until cured.

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.

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.

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.

Hold

Enfeebling

Level: White Mage 4

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

The target becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the target may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer cannot swim and may drown.

Holy

Light

Level: White Mage 4

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft.-line

Duration: Instantaneous; 1d6 rounds

Saving Throw: Reflex half; see below

Spell Resistance: Yes

A beam of holy energy blasts your opponents. Creatures within the area of effect take 1d4 points of holy damage per caster level (maximum 10d4) and are inflicted with the Dazzled status effect for 1d6 rounds. A successful Reflex save reduces this damage by half and prevents the status effect from taking effect.

Holy Mantle

Enhancing/Light

Level: White Mage/Holy Knight 4

Casting Time: 1 standard action

Range: Touch or 5 ft.; see text

Targets: Creature touched or all creatures within 5 ft.; see text

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A shimmering mantle of light shrouds the subject, light like a torch. The subject of the spell gains a +1 resistance bonus on all saving throws per four caster levels (maximum +5 at 20th level). The subject can end the holy mantle at any time as a swift action to deal 2d8 points of holy damage to all creatures within 5 feet.

Holy Smite

Enfeebling/Light

Level: White Mage/Holy Knight 4

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: Instantaneous (1 round); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of holy damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of holy damage per caster level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect.

The spell deals only half damage to creatures that are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Hurricane Blast

Elemental (Wind)

Level: Black Mage/White Mage 4/Geomancer 3

Casting Time: 1 standard action

Range: Personal

Area: 5-ft.-radius burst/2 levels (maximum 25-ft.-radius burst)

Duration: 1 round

Saving Throw: Reflex negates

Spell Resistance: No

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in the burst.

- A Tiny or smaller creature on the ground is knocked down and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6×10 feet and takes 2d6 points of wind damage due to battering and buffeting.
- Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6×10 feet.
- Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6×5 feet.
- Large or larger creatures may move normally within a hurricane blast effect.

Hurricane blast can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a –4 penalty on ranged attacks and Perception checks in the area of a hurricane blast. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a hurricane blast can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, and blow gases or vapors to the edge of its range.

Hydraulic Torrent

Elemental (Water)

Level: Black Mage/White Mage 4/Geomancer 3

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You call forth a powerful stream of water that batters all creatures and obstacles in its path until it strikes something it cannot push past. Against creatures and movable objects this stream acts as a bull rush. You can bull rush creatures of any size, not just those one size larger than your own. Make a Bull Rush attempt and apply its results to each creature within the area. Your Attack roll for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity.

Against immovable objects this stream instead allows you to make a Strength check to destroy the target. When attempting to break an object, the stream has an effective Strength equal to your caster level plus the ability score modifier as above. The Break DC depends on the object you're trying to break (see Damaging Objects for sample Break DCs for various objects.) *Hydraulic torrent* extinguishes any normal fires it encounters along its path. Magical fires are unaffected.

Light IV

Light

Level: White Mage 4

This spell functions like *Light*, except it deals 7d6 points of holy damage + your Wisdom modifier + 1 point per caster level (maximum +20) and inflicts the Dazzled status effect for 1d10 rounds. A successful Fortitude save prevents the status effect from taking effect.

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.

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.

Radiant Spikes

Enhancing/Light

Level: Holy Knight 2/White 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 sacred light 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 holy damage.

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.

Shield Other

Enhancing

Level: Holy Knight 2/White Mage 4

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject. If you and the subject of the spell move out of range of each other, the spell ends.

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*.

Silencega

Enfeebling

Level: Astrologian/Black Mage/White Mage 4

Casting Time: 1 standard action

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

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

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

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

Status, Greater

Enhancing

Level: Astrologian/White Mage 4

As *status*, but you can also cast a limited selection of spells through the link, as if you were touching the target. You can cast any spell that meets all of the following conditions:

Level: 1st or 2nd

Range: Touch

Target: Creature touched

Saving Throw: Harmless

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,

although 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.

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 *bless* 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 WHITE MAGE SPELLS

Air Walk, Communal

Enhancing/Elemental (Wind)

Level: White Mage/Geomancer 5

Targets: Creatures touched

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

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 half (harmless); see text

Spell Resistance: Yes (harmless); text

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. Since undead are powered by negative energy, 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.

Blindja

Enfeebling

Level: Black Mage/White Mage 5

Target: One creature/2 levels (maximum of 10)

This spell functions like *Blindga*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

Breath of Life

Healing

Level: Astrologian/White Mage/Necromancer 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates or Will half; see text

Spell Resistance: Yes (harmless) or yes, see text

This spell cures 5d8 points of damage + 1 point per caster level (maximum +25). Unlike other spells that heal damage, breath of life can bring recently slain creatures back to life. If cast upon a creature that has died within 1 round, apply the healing from this spell to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through breath of life gain a temporary negative level that lasts for 1 day. Creatures slain by death effects cannot be saved by breath of life.

Bright

Enfeebling/Light

Level: White 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 shined upon by a dazzling light, burning for 1d6 points of holy damage per caster level (maximum 10d6) and inflicts the Dazzled 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.

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.

Deprotect III

Enfeebling

Level: Astrologian/White Mage 5

This spell functions like *Deprotect*, except the target is inflicted with a -6 penalty to Armor Class for the duration of the spell.

Deprotectra II

Enfeebling

Level: Astrologian/White Mage 5

This spell functions like *Deprotectra*, except the creatures in the area of effect are inflicted with a -4 penalty to Armor Class for the duration of the spell.

Deshell III

Enfeebling

Level: Astrologian/White Mage 5

This spell functions like *Deshell*, except the target is inflicted with a -6 penalty to Saving Throws versus spells, spell-like abilities, and supernatural abilities for the duration of the spell.

Deshellra II

Enfeebling

Level: Astrologian/White Mage 5

This spell functions like *Deshellra*, except the creatures in the area of effect are inflicted with a -4 penalty to Saving Throws versus spells, spell-like abilities, and supernatural abilities for the duration of the spell.

Diaga

Enfeebling/Light

Level: White Mage 5

Casting Time: 1 standard action

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

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

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

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

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).

Holy Ice

Light/Elemental (Ice)

Level: White Mage 5

Casting Time: 1 standard action

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

Effect: Wall of ice or flying ice javelins (see text)

Duration: 1 minute/level, instantaneous, or until expended (see text)

Saving Throw: Reflex negates or none (see text)

Spell Resistance: Yes

This spell creates a large mass of frozen holy water that can be used for one of two effects.

Holy Ice Wall: This functions like wall of ice (hemisphere or plane). Any creature that touches or attacks the ice wall with melee attacks takes 1 point of holy damage; extended contact with the wall (such as standing or walking on it) deals 1d6 points of holy damage. Even when the ice has been broken through, a sheet of frigid holy air remains. Any creature that steps through it (including the one who broke through the wall) takes 1d6 points of damage + 1 point per caster level (no save); half of this damage is ice damage and the other half is holy damage.

Holy Ice Javelins: The spell creates a number of javelins of frozen holy water in your square equal to your caster level (maximum 15), which hurl themselves toward one or more targets that are no more than 10 feet away from each other. You must succeed on attack rolls (one per javelin) to hit the target with the javelin, using your base attack bonus + your Wisdom modifier. The javelins deal 1d6 points of ice damage each, plus 1 point of holy damage per caster level. The javelins are destroyed by this attack.

Holy Light

Healing

Level: White Mage 5

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Healing energy infuses and bathes your body in holy light. This spell cures 4d8 points of damage + 2 points per caster level (maximum +20) and ends any and all of the following adverse conditions affecting you: ability damage, blinded, confused, dazzled, deafened, diseased, exhausted, fatigued, nauseated, poisoned, and sickened. In addition, *holy light* functions as *dispel* upon a single additional effect of your choice that is affecting you and that can be legally affected by this effect.

Immobilize, Mass

Enfeebling

Level: Black Mage/White Mage 5

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *immobilize*, except as noted above.

Lightga

Light

Level: White Mage 5

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

NulStatus II

Enhancing

Level: Astrologian/White Mage 5

Casting Time: 1 standard action

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

Target: One creature

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

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is protected by floating silver orbs with random symbols on it. The caster can choose one from a list of ailments to block: bleed, blind, burning, charm, cursed, daze, dazzled, deafened, deprotect, deshell, dimmed, disable, disease, drenched, entangled, fascinated, fear, frog, frozen, gravity, immobilize, imperil, mini, nauseated, paralysis, petrify, poison, sapped, sickened, silence, slow, static, stunned, squalled, weighted, and zombie. The subject, when hit with that status effect, is nullified and discharges the effect.

Passwall

Elemental (Earth)

Level: Black Mage/White Mage/Geomancer 5

Casting Time: 1 standard action

Range: Touch

Effect: 5-ft.-by-8-ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create a passage through plaster or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Pillar of Life

Healing

Level: White Mage 5

Casting Time: 1 standard action

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

Effect: 5-ft.-square pillar of positive energy, 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You conjure a pillar of healing energy in a single 5-foot square within range that radiates light as if it were a torch. Living creatures adjacent to the pillar can spend a standard action to touch the pillar and heal 2d8 points of damage + 1 point per caster level (maximum +20). Creatures can move into the square containing the pillar, but if an undead creature moves into the pillar it takes 1d6 points of holy damage per caster level (maximum 10d6). Undead creatures vulnerable to bright light take 1d8 points of holy damage per caster level (maximum 10d8).

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.

Protectra II

Enhancing

Level: Astrologian/White Mage 5

This spell functions like *protectra*, except the targets gain a +4 deflection bonus to Armor Class for the duration of the spell.

Regen III

Healing/Enhancing

Level: Astrologian/White Mage/Red Mage 5

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

Renew II

Healing/Enhancing

Level: Astrologian/White Mage 5

This spell functions like *renew*, except the targets receive Fast Healing 4 for the duration of the spell.

Restoraga

Healing

Level: Astrologian/White Mage 5

This spell functions like *restore*, except that it dispels all permanent and temporary negative levels afflicting the healed creature. *Restoraga* also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects.

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.

Shellra II

Enhancing

Level: Astrologian/White Mage 5

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

Sleepja

Enfeebling

Level: Black Mage/White Mage 5

Target: One creature/2 levels (maximum of 10)

This spell functions like *Sleepga*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

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.

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.

Wall of Stone

Elemental (Earth)

Level: Black Mage/White Mage 5/Geomancer 6

Casting Time: 1 standard action

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

Effect: Stone wall whose area is up to one 5-ft. square/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell creates a wall of rocks that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

You can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is $20 + 2$ per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

6TH-LEVEL WHITE MAGE SPELLS

Arise

Healing

Level: Astrologian/White Mage/Necromancer 6

Casting Time: 1 round

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

This spell functions like *raise*, except that you are able to restore life and complete strength to any deceased creature that has been dead for no longer than 1 minute per caster level.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be raised, but the portion receiving the spell must have been part of the creature's body at the time of death.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of MP. The subject of the spell gains one permanent negative level 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).

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot raise someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be raised.

Auto-Cure

Healing

Level: Astrologian/White Mage 6

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

The creature touched with this spell is imbued with a *Cure III* spell. When struck by a physical or magical attack, the healing spell goes off immediately. It only lasts for one use.

Balance

Non-Elemental

Level: White Mage 6

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You gesture to your wounds with magical power, willing a foe to suffer as you have. The target of your spell must make a Fortitude save or suffer the amount of damage equal to the difference of the caster's current hit points and maximum hit points.

Bar-elementga

Enhancing

Level: White Mage 6

Range: 30 feet.

Area: All allies within a 30-ft. burst, centered on the caster

This spell functions like *Bar-element*, except it affects all allies within a 30-ft. radius and they gain a +6 resistance bonus of saving throws against elemental spells and effects instead.

Bar-statusga

Enhancing

Level: White Mage 6

Range: 30 feet.

Area: All allies within a 30-ft. burst, centered on the caster

This spell functions like *Bar-status*, except it affects all allies within a 30-ft. radius and they gain a +6 resistance bonus of saving throws against status effects instead.

Chains of Light

Enfeebling/Light/Summoning

Level: Holy Knight 4/White Mage 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Spell Resistance: No

A creature targeted by this spell is held immobile by glowing golden chains composed of pure light. The creature is paralyzed and held in place, but may attempt a new saving throw each round to end the effect. While held by the golden chains, a creature cannot use any sort of extradimensional travel and similar spells and spell-like abilities. The spell does not affect creatures that are already in ethereal or astral form when the spell is cast.

Control Water

Elemental (Water)

Level: Black Mage/White Mage 6/Geomancer 4

Casting Time: 1 standard action

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

Area: Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

Duration: 10 minutes/level (D)

Saving Throw: None; see text

Spell Resistance: No

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell (Will negates). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

Curada

Healing

Level: Astrologian/White Mage 6
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Curada enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, berserk, blinded, burning, confused, dazed, dazzled, deafened, depoteect, deshell, disabled, diseased, exhausted, fatigued, feebleminded, frog, immobilized, imperil, insanity, mini, nauseated, petrified, poisoned, sapped, sickened, silenced, stunned, and zombie. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level. Curada does not remove negative levels or restore permanently drained ability score points.

If used against an undead creature, curada deals damage instead.

Disable, Mass

Enfeebling

Level: Black Mage/White Mage 6

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *disable*, except as noted above.

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.

Dissipation

Healing

Level: White Mage 6

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

For every 5 caster levels you possess, dissipation prevents 1 negative level, 1 level drain, 1 point of ability damage, or 1 point of ability drain (to a maximum of 4 levels or points prevented at 20th caster level) to the creature touched.

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.

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.

Flamestrike

Light/Elemental (Fire)

Level: White Mage 6

Casting Time: 1 standard action

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

Area: Cylinder (10-ft. radius, 40-ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A flamestrike evokes a vertical column of holy fire. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage and the other half is holy damage.

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.

Heroism, Greater

Enhancing

Level: Astrologian/White Mage 6

Duration: 1 min./level

This spell functions like *heroism*, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

Holy II

Light

Level: White Mage 6

This spell functions like *Holy*, except it deals 1d6 points of holy damage per caster level (maximum 15d6) and inflicts the Dazzled status effect for 1d8 rounds. A successful Reflex save reduces this damage by half and prevents the status effect from taking effect.

Magic Status

Enhancing

Level: Astrologian/White Mage 6

This spell functions as *status*, except that you also know the name and caster level of any spell cast upon your allies.

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.

NulStatusra

Enhancing

Level: Astrologian/White Mage 6

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *NulStatus I*, but affects one or more creatures, no two of which can be more than 30 ft. apart.

Radiance

Enfeebling/Light

Level: White Mage 6

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous; 1d6 rounds

Saving Throw: Reflex half; see text

Spell Resistance: Yes

The target of this spell is shined upon by a dazzling light, burning for 1d6 points of holy damage per caster level (maximum 15d6) and inflicting the Dazzled status effect for 1d6 rounds. A successful Reflex save reduces the damage by half and negates the status effect.

Radiant Spikes II

Enhancing/Light

Level: Holy Knight 4/White Mage 6

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

Silenceja

Enfeebling

Level: Black Mage/White Mage 6

Target: One creature/2 levels (maximum of 10)

This spell functions like *Silencega*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

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.

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.

Wind Walk

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 6

Casting Time: 1 standard action

Range: Touch

Targets: You and one touched creature per three levels

Duration: 1 hour/level (D); see text

Saving Throw: None and Will negates (harmless)

Spell Resistance: No and yes (harmless)

You alter the substance of your body to a cloud-like vapor and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

7TH-LEVEL WHITE MAGE SPELLS

Auto-Raise

Healing

Level: Astrologian/White Mage/Necromancer 7

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 creature touched with this spell is imbued with the Reraise status. When the creature with Reraise status dies, a *Raise* spell goes off immediately. It only lasts for one use.

Bind

Enhancing

Level: Astrologian/Black Mage/White Mage 7

Casting Time: 1 full-round action

Range: Touch

Target: Creature touched

Duration: 1 day/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is bound to the area where the spell is cast. The subject can now be *Warped* to the area within the duration.

Bless II

Healing

Level: Astrologian/White Mage 7

This spell functions like *bless*, except it heals for 1d8 points of damage per caster level (maximum 15d8) and the area of effect spreads out to 30 feet instead. Every affected creature receives Fast Healing 4 for 1 round per caster level.

Bravery

Enhancing

Level: White Mage 7

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/two levels (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the touched subject an increase to all physical damage, melee and range, by +1 per two caster levels.

Bright II

Enfeebling/Light

Level: White Mage 7

This spell functions like *bright*, except it deals 1d8 points of holy damage per caster level (maximum of 15d8) and inflicts the Dazzled status effect.

Deprotect IV

Enfeebling

Level: Astrologian/White Mage 7

This spell functions like *Deprotect*, except the target is inflicted with a -8 penalty to Armor Class for the duration of the spell.

Deprotectra III

Enfeebling

Level: Astrologian/White Mage 7

This spell functions like *Deprotectra*, except the creatures in the area of effect are inflicted with a -6 penalty to Armor Class for the duration of the spell.

Deshell IV

Enfeebling

Level: Astrologian/White Mage 7

This spell functions like *Deshell*, except the target is inflicted with a -8 penalty to Saving Throws versus spells, spell-like abilities, and supernatural abilities for the duration of the spell.

Deshellra III

Enfeebling

Level: Astrologian/White Mage 7

This spell functions like *Deshellra*, except the creatures in the area of effect are inflicted with a -6 penalty to Saving Throws versus spells, spell-like abilities, and supernatural abilities for the duration of the spell.

Esuna, Greater

Healing

Level: Astrologian/White Mage 7

This spell functions like *esuna*, except it can cure magical status effects from all spell effects of 6th level or lower. If used to cure any magical status effects of 3rd level or lower, the caster gains a +10 to his caster level check.

Faith

Enhancing

Level: White Mage 7

Casting Time: 1 standard action

Range: Touch

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

This spell grants the subject touched an increase to all magical damage and healing by +1 per two caster levels.

Fluid Form

Enhancing/Elemental (Water)
Level: Black Mage/White Mage/Geomancer 7
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

When you cast this spell, your body takes on a slick, oily appearance. For the duration of this spell, your form can stretch and shift with ease and becomes slightly transparent, as if you were composed of liquid. This transparency is not enough to grant concealment. You gain DR 10/slashing and your reach increases by 10 feet. In addition, you can pass through small holes or narrow openings, even mere cracks, with anything you were carrying at the time the spell was cast (except other creatures). Finally, you can move through water with a swim speed of 60 feet and can breathe both water and air for the duration of this effect. You are treated as if you had the water subtype while this spell is in effect.

Fly, Mass

Enhancing/Elemental (Wind)
Level: Astrologian/Black Mage/White Mage/Geomancer 7
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: 10 minute/level

This spell functions as *fly*, except that it can target numerous creatures and lasts longer.

Full-Cure

Healing
Level: Astrologian/White Mage 7
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Your touch heals the target to full health, healing all damage.

Ice Body

Enhancing/Elemental (Ice)
Level: Black Mage/White Mage/Geomancer 7

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Your form transmutes into living ice, granting you several abilities. You gain the ice subtype and damage reduction 5/magic. You are immune to ability score damage, blindness, critical hits, deafness, disease, drowning, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters) plus 1d6 points of ice damage and inflicts the Frozen status effect. You are considered armed when making unarmed attacks. You may burrow through non-magical ice or snow at your base speed as easily as a fish swims through water. You can move through magical ice and snow if you succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the effect; you automatically succeed on caster level checks against effects that you created. Your passage through snow and ice in this fashion leaves behind no tunnel or hole.

NulStatus III

Enhancing

Level: Astrologian/White Mage 7

Casting Time: 1 standard action

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

Target: One creature

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

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is protected by floating silver orbs with random symbols on it. The caster can choose one from a list of ailments to block: bleed, blind, burning, charm, comatose, confusion, cursed, daze, dazzled, deafened, deprotect, deshell, dimmed, disable, disease, drenched, entangled, fascinated, fear, frog, frozen, gravity, immobilize, imperil, mini, nauseated, paralysis, petrify, poison, reverse, sapped, sickened, silence, slow, static, stunned, squalled, weighted, and zombie. The subject, when hit with that status effect, is nullified and discharges the effect.

Protect IV

Enhancing

Level: Astrologian/White Mage 7

This spell functions like *protect*, except the target gains a +8 deflection bonus to Armor Class for the duration of the spell.

Protectra III

Enhancing

Level: Astrologian/White Mage 7

This spell functions like *protectra*, except the targets gain a +6 deflection bonus to Armor Class for the duration of the spell.

Reflect

Enhancing

Level: Astrologian/White Mage 7

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Until expended or 10 min./level

Spells and spell-like effects targeted on you are turned back upon the original caster. The spell turns only spells that have you as a target. Effect and area spells are not affected. *Reflect* also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of reflect you have left, that spell is partially turned. Subtract the amount of reflect left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For non-damaging spells, each of you has a proportional chance to be the one who is affected. If you and a spellcasting attacker are both warded by reflect effects in operation, a resonating field is created. Roll randomly to determine the result.

d% Effect

01-70 Spell drains away without effect.

71-80 Spell affects both of you equally at full effect.

81-97 Both turning effects are rendered nonfunctional for 1d4 minutes.

98-100 Both of you go through a rift into another plane.

Regen IV

Healing/Enhancing

Level: Astrologian/White Mage 7

This spell functions like *regen*, except the target receives Fast Healing 8.

Renew III

Healing/Enhancing

Level: Astrologian/White Mage 7

This spell functions like *renew*, except the targets receive Fast Healing 6 for the duration of the spell.

Shell IV

Enhancing

Level: Astrologian/White Mage 7

This spell functions like *shell*, except the target gains a +8 resistance bonus to Saving Throws versus spells, spell-like abilities, and supernatural abilities for the duration of the spell.

Shellra III

Enhancing

Level: Astrologian/White Mage 7

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

Vanishga

Illusion

Level: Astrologian/Black Mage/White Mage/Illusionist 7

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

Target: One creature/2 levels (maximum of 5)

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

8TH-LEVEL WHITE MAGE SPELLS

Arisega

Healing

Level: Astrologian/White Mage/Necromancer 8

Casting Time: 2 rounds

Range: 30 ft.

Area: All allies within a 30-ft. burst centered on you

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

This spell functions like *arise*, except it raises all dead allies within a 30-ft. radius.

Condemn

Light

Level: White Mage 8

Casting Time: 1 standard action

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

Target: One evil-aligned creature

Duration: 2d4 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

You invoke punishment of the light onto a creature that must be of any evil alignment. The victim of this spell has 2d4 rounds to be cured before he falls to 0 hit points. The subject falls unconscious once the spell has ended, and may be revived when healed.

Curaja

Healing

Level: Astrologian/White Mage 8

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

Target: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *Curada*, except as noted above. The maximum number of hit points restored to each creature is 200.

Holdga

Enfeebling

Level: White Mage 8

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

The spell functions like *Hold*, except it affects one creature/two levels (maximum of 5) within 30 feet of each other.

Holy III

Light

Level: White Mage 8

This spell functions like *Holy*, except it deals 1d8 points of holy damage per caster level (maximum 20d8) and inflicts the Dazzled status effect for 1d10 rounds. A successful Reflex save reduces this damage by half and prevents the status effect from taking effect.

Holy Aura

Enhancing/Light

Level: White Mage 8

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A brilliant holy radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This spell has four effects.

- First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves.
- Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures.
- Third, the spell protects the recipient from possession and mental influence. The subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature. This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target.
- Finally, if an evil creature succeeds on a melee attack against a creature warded by a holy aura, the offending attacker is blinded (Fortitude save negates).

Holy Burst

Light

Level: White Mage 8

Casting Time: 1 standard action

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

Area: 80-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

This spell causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of holy damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of holy damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures. Holy burst dispels any darkness spells of lower than 9th level within its area.

Iron Body

Enhancing/Elemental (Earth)

Level: Black Mage/White Mage/Geomancer 8

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, earth, lightning, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire.

You gain a +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 35% and a -6 armor check penalty, just as if you were clad in full adamantine plate armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of 10, causing you to sink in water like a stone. However, you could survive the lack of air at the bottom of the ocean--at least until the spell duration expires.

Magic Barrier

Enhancing

Level: Astrologian/White Mage 8

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/2 levels (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A clear crystal barrier pops into existence around the subject touched. The target becomes immune to all spells, beneficial and harmful alike, up to 4th level. Only spell not affected is the *Dispel* spell.

Radiance II

Enfeebling/Light

Level: White Mage 8

This spell functions like *Radiance*, except it deals 1d8 points of holy damage per caster level (maximum 20d8) inflicts the Dazzled status effect for 2d4 rounds.

Radiant Spikes III

Enhancing/Light

Level: White Mage 8

This spell functions like *Radiant Spikes*, except it deals 5d6 points of holy damage instead.

Regenerate

Healing

Level: Astrologian/White Mage 8

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage + 1 point per caster level, rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Seamantle

Enhancing/Elemental (Water)

Level: Black Mage/White Mage/Geomancer 8

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You sheathe yourself within a churning column of pure elemental water up to 30 feet high that fills your space. You gain a swim speed equal to your land speed and can see, hear, and breathe normally within the seamantle, but attacks against you are treated as if you were under the surface of the water. You gain improved cover (+8 cover bonus to AC, +4 bonus on Reflex saves) against foes that do not have a swim speed. The cover granted by the seamantle does not enable you to make Stealth checks or prevent attacks of opportunity. Magical attacks against you are unaffected unless they require attack rolls or state that they do not function underwater.

The seamantle blocks line of effect for any fire spell or supernatural fire effect, but enemies can attempt to use fire spells within the seamantle; this requires a caster level check (DC 20 + spell level), and if successful the fire spell takes as a bubble of steam contained within the seamantle rather than its usual effect.

The seamantle allows you to make a slam attack by forming a pseudopod of water, inflicting damage appropriate for your size. This slam attack has a reach of 30 feet. In addition, as a standard action, you can attempt to extinguish fires by touch.

You automatically extinguish up to a 10-foot cube of normal fire. Against magical fire effects, your touch acts as dispel; this also applies to any non-instantaneous fire effect that comes into contact with you. Even if you fail to extinguish a fire, you are not harmed by it. A weapon with a material that deals fire damage that strikes you has its power suppressed for 1d4 rounds.

Shield Other, Greater

Enhancing

Level: White Mage 8

Target: One creature touched/3 levels

You create a link between you and your targets that functions as *shield other*, except that (in addition to affecting multiple targets) you may also have any spell that you cast on yourself affect your target creatures as well. All targets must be within range of you, but they do not have to be within range of each other.

Warp

Non-Elemental

Level: Astrologian/Black Mage/White Mage 8

Casting Time: 1 standard action

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

Target: One creature/2 levels

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell teleports up to one creature per two caster levels to their *Bind* point.

9TH-LEVEL WHITE MAGE SPELLS

Basuna

Healing

Level: Astrologian/White Mage 9

This spell functions like *esuna*, except it can cure magical status effects from all spell effects of any level. If used to cure any magical status effects of 6th level or lower, the caster gains a +10 to his caster level check.

Bravera

Enhancing

Level: White Mage 9

Area: 20-ft.-radius burst

This spell functions like *bravery*, except it affects all creatures in a 20-ft.-radius burst.

Deprotect V

Enfeebling

Level: Astrologian/White Mage 9

This spell functions like *Deprotect*, except the target is inflicted with a -10 penalty to Armor Class for the duration of the spell.

Deprotectra IV

Enfeebling

Level: Astrologian/White Mage 9

This spell functions like *Deprotectra*, except the creatures in the area of effect are inflicted with a -8 penalty to Armor Class for the duration of the spell.

Deshell V

Enfeebling

Level: Astrologian/White Mage 9

This spell functions like *Deshell*, except the target is inflicted with a -10 penalty to Saving Throws versus spells, spell-like abilities, and supernatural abilities for the duration of the spell.

Deshellra IV

Enfeebling

Level: Astrologian/White Mage 9

This spell functions like *Deshellra*, except the creatures in the area of effect are inflicted with a -8 penalty to Saving Throws versus spells, spell-like abilities, and supernatural abilities for the duration of the spell.

Esunaga, Greater

Healing

Level: Astrologian/White Mage 9

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

Area: 20-ft.-radius burst

This spell functions like *greater esuna*, except it can cure all magical status effects from all spell effects of 7th level or lower from all allies within the area of effect.

Faithra

Enhancing

Level: White Mage 9

Area: 20-ft.-radius burst

This spell functions like *Faith*, except it affects all creatures in a 20-ft.-radius burst.

Full-Cure, Mass

Healing

Level: Astrologian/White Mage 9

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

Targets: One or more living creatures, no two of which can be more than 30 ft. apart

This spell functions like *full-cure*, except as noted above.

Full-Life

Healing

Level: Astrologian/White Mage/Necromancer 9

Casting Time: 3 rounds

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

This spell functions like *raise*, except that you can raise a creature that has been dead for as long as 10 minutes per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no negative levels (or loss of Constitution points) and all of the MP possessed by the creature when it died.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also raise elementals or outsiders, but it can't raise constructs or undead creatures.

Even *Full-Life* can't restore to life a creature who has died of old age.

NulStatus IV

Enhancing

Level: Astrologian/White Mage 9

Casting Time: 1 standard action

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

Target: One creature

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

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is protected by floating silver orbs with random symbols on it. The caster can choose one from any status effects to block. The subject, when hit with that status effect, is nullified and discharges the effect.

NulStatusga

Enhancing

Level: Astrologian/White Mage 9

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *NulStatusra*, but can pick from the status effects from the *NulStatus II* spell instead.

Overwhelming Presence

Enfeebling/Light

Level: White Mage 9

Casting Time: 1 standard action

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

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Your presence inspires incredible awe in those nearby. A creature that fails a save against this spell falls to the ground and prostrates itself before you, believing it bows before a holy presence. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are considered to be helpless for the duration of the spell. Each round on its turn, a target of this spell may attempt a new saving throw to end the

effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this spell early after being affected by it for at least 1 round takes 1d6 points of Wisdom drain and is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

Protect V

Enhancing

Level: Astrologian/White Mage 9

This spell functions like *protect*, except the target gains a +10 deflection bonus to Armor Class for the duration of the spell.

Protectra IV

Enhancing

Level: Astrologian/White Mage 9

This spell functions like *protectra*, except the targets gain a +8 deflection bonus to Armor Class for the duration of the spell.

Reflectga

Enhancing

Level: Astrologian/White Mage 9

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 *reflect*, except it affects one creature per two levels (maximum of 5), within 30 feet of each other.

Regen V

Healing/Enhancing

Level: Astrologian/White Mage 9

This spell functions like *regen*, except the target receives Fast Healing 10.

Renew IV

Healing/Enhancing

Level: Astrologian/White Mage 9

This spell functions like *renew*, except the targets receive Fast Healing 8 for the duration of the spell.

Saintly Beam

Light

Level: White Mage 9

Casting Time: 1 standard action

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

Area: 30-ft.-radius spread

Duration: Instantaneous; 1d8 rounds

Saving Throw: Fortitude half; see below

Spell Resistance: Yes

Beams of holy energy blast your opponents in a 30-ft.-radius blast. The targets take 1d10 points of holy damage per caster level (maximum 20d10) and is inflicted with the Dazzled status effect for 1d8 rounds. A successful Fortitude save reduces this damage by half and prevents the status effect from taking effect.

Shell V

Enhancing

Level: Astrologian/White Mage 9

This spell functions like *shell*, except the target gains a +10 resistance bonus to Saving Throws versus spells, spell-like abilities, and supernatural abilities for the duration of the spell.

Shellra IV

Enhancing

Level: Astrologian/White Mage 9

This spell functions like *shellra*, except the targets gain a +8 resistance bonus to Saving Throws versus spells, spell-like abilities, and supernatural abilities for the duration of the spell.

Storm of Vengeance

Elemental (Earth/Water/Wind)

Level: White Mage/Geomancer 9

Casting Time: 1 round

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

Effect: 360-ft.-radius storm cloud

Duration: Concentration (maximum 10 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes

You create a huge black storm cloud in the air. Each creature under the cloud must succeed on a Fortitude save or be deafened for 1d4 x 10 minutes. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

2nd Round: Hard rain showers down in the area, dealing 1d6 points of water damage (no save).

3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of lightning damage. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 3d6 points of bludgeoning damage and 2d6 points of ice damage (no save).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the storm of vengeance's save DC + the level of the spell the caster is trying to cast.

Winds of Vengeance

Enhancing/Elemental (Wind)

Level: Black Mage/White Mage/Geomancer 9

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You surround yourself with a buffeting shroud of supernatural, tornado-force winds. These winds grant you a fly speed of 60 feet with perfect maneuverability. Neither your armor nor your load affects this fly speed. The winds shield you from any other wind effects, and form a shell of breathable air around you, allowing you to fly and breathe underwater or in outer space.

Ranged weapons (including giant-thrown boulders, siege weapon projectiles, and other massive ranged weapons) passing through the winds are deflected by the winds and automatically miss you. Gases and most gaseous breath weapons cannot pass through the winds.

In addition, when a creature hits you with a melee attack, you can shape your winds so they lash out at that creature as an immediate action. The creature must make a Fortitude Saving Throw or take 5d8 points of wind damage and be knocked prone (if on the ground). On a failed save, Huge flying creatures are checked and Large-sized or smaller flying creatures are blown away instead of knocked prone. On a successful save, the damage is halved and the creature is not knocked prone (or checked or blown away).

World Wave

Elemental (Earth/Water)

Level: Black Mage/White Mage/Geomancer 9

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: 1 round/level or 1 hour/level; see text (D)

Saving Throw: None

Spell Resistance: Yes

You cause any sort of natural terrain (including water, forest, desert, tundra, and so on) to surge beneath your feet and safely propel you with devastating force over great distances. This wave of terrain undulates as it passes over the world, harmlessly lifting or stretching objects, creatures, and phenomena with a connection to nature but tearing through and damaging anything else it encounters. When you cast the spell you must choose the wave's type, either a tsunami or a swell. If you choose a tsunami, you create a 30-foot-high tidal wave of earth or water hurtling across the landscape that lasts for 1 round per level. If you choose a swell, you create a more controlled and gentle 5-foot-high wave that lasts for 1 hour per level. Regardless of its form or composition, the crest of the wave extends 10 feet in front of and behind you, and 5 feet per level to both your left and right. You can stand or sit on the crest of this wave without any fear of falling off it and can even lie down and sleep (or take any other actions you could take if standing on solid ground) as it travels. You can grant up to one additional creature per level the ability to safely accompany you on this wave.

When you first create the wave, you must choose its path by facing the direction you wish it to travel. Once you make this decision, you cannot change it. The wave, in either version, moves at eight times your base land speed. Any object, creature, or phenomena strongly connected to, or a part of, the natural world simply rises up

and down with the wave as it passes, taking no damage or injury. However, anything else coming into contact with the wave takes either 6d6 points of earth damage (if the tsunami) or 1d6 points of earth damage (if the swell).

The wave damages any manufactured object or structure. On the Material Plane, it also damages any creature of the aberration, construct, outsider, or undead type, or with the extraplanar subtype. Creatures with the construct or undead type take double damage from the wave. Other creatures, or creatures with even one geomancer class level (regardless of their type), are considered a part of the natural world and are unaffected by the wave. Note that on other planes of existence, what is considered to be a part of the natural world may vary at the GM's discretion.

The wave can travel up or down the sides of natural features so long as it does not exceed a 45-degree angle. You cannot alter the dimensions of the wave as it travels. If the wave encounters terrain that it cannot incorporate into itself, the wave simply flows over or around the obstacle (creatures riding the wave are harmlessly displaced to the side to avoid the obstacle) unless the terrain occupies one-half or more of the area of the wave's crest. In such cases the spell ends in 1d6 rounds as the wave falters and collapses, unless its duration would normally cause it to expire prior to that.

The momentum of the wave carries you forward through this new terrain without any injury until it collapses, at which point you suffer the normal effects of the terrain in which you are deposited. Terrain the wave cannot incorporate includes anything primarily made from fire (such as lava), air (such as an open cliff face), or something man-made (such as a city).

You can only create the wave if standing on the ground. You cannot create it when underground or on terrain that it cannot incorporate.