

White Mage Spell List

0-LEVEL WHITE MAGE SPELLS

- Alleviate:** Ends a sickened condition for a target.
- Burst of Light:** Dazzles one creature (-1 on attack rolls).
- Create Water:** Creates 2 gallons/level of pure water.
- Dancing Lights:** Creates torches or other lights.
- Daze:** A single humanoid creature with 4 HD or less loses its next action.
- Detect Magic:** Detects all spells and magic items within 60 ft.
- Drench:** A sudden downpour soaks a target creature or object.
- Enhanced Diplomacy:** +2 on one Diplomacy or Intimidate check.
- Guidance:** +1 on one attack roll, saving throw, or skill check.
- Holy Orb:** Orb deals 1d3 holy damage.
- Mending:** Makes minor repairs on an object.
- Message:** Whisper conversation at distance.
- Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.
- Read Magic:** Read magical scrolls.
- Resistance:** Subject gains +1 on saving throws.
- Stabilize:** Cause a dying creature to stabilize.
- Torchlight:** Object shines like a torch.
- Virtue:** Subject gains 1 temporary hp.

1ST-LEVEL WHITE MAGE SPELLS

- Air Bubble:** Provides breathable air for one creature.
- Bless Weapon:** Weapon strikes true against evil foes.
- Blind:** Target is inflicted with Blind status.
- Brighten:** Target sheds bright light out to a 10-ft.-radius, disrupting Concentration checks for dark spells.
- Charm:** Target is inflicted with Charm status.
- Chocobo Haul:** Subject's carrying capacity triples.
- Choco Feather:** Quick reaction to slow a creature's fall.
- Cure:** Heals 1d6 damage + Wisdom modifier + 1 per level (max of +5).
- Deprotect:** Target is inflicted with a -2 penalty to AC.
- Deshell:** Target is inflicted with a -2 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.
- Dia:** Target suffers a -2 penalty to Attack rolls and Skill checks.
- Endure Elements:** Subject is protected from hot and cold environments.
- Fearna:** Target is cured of Fear effect.
- Heal:** Heals allies equal to the caster's Wisdom modifier.
- Jump:** Subject gains a +10 enhancement bonus on all Acrobatics checks to jump.
- Light:** Ranged touch that deals 1d6 points of holy damage + 1 per level (max of +5) and inflicts Dazzled status effect.
- Mage Armor:** Gives subject +4 armor bonus.
- Mount:** Summons a yellow chocobo to serve the caster as a mount.
- Protect:** Subject gains a +2 deflection bonus to AC.
- Rain:** 20-ft.-radius spread, inflicts Drenched status.
- Regen:** Subject gains Fast Healing 2.
- Sanctuary:** Opponents can't attack you, and you can't attack.
- Shell:** Subject gains a +2 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.
- Shield:** Invisible disc gives +4 to AC, negates an amount of *ruin* damage.
- Sleep:** Target is inflicted with Sleep status.

Swim: Subject gains a swim speed of 30 feet.

Water Blast: A blast of water pushes the target back.

Wind Armor: Subject is surrounded by a field of wind, providing a +2 deflection bonus to AC.

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

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

2ND-LEVEL WHITE MAGE SPELLS

Aid: Subject gains a bonus to attack rolls and saves versus fear plus temporary hit points.

Bar-element: Subject gains a +4 resistance bonus to saving throws versus elemental effects.

Bar-status: Subject gains a +4 resistance bonus to saving throws versus status effects.

Blindna: Target is cured of Blind status.

Brighten II: Target sheds bright light out to a 20-ft.-radius, disrupting Concentration checks for dark spells.

Chocobo Haul, Communal: As *chocobo haul*, but may divide the duration among creatures touched.

Close Wounds: Target immediately heals for 2d4 + 1 per caster level (up to 5) damage.

Consecrate: Fills area with positive energy, weakening undead.

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

Dia II: Target suffers a -4 penalty to Attack rolls and Skill checks.

Dwarf's Endurance, Lesser: Subject gains a +4 enhancement bonus to Constitution.

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

Elvaan's Splendor, Lesser: Subject gains a +4 enhancement bonus to Charisma.

Endure Elements, Communal: As *endure elements*, but may divide the duration among creatures touched.

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

Galka's Strength, Lesser: Subject gains a +4 enhancement bonus to Strength.

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

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

Healara: Heals allies equal to twice the caster's Wisdom modifier.

Holy Weapon: Creates a magical floating weapon of light.

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

Light II: Ranged touch that deals 3d6 points of holy damage + 1 per level (max of +10) and inflicts Dazzled status effect.

Mithra's Grace, Lesser: Subject gains a +4 enhancement bonus to Dexterity.

Moogles' Wisdom, Lesser: Subject gains a +4 enhancement bonus to Wisdom.

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

Panacea: Target is cured of Poison status.

Paralyna: Target is cured of Paralyzed status.

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

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

Silence: Target is inflicted with Silence status.

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

Status: Caster can monitor the touched subjects of their relative positions and general condition.

Tarutaru's Cunning, Lesser: Subject gains a +4 enhancement bonus to Intelligence.

Temper: Affected weapon deals an additional +2 damage.

Vox: Target is cured of Silence status.

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

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

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

3RD-LEVEL WHITE MAGE SPELLS

Barrier: Subject gains damage reduction 5/-.

Blindga: As *blind*, except all within 30 feet.

Brighten III: Target sheds bright light out to a 30-ft.-radius, disrupting Concentration checks for dark spells.

Choco Feather, Mass: As *choco feather*, but multiple creatures.

Cleanse: Target is cured of Diseased status.

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

Cross: Target is cured of Cursed status.

Cura: Allies heal for 1d6 per level.

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

Daylight: Touched object sheds bright light in a 60-ft.-radius.

Deprotect II: Target is inflicted with a -4 penalty to AC.

Deprotectra: Targets are inflicted with a -2 penalty to AC.

Deshell II: Target is inflicted with a -4 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.

Deshellra: Targets are inflicted with a -2 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.

Dia III: Target suffers a -6 penalty to Attack rolls and Skill checks.

Dispel: Cancels one magical spell or effect.

Downpour: 40-ft.-radius spread, inflicts Drenched status.

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

Fly: Subject gains a flying speed of 20 feet.

Haste: Subject becomes hasted.

Healaga: Heals allies equal to thrice the caster's Wisdom modifier.

Heroism: Subject gains +2 bonus on attack rolls, saves, skill checks.

Immobilize: Target is inflicted with Immobilize status.

Light III: Ranged touch that deals 5d6 points of holy damage + 1 per level (max of +15) and inflicts Dazzled status effect.

Lightra: 1d6 points of holy damage per level, 20-ft. Radius.

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

NulStatus I: Subject gains a protection that negates a status effect.

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

Protectra: Allies gain a +2 deflection bonus to AC.

Regen II: Subject gains Fast Healing 4.

Renew: Allies gain Fast Healing 2.

Rescue: You pull an ally adjacent to you.

Searing Light: Ranged touch that deals 1d8 points of holy damage per two levels.

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

Shellra: Allies gain a +2 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Sleepga: As *sleep*, except all within 30 feet.

Slow: Target is inflicted with Slow status.

Stone Shape: Caster is able to form an existing piece of stone into any shape.

Torchlight, Greater: As *torchlight*, but permanent.

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

Water Breathing: Subjects gain the ability to breathe underwater.

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

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

Wind Wall: Creates an invisible vertical curtain of wind to deflect projectiles.

4TH-LEVEL WHITE MAGE SPELLS

Air Walk: Subject gains the ability to tread on air as if walking on solid ground.

Bar-elementra: Allies gain a +4 resistance bonus to saving throws versus elemental effects.

Bar-statusra: Allies gain a +4 resistance bonus to saving throws versus status effects.

Close Wounds, Mass: Targets immediately heal for 4d4 + 1 per caster level (up to 20) damage.

Cure IV: Heals 7d6 damage + Wisdom modifier + 1 per level (max of +20).

Dazera: As *daze*, but all within 30 feet.

Death Ward: The subject gains a +4 morale bonus on saves against all death spells and magical death effects.

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

Disable: Target is inflicted with Disable status.

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

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

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

Floatga: As *float*, but multiple creatures.

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

Hold: Target is paralyzed, unable to take actions or speak.

Holy: 60-ft.-line, dealing 1d4 points of holy damage per level and inflicts Dazzled status.

Holy Mantle: Subject is shrouded by a shimmering mantle of light that glows like a torch.

Holy Smite: Inflicts holy damage and Blind status on evil and neutral creatures.

Hurricane Blast: Creates a severe blast of air that batters creatures.

Hydraulic Torrent: Creates a powerful stream of water that batters creatures and obstacles in its path.

Light IV: Ranged touch that deals 7d6 points of holy damage + 1 per level (max of +20) and inflicts Dazzled status effect.

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

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

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

Radiant Spikes: Creatures attacking the subject of this spell take 1d6 points of holy damage.

Raise: Subject is raised from the dead.

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

Shield Other: Subject is ward, gaining a +1 deflection AC and +1 bonus to saves and the caster can transfer some of the subject's wounds to him.

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

Silencega: As *silence*, except all within 30 feet.

Status, Greater: As *status*, but can also cast a limited selection of spells through the link.

Stona: Target is cured of Petrify status.

Stoneskin: Subject gains damage reduction 10/-.

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

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

Vanish: Subject becomes invisible.

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

5TH-LEVEL WHITE MAGE SPELLS

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

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

Blindja: As *blindga*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

Breath of Life: Dead creature is brought back to life, healing for 5d8 points of damage + 1 per level.

Curaga: Allies heal for 1d8 per level.

Deprotect III: Target is inflicted with a -6 penalty to AC.

Deprotectra II: Targets are inflicted with a -4 penalty to AC.

Deshell III: Target is inflicted with a -6 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.

Deshellra II: Targets are inflicted with a -4 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.

Diaga: As *dia II*, except all within 30 feet.

Flight: Caster gains a flying speed of 40 feet.

Holy Ice: Creates either a wall of holy ice or flying ice javelins.

Holy Light: Caster infuses himself with healing energy, healing for 4d8 points of damage + 1 per level.

Immobilize, Mass: As *immobilize*, but all within 30 feet.

Lightga: 1d8 points of holy damage per level, 30-ft. Radius.

NulStatus II: Subject gains a protection that negates a status effect.

Passwall: Caster is able to pass through plaster and stone walls.

Pillar of Life: Creates a pillar of healing energy that anyone can touch to be healed.

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

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

Protectra II: Allies gain a +4 deflect bonus to AC.

Regen III: Subject gains Fast Healing 6.

Renew II: Allies gain Fast Healing 4.

Restoraga: As *restore*, except it also dispels all temporarily and permanent negative levels.

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

Shellra II: Allies gain a +4 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Sleepja: As *sleepga*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

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

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

Wall of Stone: Creates a wall of rocks that merges into adjoining rock surfaces.

6TH-LEVEL WHITE MAGE SPELLS

Arise: Subject is raised from death, to full health.

Auto-Cure: Subject is healed once by a *cure III* spell upon being hit.

Balance: Target suffers damage equal to difference in caster's current and max HP.

Bar-elementga: Allies gain a +6 resistance bonus to saving throws versus elemental effects.

Bar-statusga: Allies gain a +6 resistance bonus to saving throws versus status effects.

Chains of Light: Target is held immobile by glowing golden chains composed of pure light.

Control Water: Allows the caster to lower or raise the water.

Disable, Mass: As *disable*, but all within 30 feet.

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

Dissipation: Subject is protected from 1 negative level, 1 level drain, 1 point of ability damage, or 1 point of ability drain.

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

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

Esunaga: Allies are cured of a negative status effect of 3rd level or lower.

Flamestrike: A vertical column of holy fire deals 1d6 points of damage (half fire/holy).

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

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

Heroism, Greater: Subject gains +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Holy II: 60-ft.-line, dealing 1d6 points of holy damage per level and inflicts Dazzled status.

Magic Status: As *status*, except that you also know the name and caster level of any spell cast upon your allies.

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

Moogle's Wisdom, Mass: As *moogle's wisdom*, but all allies within 30 feet.

NulStatusra: Subjects gain a protection that negates a status effect.

Radiance: Target takes 1d6 holy damage per level (maximum 15d6) and is inflicted with Dazzled status.

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

Silenceja: As *silencega*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

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

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

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

Wind Walk: Subject transforms into a cloud-like vapor, able to move through the air.

7TH-LEVEL WHITE MAGE SPELLS

Auto-Raise: Subject is raised by a *raise* spell upon death.

Bind: Subject is bound to an area for the *warp* spell to use.

Bless II: Allies heal for 1d8 per level and receive Fast Healing 4.

Bravery: Increase one ally's physical damage, melee and range by +1 per two character levels.

Deprotect IV: Target is inflicted with a -8 penalty to AC.

Deprotectra III: Targets are inflicted with a -6 penalty to AC.

Deshell IV: Target is inflicted with a -8 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.

Deshellra III: Targets are inflicted with a -6 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.

Esuna, Greater: As *esuna*, but affects all magical status effects of 6th level or lower.

Faith: Increase one ally's magical damage and healing by +1 per two character levels.

Fluid Form: Caster's body transforms into a liquid state.

Fly, Mass: As *fly*, except all creatures within 30 feet.

Full-Cure: Subject is cured of all damage.

Ice Body: Caster's body transforms into living ice.

NulStatus III: Subject gains a protection that negates a status effect.

Protect IV: Subject gains a +8 deflect bonus to AC.

Protectra III: Allies gain a +6 deflect bonus to AC.

Reflect: Reflect 1d4+6 spell levels back at caster.

Regen IV: Subject gains Fast Healing 8.

Renew III: Allies gain Fast Healing 6.

Shell IV: Subject gains a +8 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Shellra III: Allies gain a +6 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Vanishga: As *vanish*, except all allies within 30 feet.

8TH-LEVEL WHITE MAGE SPELLS

Arisega: As *arise*, except all allies within 30 feet.

Condemn: As *countdown*, except only works on evil creatures.

Holdga: As *hold*, except it affects one creature/two levels (maximum of 5) within 30 feet of each other.

Holy III: 60-ft.-line, dealing 1d8 points of holy damage per level and inflicts Dazzled status.

Holy Aura: Subjects are surrounded a brilliant holy radiance, protecting them from evil creatures.

Holy Burst: A globe of searing radiance explodes for 6d6 points of holy damage and causes Blind status.

Iron Body: Your body becomes living iron.

Magic Barrier: Subject becomes immune to magical effects up to 4th level spells.

Radiance II: Target takes 1d8 holy damage per level (maximum 20d6) and is inflicted with Dazzled status.

Radiant Spikes III: Creatures attacking the subject of this spell take 5d6 points of holy damage.

Regenerate: Subject's severed body members, broken bones, and ruined organs grow back.

Seamantle: Caster is sheathed in a churning column of elemental water.

Shield Other, Greater: As *shield other*, except that, in addition to affecting multiple targets, the caster may also have any spell that he cast on himself affect the target creatures as well.

Warp: Subject is teleported to his *bind* point.

9TH-LEVEL WHITE MAGE SPELLS

Basuna: As *esuna*, but affects all magical status effects.

Bravera: As *bravery*, except it affects all creatures in a 20-ft.-radius burst.

Deprotect V: Target is inflicted with a -10 penalty to AC.

Deprotectra IV: Targets are inflicted with a -8 penalty to AC.

Deshell V: Target is inflicted with a -10 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.

Deshellra IV: Targets are inflicted with a -8 penalty to saving throws versus spells, spell-like abilities, and supernatural abilities.

Esunaga, Greater: As *greater esuna*, but cures all magical status effects of 7th level or lower on all allies.

Faithra: As *faith*, except it affects all creatures in a 20-ft.-radius burst.

Full-Cure, Mass: As *full-cure*, except all allies within 30 feet.

Full-Life: Subject is raised from death to full maximum hit points.

NulStatus IV: Subject gains a protection that negates a status effect.

NulStatusga: Subjects gain a protection that negates a status effect.

Overwhelming Presence: Targets prostrates themselves before your holy presence.

Protect V: Subject gains a +10 deflect bonus to AC.

Protectra IV: Allies gain a +8 deflect bonus to AC.

Reflectga: As *reflect*, except all allies within 30 feet.

Regen V: Subject gains Fast Healing 10.

Renew IV: Allies gain Fast Healing 8.

Saintly Beam: 30-ft.-radius blast, dealing 1d10 holy damage per level and inflicts Dazzled status.

Shell V: Subject gains a +10 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Shellra IV: Allies gain a +8 resistance bonus to saving throws versus spells, spell-like abilities, and supernatural abilities.

Storm of Vengeance: Creates a storm that rains water, lightning, and ice.

Winds of Vengeance: Caster is surrounded by a buffeting shroud of supernatural, tornado-force winds, granting him a fly speed of 60 feet with perfect maneuverability.

World Wave: Caster is able to cause any sort of natural terrain to surge beneath his feet and safely propel him with devastating force over great distances.