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Ff11 blue mage guide

Share CAUTION! This article is a personal guide. The information shown in this tutorial is a player's opinion and may have more opinions than it actually does. The strategy and information in this document may not be suitable for everyone. No significant changes should be made without consulting the author. Changes or questions should be discussed on the talk page. I have completely re-made the tutorial since April 2011. The main focus is on Endgame so if you're leveling work and looking for advice /nin will keep you alive if you pull hate casting a lot of magic and that's about all you really need to know (sushi will help you do more damage with your sword as your main problem will be correct). Race and Subjob Race are only important for a few statistical points (str/dex etc)and MP/HP. Taru has the most MP so it is possible to cast more magic, while they have the least HP (hurting breath spelling damage). Galka has the best Str/Dex combos for Magic mods and Sword Damage, and is also hp that allows the most Breath magic. Elvaan takes some Dex, Miithra has the best AGI and MND, and Hume is balanced. Ninja Subjobs - The best subjobs outside abysssea. You want to keep your ball up so that you are almost never affected. Warrior - Used for Berserk, Aggressor, and Warcry when you need to do damage but don't have to worry about dying. Also used to increase with Provoke, Defender, and Fencer. Thieves - Used to do a lot of damage when you don't need to tank. SATA stacks with spells that allow you to do tons of damage outside the abysssea. Otherwise used for Treasure Hunter when cultivating, Dancer - If you are tanking in abysssea and don't need your TP for weapons skills, this job significantly improves survival without refreshing atmas. When you are tanking a monster that you can hide from, this is the best subjob. Red Mage - Transformation, Refresh, MAB and Fast Cast. Also Stoneskin, phalanx, and blink of an eye will help when tanking. This is mainly for extra magic damage and mp. Also Bar-spells and En-spells will help. Scholar - Great for outside abysssea. You will almost never run out of MP and still be able to solo focus on Blu tank skills. Samurai - If you can't get hate from your party no matter how hard you try, this will be the best side for damage from time to time. Focus on weaponskills and use MP to heal and buff. Paladin - This submarine is similar to tanker/war. Play Damage Dealer Tip (DD) – If you have Chant du Cygne then use important hit/dmg atmas (gear), focus on tp gain (hastily/stp) and macro on a variety of attacks, Double Attack, and Dex Gear to WS. If you don't have it, then focus on spelling damage. Mostly Physics -str and dex are the main mods, mnd and vit high school. Focus on sequences of self skills and magic bursts. Tank - sub nin and mix in Occultation or Cocoon + taco taco and PDT-gear or Evasion gear (put Eva Bonus) if you don't want /nin. Abysssea - if you only have to activate NMs then no meele! Use atma regain if you need to activate red or blue and stay out of range until ready. The same for yellow activation except to use refresh atma, atma, or Element Resist atma. Or if you will be helping tanks then refer to the description above of the DD or Tank. Focus on not being affected and do the most effective damage (whether it's from TP or MP). Make sure your shadows are up before doing a skillchain so you don't die because of it. Stun is the best friend of a blue wizard: Head butt, Frypan, Whirl of Rage, Blitzstrahl, etc. Slow, paralyzing and reduced TP magic also helps a lot. Merits Chain Affinity Recast -down 4 seconds per merit Burst Affinity Recast -down 4 seconds per merit Monster Correlation -increases the effects caused by using the monster flow chart. For example, Arcana spells killing an Undead monster. Physical Damage spells Magical Potency -per upgrade: 2points of accuracy for Magical Damage spells A short description with my view on the Blue mage merits. Diffusion - This allows you to perform a self-targeting spell on an all-party spell. You will not use this most often and usefully to get hated or if you are in an all DD party. Convergence - Make a magical AoE magic attack a monster and increase the damage and accuracy of magical spells. Full achievements are only recommended if you plan to become a regular Magical blue. Could be an option to replace Elemental Seal. Enchainment - gives you an extra 10% TP when you use Chain Affinity. 10% added with each merit, a good way to increase your damage! Assythize - This will give you an additional Set Point when you stop your magic. So you'll be able to set up more! Magic Tip Explodes a Dark Drain Magic or MP Drankiss Red Lotus Blade + Sickle Slash Red Lotus Blade + Death Scissors Does Light damage, can Magic Burst (MB) light spells Savage Blade + Goblin Rush Does Darkness damage, can MB drain spells or damage spells youtube.com/watch?...Page 2youtube.com/watch?... Caution! This article is just a tutorial. The information shown in the tutorial often has more opinions than it actually does and should be done as such. Instructions are written by players, based on their experience, success and mistakes, and are meant to support other players. However, there may be opinions that differ from those expressed in the instructions. The strategy and information in the tutorial may not work for everyone. Intro[edit] This guide was created with the intention of informing the ambitious Green Wizard of the usefulness of magic at different levels. Some spells are useful, some are not, some are useful on certain levels, but lose their usefulness, others are always useful. This guide was created to explain which magic is most useful, when to use certain spells, etc. I've also added work characteristics, as we've received more edied lately, some more useful than others. Also here's a good link to show where and when to get your magic: Click here. About Blue Magic Spells[edit] Yes The kind of blue magic. You have magical/elemental spells of yours, and those that are divided into nuclear weapons can do damage to enemies and sometimes have an additional effect as an enfeeble (Maelstrom for example gives an STR down effect to all the hit mobs of spelling), you have magical bronze enfeebls like the silence of chaotic eye. You have magical/enhanced buffs that can only cast themselves (like body metal or pollen), and party casts (such as Wild Carrot and Magic Fruit), and then you have this next section go into detail about each different type of spelling. Magical Nukes[edit] To this day, there are more than 100 blue magicians. They all have many different effects. Some spells cause blindness, some for weight (gravity), attack down, and so on. They are as diverse as the enemies that give us our magic. However, the power of magic is very different, especially when compared to when a mob uses them, and when you cast them as a Green Mage. For example, Bomb Toss, the manoM we learn from go gorys, is very powerful in the hands of a goffy. It is known to be able to wipe or seriously damage an experienced party (depending on how much HP the goa goa goa goa can have). However, when a blue m wizard sets the Bomb Toss, the result is very different. You will be disappointed the first time you cast this spell and it damages minimally. Note for one thing, that the gory you fight for EXP is higher level than you, so it does more damage. But when you fight the same goa goa goa goa goa gory when you're on a higher level than it is, bombing the crowd will do much less damage. The same applies to when you are bombing (or other spells) against stronger enemies. Additionally, Bomb Toss depends on int for damage. A Blue Mage may need to completely re-device yourself with INT to get any reasonable amount of damage from Bomb Toss. You may even need to sub a wizard job to get more INT and magic attack bonuses to do more damage with his magical blue magic (like Bomb Toss or Eyes of Me). Another note to make is that most magical blue spells are ineffective MP. They take a lot of MP to cast, but won't do much damage (well run the risk of being resisted) compared to the MP it costs to cast it. The big example of this is 1000 Needles. This inflicts great damage on the player when cast by a cactus, which damages 1k (split between targets in the AoE), which can reduce even an LVL 75 player while solo, even if the cactus level is much lower. This is important when fighting them, always bringing a buddy, pet, or an NPC adventure when you fight them. All a Cactaur needs to use it is TP enough to use it, and the game's AI can choose that attack. However, as a blue magician, this costs 350 MP! Now, you to yourself, it's a lot of MP for 1k damage. You can do this same amount of damage, or more, if you do a full geared up SA+ CA Cannonball, or vertical Cleave, for a fraction of the MP. Also, a big problem with this spelling is that it is hit or miss. Most of the time in the Against the powerful mob, magic will fail. It is unreliable, perhaps element seals or convergence can help the accuracy of 1000 needles, but it is still not deceptive evidence, and it is still very much MP to cast for a single spell (and it has a long casting time). That spells the most expensive MP player around, more than even Thundaga III (322 MP). So this is not worth casting. The conclusion is that most of the time, most of the magical Blue Magic deal damage is not worth casting. Not to say that they are not all in vain, I will note that the people I have found are as useful in my experience as Blue Mage, and from what I've seen on message boards. Which ones are useful though? The most important Blue Magic nuclear weapon is breath magic. This is because the damage corresponds to your current HP. They don't require any special equipment to cast to do damage (although you may want to slap on some extra HP devices to get some extra damage from them). But you need to be completely healed to get full damage from them. Unlike a black magic nuclear weapon, which can be cast when you are at 1 HP, a breath spell needs to be cast while you have 100% HP to get the most out of it, otherwise you will do less damage. But there are also other spells that are useful, if you direct them correctly. Mind Blast is a high-level thunderous magic that can paralyze. You can do decent damage by gearing up with mind/magic equipment and wielding a thunder employee. But it takes a lot of MND equipment to do decent damage, as well as magic magic attack bonuses, equipment, and magical equipment for Magic Attack Bonus characteristics (unless you sub-BLM or RDM). Eyes on Me also has the potential to become a powerful nuclear weapon, however, this manic man man mani spell requires Charisma. The problem is, you'll need to have elemental staves, and proper stat equipment to do decent damage with magical nuclear weapons, and it's mostly not worth it for EXP/party merit, but may be valuable if given. let's say, powerful sea prisons against material damage. You can also use booming relationships to explode your own skillchains to help increase damage, however, this is most valuable in magic cases like Digest, MP Drankiss, or Magic Hammer, since these spells give you HP or MP back. Many spells have such a long cast time that it is too hard, or impossible to burst off your own skillchain (like 1000 Kim). Also of great importance is the fact that some mobs in Aht Urhgan (Colibri and Greater Colibri, but not Little Colibri) can imitate magic and magic songs cast on them. This makes black mages useless against these crowds unless they want to back up healing. You don't want to have a Thunder IV spell or anything imitated (it doesn't reflect, reflection will imply that the spell bounces without affecting the crowd that you cast the spell at, colibri remains vulnerable to magic, it only casts it back if it's still alive after getting hit) back on you or your tank. Dark Knights' absorption is mimicking back at their caster, so if a DRK tries to if he's not fast enough, he'll get his TP absorbed back, Bard songs affected so that a BRD can get hit by his own lullabies or requiems, ninjutsu being imitated back at their casters. This sounds like it would be bad news for BLU. Who would want to be on the receiving end of their own Disseverment? However, this is not the case with Blue Magic. For whatever reason, both Blue Physical AND Magical spells cannot be imitated by Colibri. I guess that's because since colibri is like parrots, they can and will copy the manic verses of other spelling casters, and blue magic is so complicated that they can't copy it. Whatever the reason, you can cast MP Drankiss on any colibri, and get the MP back, and don't have to worry about an MP Drankiss being sent back at you. In addition, the summoner's magical blood treaties (or physics) are not imitated by Colibri. (BLU and SMN magic cannot be imitated because they are considered TP moves... Aluard, Ragnarok) When preparing for elemental nuclear weapons, note there are some statistics that are required to do decent damage. Since Adoulin's arrival, element magic has received a new meaning: +Magic Damage. Dual wielding club with +magic damage on it, will significantly increase the efficiency of your element magic. Equip magical damage, magic attack bonuses, and magic precision for nuclear weapons. Magical damage increases the basic damage of element nuclear weapons, magical attacks increase their magical attack (which goes against the enemy's magic defense bonuses), and magical accuracy affects their chances of being resisted and the chances of their additional effects being resisted. Magic accuracy is determined by magic+ accuracy, and blue magic skills (INT and/or MND can also have an effect). For example, Subduction has Gravity II as an additional effect, it will slow down the speed of movement of enemies a lot. If your magic skills and accuracy are not high enough gravity will not land. But if you don't have magic attacks or magic damage, the damage will be affected. I had no trouble with most mobs with landing gravity, except for some high-end mobs (excluding mobs that are completely against all forms of gravity). Physical spells [edit] Physical spells have their damage increased by basic index modifications (STR, DEX, VIT, etc.), wearing weapons and equipment that level items, blue magic skills (increasing the basic damage of each spell to a certain limit depending on the magic) and things that increase attacks (such as Nat. Meditation, Warcry, etc.). There are a few other things, Azure Lore increases their damage, and the Gift Azure Lore Effect increases the damage of physical magic while under the legend of azure. There is also a Gift that increases the basic modifications of both physical and magic spells. To prepare for physical spells, you need them to do damage, and to really connect. Their basic accuracy is determined by the accuracy of your main weapon. So increasing accuracy will allow you to hit with them. Magic accuracy will not increase their chances to hit. BUT magic accuracy WILL increase chances of landing the effect. Lunge suddenly requires precision to hit, and the magical accuracy gives it a stunned effect to land. If it misses, you don't do damage to it, you won't stun the crowd. If it lands, but if you lack magical skill and accuracy and magic won't stun, you only see a knockback effect. It's a balancing act of precision and magical precision for sudden lunge, headbutt, whirl of rage, and frypan, which are all physical stuns. Abysssea and Elemental Spells (Trigger Spells)[edit] Since Abysssea came out BLU are wanting to abysssea for yellow (elemental) triggers for NMs. Activating yellow weaknesses greatly enhances the drop rate for upgraded items for empyrean tests/devices, and it prevents crowds from casting magic in a short period of time. You will want to set three magical element spells according to the date nm is declared. You'll want to set the elements of the day before, the date, and the date after the date you declared NM on. This is a list of element blu spells placed in the correct order. So for example, you ask for your NM on Earth Day. The spells you'll want to set up to trigger your possible weaknesses will be Fire, Earth and Water: Thermal Breath, Magnetite Cloud and Maelstrom. Regurgitation won't work, because those are 8 specific element BLU spells (be grateful they removed 1000 needles from the list of possible elements). You'll need to cast your spelling when NM is: don't use a TP move (regular attacks from iron giant NMs count as TP moves for a number of reasons), don't cast a spell, and don't get hit by a weakness. If you activate a weakness with your blue magic, you won't want to cast that spell again on NM, because activating the same weakness multiple times can disable the bonus you gain from activating it once. Voidwatch Triggers[edit] Note that I haven't made voidwatch yet, but I've dug around and found some information about it. There are triggers for voidwatch NMs, similar to abysssea NMs, but include more WSS, Abilities and Spells. BLU doesn't have any triggers, but our element magic is the trigger. However, a common job combination for BLUs in Voidwatch is BLU/PLD, because you can include your BLU spelling proc, and include the chance that a PLD JA enabled without actually bringing a full Paladin. Most voidwatch NMs don't require a dedicated paladin because they can't keep hating with 17 others spamming WSS, magic, and healing (and you have everyone with fanatic's drinks up if everything is going well, making the need for a dedicated tank pointless). Element Spells Spell Fire Firespit Points, Thermal Breathing, Heat Pulses, Blastbomb 14 Earth Magnetite Cloud, Sandspin, Cimicine Discharge, Bad 13 Water Maelstrom, Acid Stream, Corrosive Ooze, Cursed Sphere 14 Wind Mysterious Light, Hecatomb Wave, Leafstorm, Reaving Wind 13 Ice Ice Break, Infrasonics, Cold Wave, Frost Breath 11 Lightning Mind Blast, Temporal Shift, Charged Whisker, Blitzstrahl 17 Anh sáng sáng Burst, Blank Gaze, Light of Penance 15 Darkness Eyes On Me, Death Ray, Sandspray 8 BLU has a lot of spell activation, a BLU can only include half the triggers, you set half the elements for BLU try proc. If you have two BLUs in the party, coordinate with the other blu to have all the BLU magic covered, set the elements he has no set. That way, no one has to change the factors in case of high vulnerability or extreme vulnerability to occur as a BLU spell. Healing Magic[edit] Another important note about Blue Magic Spells: we get a few healing spells. All of them are affected by MND (some are also affected by VIT, Wild Carrot and Magic Fruit in particular), just like healing. However, White Magic Cure has an advantage that Magic Fruit and Wild Carrot do not have: You can target someone outside the party to cure them. Blue Magic healing magic can't target someone outside the party, so you can't use them to power someone, you can't even target someone in another party, but in the same coalition. Just be aware of this fact. Diffusers and Buffs [edit] Finally, when a BLU gets to level 75, they have the opportunity to put in achievements. One of the job abilities and characteristics we can deserve is Diffusion, which when a self-targeting buff is cast after the job ability is used, the buff is moved from a target himself to an AoE Buff for all party members. The following spells can be used with Diffusion: Plenitune Embrace, Magic Fruit, and Wild Carrot do not work with Diffusion because they are not self-targeting spells, they can target team members. Diamondhide and Healing Breeze are self-targeting, but are magic AoE parties anyway. Diffusion combined with some buffs can create a significant amount of hate, which can make them useful for tanking situations. Exuviation and Triumphant Roar are good at achieving magic with popularity, achieving more hate for every party member it hits. Physical Magic[edit] Physical Spell Stat Modifiers and Accuracy[edit] Physical Magic differs from magical nuclear weapons. Like Weapon Skills, they also use a variety of modification tools. How do you know what stat to promote for what spell. Safe Bet is Strength, as all spells are modified by an index that depends on your STR, which is then modified by any other statistic on which it depends. For example, Bludgeon, you may find, is modified by Charisma. However, if you deck yourself out in full CHR gear, you'll see you can't do as much damage as if you decked out in STR. When you use chain relationships, it achieves a greater boost from CHR, but since STR affects All your physical magic, it is important to focus on the STR. DEX device is your second best bet, three big multi-hit spells affected by DEX. In addition, DEX gives you accuracy that takes us to the next big point: physical magic depends on the accuracy of the main hand. Just as a DD needs precision to hit a crowd, a Blue Mage needs accuracy to ensure Just their sword hits the connection, but their magic connects too. If your spell is missed, you'll see a message like: *Your name here's spell doesn't work. You don't want to see that. so you'll end up gearing yourself up just like any other damage agent. like DRG, SAM, DRK, MNK, or WAR for example. You'd better buy those jungle/sniper rings, and wear that life belt. Sushi is also a great food to eat, although the level soon, it is better to eat rice dumplings, since the correct straight bonus will be better than the percentage increase you get from sushi, and it will increase your STR and attack as well (good for those sword hits). But attack, while it should not be ignored, does not affect physical magic. Physical spells and TP[edit]ing] There is a big misconception between the new BLU with the physical magic and TP. The spelling descriptions say that some of the effects of spelling are modified by TP. This makes new players believe that they need to keep TP to see the damage bonus or accuracy. A good example is Bludgeon. The spelling description says, Accuracy varies according to TP. The problem with this is, TP only affects accuracy when the affinity chain is used. Square-Enix noted that in the version update comes the expansion treasures of Aht Urhgan. When you use Chain Affinity, the next physical magic you use is enhanced, damage modifications or precision modifications will be affected by your TP and you will lose your TP after the spell is transmitted. But it doesn't matter, as TP won't affect your magic normally. Only when Chain Affinity is used will TP affect your magic. That means you can stop storing your TP and not use any weapons skills before you get chain ties. On the other side of the problem, blue magic for TP is similar to how regular magic gives TP. However, some physical spells hit more than once. Bludgeon can hit three times, so the crowd can get triple TP of a regular magic if all hits of the magic connect. Typically, physical magic gives 10 TP per hit. So Claw Cyclone will return 20 TP, Bludgeon, Jet Stream, and Frenetic Rip return 30 TP, and Disseverment and Hysterical Barrage for 50 TP return, all other single hit spells for 10 TP returns. Now if a magic is not fully connected, if only one hit of Bludgeon connect, The crowd gets back to 10 TP instead of 30 TP. If you only get 2 hits, the crowd gets 20 TP. The number of TP returned to the mob can be reduced by subtle blows, so a BLU/THF with Raja ring for example, gives 5% less TP to the crowd with all their attacks, including physical magic. A BLU/NIN gets work characteristics Blow, so they get a bigger negative bonus for the TP they get back, and even more so when your BLU/NIN has Rajas equipped, or any other device that you can find that has Subtle Blow (not that there are a lot). This is usually not important, but just be aware that a blu spamming multiple hit spells can cause the crowd to use TP moves faster. Skillchains[edit] Physics Magic will be your main way of dealing damage (along with meeleing) most of the time. They are your most cost effective, fastest casting/recasting, and the most powerful magic available. They are similar to weapons skills, where they have various index modification tools that affect the damage. In addition, when you use Chain Affinity work abilities, they become quite powerful, and allow you to be skilful with other players, and even self-skillchain. This makes Blue Mage an extremely versatile skillchain partner as we reach level 40 for Chain Affinity. Two Blue Mages can make any skillchain in the game with a combination of sword/spelling, club/spelling (although most Blue Mages don't use the club due to the poor choice of available clubs and lower skills in them), or spelling/spelling (with two

Blue Mages both using chain affinity!) Initially, our skillchain of choice was Fusion and Attractive (if you use a club, you can do Fragmentation). At a high level, once you get savage blade, you can do Self-Distortion, and Self-Light is easy. Savage Blade + Disseverment gives you Distortion, and Savage Blade + Cannonball gives you Light. However, it takes some fancy macroing and time to do decent damage with self-lighting (which will involve the use of Sneak Attack and DEF, STR, and VIT gear). Most blu/NIN likes (due to lack of SA) for deformation use, since disseverism is such a strong spell in most cases, and skillchain will do more damage than light, surprisingly. In the case of HNM, you'll find yourself more useful to not skillchain at all, and use Chain Affinity + Sneak Attack + Cannonball (or Vertical Cleave, depending on whether the crowd is kited or not and set up your device). SACA Spells[edit] This returns another point. Physical magic is likely to be combined with Sneak Attack and Trick Attack. Sneak Attack ensures an important blow, promoting the damage of magic, however, similar to weapon skills when combined with the stealth attack of a THF subbing player, only the first hit of a multi-hit weapon skill or physical spell (yes, physical magic can have multiple hits, like a weaponkill) will be an important guarantee. Just as DRK/THF doesn't use stealth attacks with Guillotines, don't expect to use stealth attacks with bludgeon and expect a huge increase in damage, only the first hit of the spell will receive damage bonuses. However, Trick Attack works differently. Since you will be subbing THF, you do not receive a damage bonus from using Trick Attack. However, the trick attack turns the hostility (hate) obtained from the WHOLE spell into your donkey attack partner, so it works with multiple spells like Bludgeon and Jet Stream. So bet your best Sneak Attack is using a single hit spell. The best spells for combining stealth attacks are as follows: At a lower level, Mandibular Bite and Sickle Slash, at medium level, Death Scissors and Dimensional Death, then at endgame: Cannonball and Vertical Cleave. When you use Sneak Attack with a spell, you'll want macros ALL your STR devices (except Cannonball). This is due to the fact that all these spells rely on power. Cannonball uses defense and VIT, as well as STR as modified, so it requires a specialized construction. Efflux[edit] This is a new JA we get at lvl 83, as stated it gives a TP bonus for the next physical spell you cast. I have no idea how much, but it gives a nice pure damage increase even if the spelling has modified TP to ACC under chain affinity or something else. Combined with chain relationships, Efflux can give a sythring increase in spell damage. It is especially effective with second-tier continuity. It has a 3 minute recast so it doesn't always line up with chain affinity. But it's a really useful JA. Gifts and job points [edit] At level 99, Adoulin posts, Job Points and Gifts were added. Work points increase certain aspects of each job (such as Hasso's STR bonus for Samurai, or Consumption Bullets for Corsair). Gifts are bonuses you gain to get enough work points spent. If you are a serious BLU, you want to gain as many job points as possible. It is possible to solo work points in certain camps as a Green Wizard using the mana-burn subduction method. Buff up with Occultation, hurry, refresh, even stonesskin if you need to, pull a bunch of mobs you can comfortably kill, and suck up spam, kiting mobs until they're dead. Some other nuclear weapons can be useful if the mob is strong against the wind (electric antennae, thermal pulses, etc.). Here's a list of job point categories and what I feel about them: Notes describing the name Azure Lore Effect Increase the damage of physical blue magic while under the effects of Azure Lore. Increase damage by 1. Help azure lore physical spells' damage a bit. You'll want to maximize everything eventually, but this can wait. The uncensored intellectual effect enhances the effect of MP Conservation while under the action of Un restrained Intelligence. Enhance the effect of 3. Making all those expensive MP spells from unbri restrained wisdom is sometimes cheaper to cast. Blue Magic Point Bonus Increases the maximum number of blue magic points. Increase the blue magic point by 1. This gives you more set points (but no placements) equal to 1 for each upgrade. Max this out right away, that's the most important job point you can get. Maybe this category maximum gives you an extra 10 set points, and this stack with ass ass afficiation, gives you a maximum of 70 set points at your own will. Do this first. Burst Affinity Bonus Increases Blue Magic Damage While Under the Effects of Burst Affinity. Increase damage by 2. Explosive magic is rare for the Green Wizard, but it affects the magical damage a little when you use the explosive relationship. It's not a super. Large. Chain Affinity Bonus Increases Blue Physical Skillchain Damage While Under the Action of Chain Affinity. Increase skillchain damage by 1%. This increases your skillchain damage when you are using chain affinity and trying skillchain, usually your self skillchains (like Chant Du Cygne + Sinker Drill = Darkness). That is For skillchaining solo, because the parties tend to weapon spam skills and disrupt your skillchains. Phys. Blue Magic Acc. Increases the accuracy of the additional effects of physical blue magic. Increase effect accuracy by 1 percent. This increases the magical accuracy of additional physical magic effects. This is a pretty big piece of magical accuracy, because it is 1 PERCENT for each upgrade. There are 10 job points in this that give you 10% magic precision bonus for sudden lurge stun effect. This is also an important upgrade. Maybe try this second upgrade. Un restrained learning effects Increase the damage caused by blue magic that can be used under the effects of Un restrained Learning. Increase damage by 1%. This increases the damage of magic such as hades doors, thunderbolt, tourbillon, etc. There is not much to say about it. Un restrained learning effect II Increases the effective duration of blue magic that can be used under the influence of Un restrained Learning affecting party members. Increase the valid period by 1%. Probably the worst of all work points, and the most confusing. No blue magic does not curb academic magic affecting party members. It affects buffs, like Pyric Bulwark and Harden Shell's time. For Carcharian Verve, it only affects aquavel time, I've heard, and not the magic/bonus physical attack. Focus on this eventually if possible. Efflux Effect Increases TP bonuses from physical blue magic while under the effect of Efflux. Increase the TP bonus by 10. Efflux increases the TP bonus of magic, and stacks with chain affinity. They're united in that matter. This increases your physical magic damage. This is a nice upgrade, it will give you +100 TP bonus to physical magic when using efflux. Magic Accuracy Bonus Increases Magic Accuracy. Increase magic accuracy by 1. This magical precision upgrade is smaller than the Physical Blue Magic Acc but it affects magical nuclear weapons and additional physical effects. Gravity from submersible suction is more likely to be affected. This makes this a priority. The strengths and weaknesses of magic come in different types of elements (earth, fire, wind, etc.), come from different types of enemies (troops, beasts, demons, etc.), and physical magic has three different types of damage (blunt, piercing, and slashing). Some enemies are resistant to certain types of damage (mucus is resistant to physical damage), while some are weak against others (weak pots against blunt damage). Knowing your enemies well, since as a BLU, you are using your own enemy attacks against them, it is similar to how a BST needs to know how to use creatures that he seduces against other enemies. Magic type - Magic comes from mob types different roles in Vana'diel's ecosystem. If you have played BST, you will know that certain mobs can be threatened or threatened by other mobs. It's like rock-paper-scissors that go on like this: Beasts beat Lizards that beat Vermin that beats plantoids that beat Beasts, Aquan beats Beasts Defeat birds defeating Aquan, Undead and Arcana against each other, Dragons and Demons against each other, Lumorian and Luminior (two types of creatures at sea) against each other, and beamstern standing alone. A spell-type beast will have an advantage against a lizard enemy, but a spell beast will be weak against a plantoid mob. Not only do you need to be aware of the factors as well. Magic of a kind can be resisted if used against a type of mob that it is weak against. This is called Monster Correlation (blu's AF helm enhances this effect, as do one of our group one merits). There is a tutorial on what job spelling combos do for those work characteristics. I mention some of them in this tutorial. But what work characteristics will you use? Which is good to use? It's all situations of course, but there are some that you WILL want to use most of the time. Level Availability Job Trait Comments 4 Beast Killer Situational, I never really used it much, but you can get a Beast Slayer sword to make it stronger. 16 Auto Regen is useful early when poison can kill you easily or maybe if you are tanking. If you use regeneration and have this characteristic, you will be able to heal a little more HP with it. 20 Lizard Killer Situational, you can't depend on a killer trait to always work. 24 Clear Mind You can get some floors of this characteristic, unlike other work characteristics. However, you will use many magic slots that you probably won't use much to get higher versions. 30 Resist Sleep I was actually against sleep from a player in nyzul island while being captivated by a porrgo crowd. It's funny, even though the group was hurt by me. If you are sleeping things (for example), you will have this characteristic since you use yawning and magic fruits. It is usually that you will end up with the characteristics, but it is not helpful. You will not really resist sleep from a crowd that uses it strong enough to sleep you. 32 Magic Attack Bonus If you are doing any kind of magical naking, you will want this characteristic. It adds a significant amount of damage to your magical spells. It doesn't affect physical magic spells. 34 Undead Killer You may have this soon, but again, you probably won't use any more killer characteristics. 38 Attack Bonus I originally used this before I started equipping vertical cleave for self darkness when I got Expacian, +10 attacks won't do a tremendous amount to damage your sword, but you can set this up if you want. 38 Rapid Shot Why did they give us this feature? We can use chakras to throw, yes, but there is no skill in them. They gave PUP no rotation, but gave them throwing skills. Even if you are pulling, it will not be important to have this characteristic, useless. 40 Max MP Boost It's +10 MP, which you'll spend in a spell. It's not even enough MP for an extra head butt. Useless. 40 Defense Bonus It's only +10 DEF. It won't allow you to take much less damage. It will increase your DEF for cannonball, so set it up if you're doing it, but besides that you won't get used out of it. 44 Planioid Killer Another killer feature. Other, but not really useful. 46 Clear Mind I never Mind, we get more of this, but it costs too many points to set a lot of this up. 50 Magic Defense Bonus You will not use this feature 58 job, but if you MUST have magic defense, set it up. You probably won't use this much though, I never used it. To bad Saline Coat doesn't make this work characterized, salty coats are useful for something like astral flow in dynamics, and can set magic defensive bonuses while using that. [valign=top] The level of availability features sb job comments that automatically refresh this use always. Especially when you get actinic burst and plasma charge for a spell two, cheap refresh. Your losses are limited by your MP, so you'll always want more MP. With auto refresh and relics/morrgan's body, you will get 2 MP a tick, with the blood of vampyre, sigil, or refreshed sanction, which increases to 3 MP a tick. Cast Battery charge with that, and you'll get 7 MP a tick! See where I'm going with this? 61 Clear Mind III By this time, you have auto-refresh. Do you really want to use multiple spelling points for clear mind to rest when you can automatically refresh? Rest means you don't do damage, but auto refresh gives you MP while you're fighting. 62 Max HP Boost +10 HP won't save you from anything. It's not worth it. 63 Exact Bonus YES. Put this. You can always use +10 ACC to allow your physical spells, and the spells it uses are very useful. While you may not use Dimensional Death as much as Death Scissors when you get this, you will use frantic rip, and disseverment. There is no reason not to put this if you are sleeping and casting physical magic. 65 Conserve MP It's useful while soloing, or if you can't rest too much, but now we've got the battery charger, we've got a lot of MP back by the time you get it. But again, the more magic you're casting, the more chances this has of kicking in and saving you some MP. 66 Clear Mind IV You will need to set aside 8 spelling slots to get this feature, and lots of spelling points. It's not worth it. 69 Escape Bonus If you use hysterical dams a lot, but you will not use screwdriver with the time you get it. The characteristic is +10 evasion, which can help as /NIN, but only if you stack a lot of devices hiding on. I've never really used this. 69 Against Gravity You will never resist gravity from a crowd you are fighting. It may end up making it less eventually. You will never use it. 69 TP Store It costs a lot of spelling points to set this up. It costs 9 spelling points. You probably won't have room for it because you need to slap the tail and cut the salary to do this, can get a lot of TP bakery gear though. We've got cobra harness set has 12000 and Enkidu's Subligar also has TP store. 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other ways around, the order doesn't matter). Out, from the September 2008 update, the new Blue Mage Job-specific Mythic WS Expacian lets you solo Darkness. Expacian + Vertical Cleave > Dark. This WS will make this an even better skillchain to do than disseverment distortions that most blu/NICs do. Damage slowly Magic uses larger CA Disseverment, and if skillchain is not resisted by the crowd, skillchain Darkness results will reflect the damage of Vertical Cleave. An Expacian 400 followed by a 700 Vertical Cleave damage can result in a darkness of 700 damage when not resisted (for example). If uninterupted, and time appropriate, you can also Magic Burst MP Drankiss off your Skillchain Darkness (if the crowd has MP and is not undead). lv 75 - Exuviation - Magical - Self-Erase and Restore HP (Fire) - This magic acts as deletion, eliminating a specialized spelling state of their own to take care of. Moreover, it also cures less HP than Cure II. Yes, this spell is nowhere near as powerful as the version used by the giant Wamoura mob. However, it has the potential to create strong hatred, especially when combined with diffusion and nearby party membership, which can generate a lot of hate for tanking situations. Level 76-80 [edit] lv 76 - Plenilune Embrace - Magical - Recovers HP and increases Attack and Magic Attack (Light) on the goal of the new Cure IV party. Depending on the MND, it cures more than 400 MP (I received 488 HP cured at 76 with 100 MND). It also increases your magic attack and attacks by an amount depending on the lunar stage. The amount of cure does not change according to the lunar phase though. You can get a 5% (new moon) to increase by at least ~12.25% in attack (Waxing Gibbeous). The miraculous increase in attacking bonuses is unknown though. It may be useful to cast this before a nuclear weapon near a full moon. Otherwise stick with traditional magic attack bonus magic (like Memento Mori). It's more expensive for a cure, but when you reach higher levels, you get higher and more HP cures. Depending on your MP pool or point setting, you may want to stick with magic fruit until you get a higher base MP (or if you need more important magic set). lv 77 - Acrid Stream - Magical - Damage in AoE fan shape, additional effects: Magic DEF down (Water) - One of the new spells from the Abyssa mob. It's INT modified and heavily modified by magic attacks. Grab a water worker, put on your INT and magic attack equipment, use your converging JA. Testing it quickly with an int/magic attack set against marids, I got the same figure as regurgitation with an NQ employee. Not sure how powerful the magic defensive effect is, but it can help a team cast more powerful nuclear weapons on a crowd. Combine with the spirited roar to perform Double Attack. lv 77 - Leafstorm - Magical - Damage in an AoE around the caster (Wind) - From treants, we learn a spell. Leaves! I am reminded of Woodman's Leaf Shield from Megaman 2. Anyway, int modifications and bonus attacks such as Acrid Stream. It may seem quite weak, maybe a little weaker than other new nuclear weapons, but it has some range because it is an AoE. Combine with Cimicine Discharge to make Magic Burst Bonus. LVL 78 - Cimicine Discharge - Magical - AoE Slow around the caster (Earth) - These annoying gnats give us a slow move. It can be useful if you have a crowd around you and you've got them all asleep, recovere all with slow. It's slightly cheaper MP-wise than Filamented Hold, but I still haven't seen information about its potential. Tội thảm chí không thể sử dụng câu thần chú này được nữa ra. Combine with Leafstorm to make new Magic Burst Bonus characteristics. I've also heard it has a huge AoE range. lv 78 - Rebirth - Magical - HP Eefebly over time (Light) - Wow, we really get a Regen spell! It is between Regen and Regen II in HP get back for each mark, ranked at 10 HP/tick. HOWEVER, it lasts longer than regen II, lasting for 90 seconds for 300 HP recovery. It looks great for a cheap healing spell. A lot cheaper than magic fruit. But be careful that it is not healing, it is regen. However, it self-targets and works with Diffusion. lv 79 - An animated mourning - Magic - Hurry (15%) (Wind) - 15% rush lasts for 5 minutes. It DOES NOT work with diffusion, unlike with one of scholar's abilities that cannot make WHM or RDM AoE rush to the party. Alternative refueling with this as soon as you can use it, it's a godly grace. Your party meelees and your wizards will love you if you diffuse the party with it. Make Dual Wield with Blazing Bound set. lv 79 - Battery Charge - Magical - Self-Targeting Refresh (Light) - Refreshing 3 hp/tick can only be targeted on wheels, but can be combined with diffuser to refresh AoE! Hp X recovery over time. Cost 50 MP. You have a net profit of 150 MP. Have. This is what we've been waiting for! One way to keep your MP up without a red wizard! With 15% rush and refresh, it puts on par with RDMs to soloing some things, IMO. You need to set this spelling! (Updates reduce the number per tick but increase the time of spelling to make the total MP more recoverable.) lv 80 - Blazing Bound - Magical - Deals damage to enemies (Fire) - It's some kind of nuclear fire weapon. It combines animating mourning for Dual Wield. It can work similarly to Leafstorm and Acrid Stream where it is based on INT and is heavily modified with magic attacks. On the short test I did with it, it did less regurgitation on the same crowd (a Marid, no little Colibri to test it on, people killed it all). I couldn't test it very long because I fought wanting to flatten me. But it has a cannonball-like range. Combine with Animating Wail to make dual grip characteristics. lv 80 - Demoralizing Roar - Magical - AoE Attack Down (Water) - Spelling Wivre, when used by a wivre, it causes a powerful down attack that basically strips down the majority of your attacks, leaving you hitting the crowd for single digits or 0. We know terrorist contact caused an attack 15% down in effect. I didn't know the attack was as strong as nào trong câu thần chú này. If it can be molded fast enough, it could be a potential BLU boost tool to reduce the damage done. You can pump up your defenses with cocoons, you can refresh yourself now, and you can reduce the damage done by enemies further with Demoralizing Roar. Now if only SE would give us Wivres' stonesskin Granite Hide attack. It can force us one step closer to the divine. Perhaps with the next level increase. . . Anyway, combine with Acrid Stream to create Double Attack characteristics. Level 81-85[edit] lv 81 - Final Sting - Physics - 88MP - Bees - Deals physical damage proportional to HP. Reduce HP to 1 after use. Various damages to TP - Will probably see as much use as self-destruction spell, that is, it will likely never be used. It can do a lot of damage, I use it with CA and 4 enchantment values and it did 1.4k with maximum HP to a colibri too weak in the east ronfaure [S]. but it would take you down to 1 HP. If I had more TP, or if I had Efflux, the damage it could do would be scary. But it's extremely dangerous, you need darkness up, stone skin, and prayer the crowd doesn't spin your way if it exists. Savage Blade > Final Sting > Light skillchain (and most likely a certain death if your ball goes down), however, it's harder to SC with Final Sting than other magic, because it has a long cast time. Whirl of Rage and Final Sting can create Zanshin's characteristics. lv 81 - Goblin Rush - Physics - 76MP - Goblin - Three Hit Material Damage: TP Precision Modification - (Blunt) - This spelling is really good. It causes a lot of damage, on par with Disseverment, if not more about the higher defensive mob. Savage Blade > CA Goblin hastily results in a light skillchain. Put this as soon as you hit 81, you won't be disappointed. Replace battering hysteria with this. Set this up with Benthic Typhoon creating Skillchain Bonus characteristics. lv 82 - Vanity Dive - Physical - 58MP - Wanderers - Physical Damage: TP Modified Damage (Slashing) - There is good damage without CA operation, and it is a hit, so it does not eat TP. It makes the correct bonus with disseverment, rip frenzy, or dimensional death. I think it's safe to say you can replace rip frantically with it, especially since it costs a point less frenetic rip (2 points vs. 3). lv 82 - Magic Barrier - Magical - 29MP - Ahriman - Magic Shield Effect (Darkness) - A magical shield like a rampper (like magic stone leather). Useful for hitting with a lot of magic, it lasts 5 minutes, but wears out if you lose enough magical damage to break it. lv 83 - Whirl of Rage - Physical - 73MP - Evil Weapons - AoE physical damage with Stun effect: Damage Varies with TP (Slashing) - It does quite a lot of damage to an AoE magic, one of the most powerful AoE physical spells we have to date. It has a longer cast time/recast time than the top butt, plus it costs more to cast. It's a stun second AoE like Temporal Shift, but less reliable, but it costs less spelling points to set up. lv 83 - Benthic Typhoon - Physics - 56MP - Murex - Conal Damage and defensive reduction objectives and magic defenses. Damage varies by TP (Piercing). - It's a nice attack, it's cone, so you need to be careful with it. But it's not as dark with expacian as vertical cleave. It reduces defense and magic defense by about -10%. Dark with this magic, if it touches multiple targets, it will Dark SCs on the crowd you were originally targeting. It does good damage, can even replace vertical cleave. Def down is not overwritten by the ability to increase DEF, so it sticks to things like cocoons on crawlers, or attacking car DEF bonuses. It also has an AGI modification, but I wouldn't suggest bringing AGI gear for this. For one thing, it seems like an incorrect spell, I get missed more often than most spells. It's weird, it seems less accurate vertical cleave. Creating Skillchain Bonus work characteristics with Goblin Rush, it's a nice thing to have when self-skillchaining. lv 84 - Auroral Drape - Magical - 51MP - Weeper - AoE Blind and Silence (Wind) - It's blind and silent goal, a nice two-for-one enfeeble. Make quick actors with sub-zero smash or bad breath. The blind effect is an impressive ACC-60, larger than the effect of Blind II. However, it had a short time, both blind and silent at the end of the maximum 1 minute I thought. lv 84 - Osmosis - Magical - 47MP - Ameebean - Steal the HP of the enemy and a beneficial state effect (Darkness) - 5 points set for this. Drain's HP (Blue Magic Skill x0.77 formula) and absorb a buff. It has a fairly long range compared to MP Drankiss for example. I'm not sure about the maximum range on this, but I was duoning whiro with someone, and it was moving out of normal BLU meleee casting range, but I could cast osmosis into it while it was still moving (and it went unresisted too). I did not check the scope, unfortunately. It can make a fun toy to absorb mob buffs too. With this formula, if your blue magic skills are limited to 85, and you have blue AF body, relic head and full value, you can pull out around the 282 drain, theoretically (resist factor or any other modification such as bonuses/penalties of the day). You can push it higher with the new empyrean pants +1/+2 with more blue magic skills. It has a faster cast than voracious stems. Can make magic defensive bonus characteristics with Magnétite Cloud or Ice Break. lv 85 - Quadratic Continuum - Physical - 91MP - Gorgers - Four hit damage: Damage Varies by TP (Piercing) - Can be a good addition to our bread and butter physical magic (big 3 or 4 if you count Vertical Cleave). It's VERY powerful, TP modified damage, and it's a great spell to use with Efflux, which gives a big TP bonus, AND it gives a further damage bonus. I've seen bigger numbers with CA and efflux than any other spell so far. Savage Blade > CA Quad. Constantly make distortions as disseverment possible. Dual wield characteristics can be created with one of two other dual-usable spells. Requescat to CA quad. Constantly making solo shadows at level 96+, damage on Requescat is not as good as empyreankill weapons, or even blades but if you don't have empyreankill weapons, you can use Requescat worthy for self-skillchains. lv 85 - Fantod - Magical - 12MP - Hippogryphs - Enhanced Attack and Attack Magic (Fire) - It stacks with itself as boost, it stacks 10 times, and gives a one To attack regularly, and magical damage (blue physics magic and blue element magic). It adds more damage to your next spelling of any kind. It also stacks up with other attack bonus lovers (P. Embrace ATK or Triumphal Roar ATK, M. Attack, Amplification or P.Embrace's Memento Mori). But it only lasts for the first spell you cast, so it's a very time-consuming way to increase your damage. If only more buffs increased our physical magic damage. Set Fantod, with Sickle Slash or Tail Slap makes work characteristics store TP. Level 86-90 [edit] lv 86 - Pulse Heat - Magical - 151 MP - Wamouracampa - No fire damage in an AoE and additional blind effect (Fire) - First of a few magic good magic damage. Modified by INT and magic attack bonuses. When combined with equipment, INT and Magic attack atrna bonuses in abyssa, you can push some good numbers, plus MP costs don't matter too much anymore with atrna refresh and MP boost. It makes attacking bonuses when combined with other spells that make that characteristic. It's a great magic for AoE burning mobs in abyssa (like charging bears), and combining Primeval Brew, you can do tons of damage with magical magic. lv 87 - Empty Thrash - Physical - 33 MP - Craver (Empty) - No damage in an AoE. TP affects accuracy with chain affinity (Slashing damage) - A physical AoE spell can be suitable for AoE fighting type as Blitzkrieg attack I mentioned a lot. It is not super strong, and having TP will not affect your damage with chain affinity. It can create dual attack characteristics. lv 87 - Dream Flower - Magical - 64 MP - Mandragora - Put enemies to sleep in an AoE (Dark based)- A soporific-like sleep spell. It's based on darkness, it's like sleep II (90 seconds), so if you need an extra sleep, it's there. But it does not override Sleep II. Sleepa II or itself. They should have made it a slight steep to replace yawning (which is not helpful because of the attacking wind look). It can make the bonus characteristics attack magic. lv 88 - Occultation - Magical - 138 MP - Seether (Empty) - Creates many blinking balls (Wind). It's like zephyr coating except it depends on magical skills (400 skills to help you have 8 balls). However it is much more expensive MP wise. It's faster (2 seconds), but it has a 30 minute second recast time, compared to zephyr coating and it's much shorter recast time. It's not like utsusemi, and THF is mostly dead, so if you're/NIN, you won't bother with this spelling at all. Make bonus characteristics evasive. lv 88 - Charging Whisker - Magical - 183 MP - Coerul - No Damage in an AoE (Thunder) - A good AoE magic, however it is affected by DEX and magic attack bonuses. It there was stunned or crippling effect though, unfortunately (although that'd be cool if it did). Make Giflinder with everyone's Grudge. People can use Thermal Pulse and Charged Whisker to ignite the AoE crowd, and solo Shinyru with Primeval Brew. lv 89 - Wind of Promyion - Magical - 36 MP - Thinker (Drums) - Clear an effect in AoE (Light) effect - It's like using diffusion with Exuviation, but in a move (excluding crapy healing)! It removes a negative state effect that deletion can remove from the entire party. It is useful for a support move. It can refresh automatically (worth 4 points for it). LVL 89 - Delta Thrust - Physical - 28 MP - Peiste - Triple physical attack with additional effects: disease. Chances of amending effect by TP (Piercing Damage) - It's a very cheap spell to cast, it's strong for its MP costs, but it won't make outrageous figures. It is modified by 20% STR and 50% vit. I'd say it'd be like bluefog for a quick, cheap spell to spam to give TP enemies, but the disease effect will disable that. No idea how powerful this spelling is. lv 90 - Everyone's Grudge - Magical - 185MP - Tonberry - Deals magic damage to an enemy (Darkness) - It's just basic distance nuke, no special effects, nothing related to enemy vit at all. It has a gap like cannonball or regurgitation. It's got enough damage, maybe better than my eyes. It is modified by magic attack bonuses and MND. It's a bit disappointing to see that it's not modified by vengeance, but it's probably the best. I've seen a video of a BLU using grudges, heat pulses, and charging beads, along with sanguine blades to solo Shinyru with a Primeval Brew. It can make giflinder with charging antennae. lv 90 - Reaving Wind - Magical - 84 MP - Amphiptere (bird) - Reduce TP in an AoE (Wind) effect - Do you know how awesome Light of Penance is at reducing TP? This is about the same: It is not awesome. There is no knockback effect, just a -100 TP effect for the enemy to take effect. Even if you cast it, the enemy will probably still use a TP move anyway. Monster (bird) correlation will affect the decreased NUMBER of TP (add -25 TP). It's useless. Our magic and everyone else's WSS will produce more TP than this will be able to control. It can create Magic Burst Bonus characteristics. Level 91-95 [edit] lv 91 - Barrier Tusk - Magical - 41 MP - Marid (Beast) - Reduce the amount of damage done (Earth) - It gives you a phalanx effect for a set amount of damage. It's about -15% of the damage done. It's not modified by blue magic skills, it's a shame, because BLU/RDMs can still find their own phalanx spells useful, depending on skills and equipment and so on. Recast time is 1 minute and takes 3 spelling points to set. It's still useful for BLU/NIN or BLU/DNC. Can be used with other spells for HP Boost characteristics. lv 91- Mortal Ray - Magical - 267 MP - Taurus (Demon) - Gaze spell, causing doom on a target (Darkness). It's expensive in both MP and set point (4 points), is extremely inaccurate, has a countdown of 60 seconds, as opposed to 10 number mobs the usual doom effect give, and don't work against NMs. It's trash. Learn it for the sake of control. At most it's a dynamic time. Can be combined with other spells for dual use characteristics. lv 92 - Water bomb - Magical - 67 MP - Porogoo (Beastmen) - Causing water damage Enemies in AoE: Silent additional effects (Water). A silent spell, but with slight water damage. The silent effect lasts up to a minute. I find myself not using this magic often. I want to use a spell that I often put, Auroral Drape, which has silence and blindness, and has more useful spelling characteristics (Fast Cast). Water bombs can be used for Conserve MP. lv 92 - Heavy Strike - Physical - 32 MP - Golem (Arcana) - Inflicts great physical damage to the target, damage varies according to TP (Blunt). This is really a great spell, it's cheap to set (2 set points), only 32 MP, it has great damage when not used with CA or efflux, the only problem is that it has a large exact penalty compared to other spells. When you first learn it, if your sword skills are not limited, it will probably miss it a lot. It has somewhere around an exact penalty of -60 according to some tester did (BG wiki/forum). You can use CA/Efflux to increase damage, but it doesn't have good skillchain properties for self SCs. You'll want the device in power and cake accuracy for this spell. It's a great magic for your regular rotation of non-CA/Efflux spells. Used for Dual Attack/Triple Attack job characteristics. lv 93 - Dark Orb - Magical - 153 MP - Gargouille (Demon) - Deals darkness damage (Darkness) - A magic spell that probably won't see much use. We have Eyes on Me, there are CHR mods, although this magic has INT mods, but the only reason we use Eyes on Me now is because of an activation magic. There are more effective ways to do magical damage (like regurgitate). Create Access work characteristics. The modification tool is based on INT. lv 94 - White Wind - Magical - 145 MP - Puk (Dragon) - Healing party members in AoE (Wind). The famous blue magic White Wind. It heals itself and all party members within (but not coalition members). The add-on is potential healing, and your maximum HP. MND has no effect on it. I received a large number in abyssa, due to buff crowd. It's stronger than Healing Breeze. Create Auto-Regen work characteristics with other spells. lv 95 - Sudden Lunge - Physical - 18 MP - Ladybug (Vermin) - Inflicts damage on the target, damage varies according to TP: Additional effects: Stun (Slashing). This is a GREAT spell. It does little damage, but it replaces our old friend Head Butt. Stunned more than stunned by Head Butt. It lasts for a good few seconds/unresisted. Create STORE TP features with other spells. Level 96-99 [edit] lv 96 - Quadrastrike - Physics - 98 MP - Kindred (Demons) - Provides a four-time attack: chance at various critical damage by TP (Slashing) - This spell has good damage without chain affinity or efflux (not as much as attacking though), and can be a great shift/efflux spell against things with high defensive abilities. Replace goblin rush with this. However, the skillchain properties are liquid/pulled, so it's not good for Skillchains. Create Skillchain Bonus work characteristics with other spells. lv 96 - Aerosol - Magical - 172 MP - Phaubo Phaubo - Causing breathing damage with water in the cone-shaped Pond: additional effect: poison (Water). It is not known how strong the toxic effect is, but this breath spells the damage as your current 50% HP. Create Max MP Boost work characteristics with other spells. lv 97 - Thunder Breath - Magical - 193 MP - Wyvern (Dragon) - Refers to magical lightning breath damage to enemies in an AoE cone (Lightning) - Deals 67.5% of your current health in thunder damage. It's a breath effect, and the strongest we get. Create Max HP Boost with other spells. lv 98 - Orcish Counterstance - Magical - 18 MP - Orc (Beastmen) - Increasing access rate (Fire) - Granting a buff (separate from counterstance of MNK) gives you a ~10% access ratio stack with gears, counterstance, and access characteristics. Remember that you can't access through darkness, so going/NIN with darkness up is pointless. Lasts 1 minute. Grant access work characteristics with other spells. lv 98 - Aegestation Spikes - Physics - 79 MP - Flan (Arcana) - Provides a 5-fold physical attack: damage varies according to TP (Piercing) - A good, strong physical spell. Replace the dive in accordance with this. Does darkness with Chain Affinity Chant du Cygne, making it the most effective sequence of self-dexterity choice to access to the Almace or Badelarie sword. If you don't have empyrean WS, you'll want to solo darkness with Requescat and Quad. Constantly. Create Giflinder features with other spells. lv 99 - Wind Breath - Magic - 26 MP - Dragon (Dragon) - Refers to wind breath damage in a cone pond (Wind) - A weak magic, but cheap. It causes 25% of your current HP in wind damage to anything in the AoE. It is effective, but in abyssa, breathing damage is not helpful. It has a cheap setup cost (2 set points), and creates quick cast characteristics with other spells. This spell has replaced the Sub-zero smash for my normal casting set: auroral drag + wind breath makes fast cast I. lv 99 characteristics - Barbed Crescent - Physical - 52 MP - Fomor (Undead) - Deals material damage: damage changes with TP: Additional effects: Down accuracy (Slashing) - it causes minor damage with down accuracy. Make Dual Wield with other spells. There are distorted properties and skillchain liquification, so it is said to make dark with Requescat, but it is not worth it, the damage is not strong. lv 99 - Paralyzed Triad - Physics - 33 MP - Umbril (Elementals) - Three times (cut?) attack: damage changes with TP: Additional Effects Paralyze - Seems to do decent damage, Skillchains with CDC to do Darkness. Add Skillchain Bonus features when set, no other magic required. The new Adoulin spells all add their own work characteristics, without other spells to complete combos, which makes them often useful. The The new technique also seems to lack index modifications, relying on your main hand lvl, and defending the target and its own level in the equation for damage. Paralysis is helpful, and it's a better spell than the frost breath now, but it's expensive to set, with 6 sets The current state of BLU is that you are spending more time doing damage with your weaponskills, and less time casting spells, which is very unfortunate. lv 99 - Glutinous Darts - Physics - 16 MP - Velkk (Beastmen) - Oscillity piercing damage, damage varies according to TP - A spell very similar to cannonball, it has a range of about 21-22 yalms, but no defense modifications for damage. At first look, it's weaker than other high-level spells, but it costs 16 MP, and is our most effective SPELLING MP, damage to the MP. Plus it has a very fast recast time. It's faster than sudden lunge or headbutt. With hasty, you can spam this all day long on a very short cooldown. By the time the spelling animation ends, you can cast it again. It does not penetrate damage, which makes it effective against Hurkan, thunder wildkeeper reive birds. You can stay out of your deadly TP migration range, and spam it over and over. Gives Max HP Boost its own characteristics. It costs 2 spelling points to set up. Works similarly to the Paralyzing Triad in terms of damage: it does not appear to have a mod stat. There are fragmented SC properties. lv 99 - Nature's Meditation - Magical (Fire) (Buff) - 38 MP - Chapuli (Vermin) - Attack Bonus (+20%) - This magic enhances your attack by 20% in 60 seconds. DO NOT work on spelling damage (unlike Fantod's stackable rise spell). This only works on your meleee (uncertainty about long-range attacks) damage. It will simply increase your attack by 20%. There are also added benefits of giving you your own exact bonus characteristics. This is a very useful spell for your meleee damage. It costs a whopping 6 spelling points to set. lv 99 - Tempestuous Upheaval - Magical - 133 MP - Wind Deals Damage in an AoE - Cost a whopping 6 points spell. No more damage than submersible suction, but more mp cost, without any state effects such as gravity effect of submersible II. Give work characteristics Evasion Bonus of their own. lv 99 - Earth Embalming - Magic - 57 MP - Matamata (Lizard) - Refers to AoE Earth Damage: Slow Additional Effects (+25% Slow) - A slow-effect earth nucleus. The club with magic damage for this use more, but I have not used it much. Give attacking bonus work characteristics on its own. 6 points to set up. lv 99 - Rending Deluge - Magical - 118 MP - Craklaw (Aquans) - Deals water damage in an AoE with additional effects: dispelling - Lots of MP and set point (6) for a dispelling. Give Magic Defense Bonus work characteristics on its own. With magic damage+, it becomes a usable, if not expensive, nuke water with dispelling effect. LVL 99 - Foul Waters - Magical - 76 MP - Acuxem (Amorphs) - Frontal Cone AoE water with the additional effect: drown (31 HP/tick) - This is an interesting one. 31 HP a drowning marker, which stacks with the poison of disseverment, which is 22 HP a tick at lv 99 (degree of dependence) when you get this spell. It's a pretty powerful DoT. It gives silence against its own. 4 spelling points to set. lv 99 - Retinal Glare - Magical - 26 MP - Panoptos (Plantoids) - Damage-based light deals in a front cone With additional effects: flash. 5 Set points to set. Preserve your own MP. The MP most efficiently lights nuclear damage, with the lowest recast time. lv 99 - Subduction - Magical (Wind) - 27 MP - Maroliths (Arcana) - Deals Wind damage in an AoE with additional effect: Gravity II - 6 Set points - A very good AoE nuke when combined with an INT/Magic ATK/Magic Damage set. That means clubs deal double-grip magic damage to maximize damage. It has a large AoE, 11 yalm range, very low spelling cost (27 MP), fast casting speed, no recast, which means it can be spammed without termination. Câu thần chú này là beastly nũu ban thiết bị phũu hũu vũũ. Give magic attack bonus characteristics alone when set up. lv 99 - Erratic Flutter - Magical (Wind) - 92 MP - Wamoura (Vermin) - Self-Haste II - Wind - A godly magic, giving you a potential 30% effect of hastily II on yourself lasts 5 minutes. When combined with diffusion, you can give a whole side hurry II, and when the diffuser is fully delivered, and combined with boot relics, it will last for 7 minutes and 20 seconds when you diffuse it. Do not leave the mog house without it. Gives the actor characteristics fast when set alone. lv 99 - Thrashing Assault - Physical (Slashing) - 119 MP - Meebles (Beastmen) - A Fourfold attack, damage varies with TP - A powerful, albeit slow casting physical spell. When combined with Chain Affinity and Efflux, this will damage the Quad. Constantly. However it has poor skillchain properties, such as creating a light skillchain when preceded by Savage Blade. No one really uses Savage Blade, although the damage on the Savage Blade post weaponkill update is not terrible; it's just in not comparable to chant du cygne. Gives dual attack characteristics when set up, without any other magic. It's great to save spell points to more easily match in Triple Attack Trait when you set up other dual attack spells (you need two more double attack spells to get three attacks). lv 99 - Restoral - Magical (LIGHT) 127 MP - Gears (Archaics)- Healing HP of caster - Self Healing. Can be obtained from gears. It's a powerful, though costly self-only heal. Diffusion does not affect it because it is not a buff. It can be useful for soloing, although it will drain your MP quickly. Not really worth it, if you can max out 50% healing potential on magic fruit. PERRHAPS with abyssa HP/MP pool it becomes more valuable than it is. Gives Max HP Boost its own Characteristics. It costs 7 spelling points. lv 99 - Rail Cannon - Magical (Light) - 200 MP - Gears (Archaics) - Deals Light damage to target - Obtainable from single and multi-gear mobs. A single target nuclear warhead, very expensive. As fun as it is to go pew pew, I don't see this being THAT useful unless you need light damage Gives Magic Burst Bonus its own characteristics, requiring 8 set points. Wear the magical damage that motivates clubs and other magic attacking bonus equipment when in use. lv 99 - Diffusion Ray - Magical (Light) - 238 MP - Chariots (Archaics) - Refers to light damage to targets within range (front AoE) - Can be achieved from chariot mob. Very expensive light nuclear-shaped fan base. Meng Manh submersible, but very expensive with a long recast timer. Using submersible suction instead of this gives it a larger AoE, more efficient damage, and gravity II effect. Gives tp store its own characteristics, and costs 6 spelling points to set up. lv 99 - Sinker Drill - Physical (Piercing) - 91 MP - Arcoliths (Arcana) - Trade 5 times damage to the target (Piercing) - Can be achieved from arcolith mobs. A very strong, single, physical spelling goal. It hits more times than the attack batter, with STR and DEX mods. The CDC and Chain Affinity Sinker Drill create a dark skillchain, making it much more advantageable than Savage Blade to Batter Assault's Light (or CDC to Thrashing Assault's LVL 2 skillchain). Create your own useful Critical Attack Bonus characteristics. It costs 6 spelling points to set up. lv 99 - Nectarous Deluge - Magical (Water) - 97 MP - Snapweeds (Plantoids) - Refers to water damage to enemies in range, additional effects: poison. Gives a serious toxic effect in 30 seconds, weaker than countless rending. 7 set points. Give the beast killer on his own. lv 99 - Sweeping Gouge - Physics (Slashing) - 29 MP - Raaz (Beasts) - Two hit attacks: defensive effects add down - A weaker attack, but for a down defensive effect. If you are trying to reduce the enemy's defenses with GEO and stacks with Dia effects and gouge scans, it may be worth it. 6 set points. Give Lizard Killer his own day. lv 99 - Molting Plumage - Magical (Wind) - 146 MP - Tulfaire (bird) - Fan shaped wind damage AoE - A spell that is more expensive than subduction, but useful for the dual grip characteristics it brings on its own. 6 set points. Features: Dual Wield. lv 99 - Atramentous Libations (Atra. Libations) - Magical (Darkness) - 164 MP - Dullahans (Undead) - AoE tribute - A drain defined by your blue magic skills. Stronger Digest, Osmosis and Blood Sapper Ineffective against undead. Magical damage does not affect it, but dark affinity will (Pixie hairpin +1, etc.). lv 99 - Searing Tempest - Magical (Fire) - Baeflyr Hybrid Fire-Light (Elementals) lv 99 - Blinding Fulgor - Magical (Light) - Baeflyr Hybrid Fire-Light (Element lv 99 - Fioe Spectrum - Magical (Ice?) - Gelyfrst Hybrid Water-Ice (Elementals) lv 99 - Spate Scrubbing - Magical (Water?) - Gelyfrst Hybrid Water-Ice (Element sales) lv 99 - Anvil Lightning - Magical (Thunder) - Ungeweder Hybrid Air-Thunder (Elementals) lv 99 - Silent Storm - Magical (Wind) - Ungeweder Hybrid Air-Thunder (Elementals) lv 99 - Entomb - Magical (Earth) - Byrgen Hybrid Earth-Darkness (Elementals) lv 99 - Tenebral Crush - Magical (Darkness) - Byrgen Hybrid Earth-Darkness (Elementals) lv 99 - Saurian Slide - Physics - Velkks (Beastmen) lv 99 - Palling Salvo - Physics? - Fluterinis (Butterfly) (Elemental?) - Unbridled Learning Spells[edit] lv 95 - Thunderbolt (Behemoth) - Magical - 138 MP - Behemoth - Deals lightning damage to targets in the AoE: additional effect: Stun (lightning) - Unbridled Knowledge only - A magical spell from Behemoths, you would think it is! But it stunned all the targets it hits (unresisted). It's a good magic to use when using antennae to cleave burns in abyssa with atrna on the right. You MUST use un restrained ja knowledge to access this spell. lv 95 - Harden Shell - Magical - 20 MP - Adamantous (Aquan) - Increased Defense (Earth) - Un restrained Knowledge - Gives a Big (+100%) defense buff. It's an upgraded version of the cocoon, it's good for cannonball, but who actually uses cannonball post 75 cap? When combined with phalanx or ivory barriers, it can make a good defensive buff. Can be used with Diffusion to grant the entire party buff DEF. Need to be cast with unbri restrained knowledge. lv 96 - Absolute Terror - Magical - 29 MP - Wyrmm (Dragon) - Terrorizes Target (Darkness). Un restrained knowledge - It's a lasting stun (terrorism) stronger than Jettaura, and really useful for delve I (Sharks, T-Rex, and Bee) running bosses. It doesn't work on megabosses, but other bosses that you fight, like say, the NM chapuli. ARE can be terrorists, which will allow your meleee to burn them down without fear of retaliation. lv 97 - Gates of Hades - Magical - 156 MP - Cerberus (Beast) - Dealing fire damage in an AoE: additional effects: Burn (Fire) - Unselfsisted knowledge - A strong fire spell with STR and DEX modifications. It offers a 21 HP/DoT burn marker on all targets. This is quite fun to use, just be wary you can't sleep mobs are taking damage from burns. Tag a crowd with disseverment poison, hit him with the port of hades, and he will be taking about 39 HP/mark on the damage. Fun! Un restrained Knowledge must be used to use this spell. lv 97 - Tourbillion - Physics - 108 MP - Khimaira (Arcana) - Damage to enemies in AoE: Additional effects: Defense Down (Blunt) - Unselfconscd Knowledge - Another interesting spell, causing strong damage (when CA / Efflux is used) with STR and MND modifications, as an AoE magic. Does it have LIGHT? Skillchain attributes, so turn it off with CA/efflux at the end of a light skillchain, and you'll continue skillchain (like a legendary relic/weaponkill). Too bad not too many people do skillchains anymore. It has defensive down (-33% defense), however the additional effect is broken, because of the miraculous accuracy of this spell, and some others are floored; means you can't get your magic accuracy high enough to land it on anything high level, it can land on very low things, but nothing that won't be a shot of it. You need to use un restrained knowledge to access this spelling. lv 98 - Pyric Bulwark - Magical - 50 MP - Hydra (Dragon) - Against Physical Damage (Light) - Unselfconscd Knowledge - It makes you physically translated with a single physical attack. It lasts for three minutes, but wears out after you are hit by a physical attack. Because of this, it has limited use. You can't choose the physical attack that you want to shru off, so if you want to avoid a TP move, if you get hit by a meleee You will lose the buff. It can be used as a buffer under darkness while flashing tanking. Un restrained Knowledge must be used to have access to this man man man. lv 99 - Bilgestorm - Physics - 122 MP - Dvergr (Demon) - Inflicts damage to enemies in AoE: Additional effects time varies by TP: Additional effects: Attack, Accuracy and Down Defense (Blunt) - Unselfconscd Knowledge - Causes low damage, with Darkness/Gravitation SC attributes. It can continue to dark with the active azure/CA legend. The defensive and offensive effect down is -25%. Not that useful due to broken magic accuracy (magic accuracy is floored for anything worth a damn). Unselfconscive knowledge must be used to access spelling. lv 99 - Bloodrage - Physics - 99 MP - Vampyr (Undead) - Provides a three-time attack: Damage varies according to TP: Additional Drain effect - Unselfsisted knowledge - A strong physical spell, especially with CA/Efflux operation. It has SC distortion, makes it self-shadowy with Requescat. AND, this is kicker, it drains 100% of the damage, giving you a very effective emergency self-healing, if you do, say 2000 damage on a bloodrake, you drain back to 2000 HP, pretty much give you a full healing. I'll save your life if you're solo or something. It is necessary to have the ability of unbri restrained knowledge to function in order to cast this spell. lv 99 - Droning Whirlwind - Magical - 224 MP - Bztavira (Vermin) - Wind damage in AoE with additional effects: dispel - A bitch to learn (I don't have it yet) because you have to learn it from the battlegrounds delve megaboss, instead of being able to learn it from the wildekeeper reive. According to someone else's experiment in ballista, it dispels all buffs on all the mobs it hits. Test on a player with 10 buffs up. Can only be used with un restrained learning/wisdom up. There is a very expensive MP cost. Learn from the reive bee wildekeeper or bee in delve. lv 99 - Carcharian Verve - Magical - 65 MP - Rockfin (Aquan) - Self-buff, increased ATK, M.ATK, and reduced spell interruption rate - Increased attack by 17-18% according to the report. It also reduces the rate of spelling interruptions. Learn from Wildekeeper Reive Shark, or Shark in Delve. Can only be used under un restrained learning/wisdom. lv 99 - Blistering Roar - Magical - 43 MP - Gabbrath (Beasts) - AoE Terror - Can only be used in the process of learning / un restrained wisdom. Can only be learned by defeating Touji or Achuka, the great boss of Morimar Bazant Fields Delve or by defeating Achuka in Morimar Wildekeeper Reive. A short-term crowd control/interruption/stun move. lv 99 - Uproot - Magical - 88 MP - Yggdreants (Plantoid) - AoE Light Damage, Additional Effect removes Status Effects - Obtainable from Yggdreants (Yumcac and Wopket) in wild keeper reives and delve in yorcia wadel. Whether AoE damage for a cheap cost, with the main benefit of eliminating all status effects from yourself. I don't know if it affects dementia, but it can eliminate doom (but not a 100% chance though). Very useful for an un restrained learning spell. lv 99 - Crashing Thunder - Magical - 172MP - AoE Thunderstorm Damage - - (Birds) - Can be achieved from waktza (Hurkan and Cailimh) from Marjami Ravine WKR and carefully studied. Is this supposed to be stronger than Thunderbolt? I tried a thunderbolt stab and a thunderbolt against the rocs, both with relationships burst up, and thunderbolt did more damage with the benefit of stunning for a good long time. Thunderstorm stabbing is learned later than thunderbolt, and costs mp more, but seems less useful. What is SE thinking? Wouldn't something like brownout or half a dozen other thunderbird spells be more useful? Who has the actual state effect on them? Perhaps if this was not an unconscionable learning spell, it would be more useful. lv 99 - Polar Roar - Magical - 126 MP - AoE Ice damage with additional effect blind - Cehuetzi (beasts) - Obtainable from Cehuetzi (Kumhau and Uktux) and kahmir drifts WKR's and Delve. There is a strong binding effect that has the opportunity to break when the bound target is damaged. It can last a decent time too, like two minutes when not resisting or broken early. Một câu thần chú học tập không kiểm chế. Spell.

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