

# BLU Spell Learning Guide: What to do on a fresh Blue Mage after hitting 70 (5.45 version)

In case you're still leveling/not sure how to level/have various questions, feel free to join the Blue Academy discord <https://discord.gg/eeF5mdk> which has many guides for new BLUs as well as an active community to answer your questions(make sure to check the FAQ first though).

So you just hit 70, either solo grinding or getting power leveled, and now you have over 100 spells to learn and don't know where to begin. I will go through the steps that I think are the most efficient to start being the powerhouse BLU can be. Note that there's various ways to progress, and having a friend (or more) help you would speed up the process a lot, but I'm going to assume you're mostly solo, and maybe it's been a few months since the update so finding BLU parties isn't that easy anymore or you play off hours or you just don't like grouping. Luckily, in 5.45, many new spells were added that make actually learning stuff on your own a lot easier.

So first off, the very first thing you should do is get your gear obviously. Get a full set of Augmented Scaevan with poetics, and then buy lvl VI materias(crit/dh mostly, although spell speed is fine too) and meld all that. There's no reason not to get these, poetics are easy enough to farm and the full set isn't that costly, nor are the materias. You'll want to fine tune your gear eventually if you're interested in Best in Slot stuff, but ultimately you can clear all content with just Scaevan.

Now that's done, let's get started. Your goal here is to get a basic set of spells that will let you solo easy content, to get the better spells to solo the harder content.

## Starting Spells

To begin with, you're going to get a bunch of spells on overworld mobs, since those are easy enough to get on your own. They're a random chance so they can take a few kills but shouldn't take more than 20mins to get all of these. You can consult any BLU spell guide to find the exact location if you're having trouble(for example

[https://ffxiv.consolegameswiki.com/wiki/Blue\\_Mage\\_Spells\\_Learning\\_Guide](https://ffxiv.consolegameswiki.com/wiki/Blue_Mage_Spells_Learning_Guide))

You'll want, in no specific order:

Sonic Boom (Sea of Clouds, Anzu)

Alpine Draft (Sea of Clouds, Griffin)

Whistle (Sea of Clouds, Dhalmel)

Exuviation (Sea of Clouds, Abalathian Wamoura, check a guide for conditions)

Final Sting (Middle La Noscea, Killer Wesp) ***This will not be used for learning***  
 Blood Drain(Lower La Noscea, Cave Bat)  
 Flying Sardine (Easter La Noscea, Apkallu, optional but useful when soloing)  
 Basic Instinct (Upper La Noscea, Master Coeurl)  
 Toad Oil (Western Thanalan, Giggling Gigantoad)  
 Triple Trident (Yanxia, Namazu)  
 Tingle (Yanxia, Namazu)  
 Ultravibration (The Peaks, Kongomate)

Now that you have these, that's 10+spells. You can now get Whalakee Totems from the NPC in Ul'dah next to the class trainer. You might need to do a few of your quests first, which have spells required for them so you might as well get these too. In case you need Mind Blast from Tam-Tara Deepcroft, it's worth noting that this one is a guaranteed spell even if unsynced, just don't kill the boss before he casts it(need to lower his hp without killing him). Same for Glower much later, can do it unsynced and learn the spell guaranteed.

The Whalakee Totems you're looking for specifically are Off-Guard(5spells), Mighty Guard(10spells) and White Wind(also 10spells).

Your setup should look like this(can add more spells if you have them too, since there's obviously a lot of empty slots).



## Eruption

Now you can go get your first primal spell, and the easiest by far, Eruption from Ifrit normal. To do so, simply open the DF options and select Undersized and also select Level Sync. This means you'll enter at the proper level and have a 100% chance to learn the spell. Ifrit is very easy to beat with this setup, simply buff up with Mighty Guard+Basic Instinct+Toad Oil, use your Whistle Tingle Triple Trident combo, spam spells normally, heal up with White Wind when needed. In the video I final sting but you shouldn't as you cannot learn skills with Final Sting(I forgot that's the case), so just finish it normally

<https://www.youtube.com/watch?v=6MfQhZkRZcw>

## Ram's Voice

Now you'll want to get Ram's Voice, which is one of the strongest solo spells, since it disables enemies that can be frozen for a very long time, and will let you instantly kill them with Ultravibration. There's 2 main ways you can get it solo, the shortest is via the Chimera fight for the ARR relic(if you haven't unlocked this, it doesn't take very long, just start the relic quest(Vesper Bay, Nedrick) and advance it a few steps until you unlock the Chimera trial. This is however a pretty challenging fight(with the current loadout). The other way is Cutter's Cry dungeon, however it is pretty long since the Chimera is the last fight in there. Another way that is easy to solo but very RNG based since it isn't guaranteed is to do the #21 or #25 Carnivale fights.

For either of the non Carnivale ways, I'd recommend bringing a friend to speed up the process and make it easier, especially a healer. Here's a video of me soloing the Chimera trial, as you can see there's a few somewhat close calls so it could take a few tries. You want to remove the 30secs and 15secs paralyze especially with Exuviation, and you want to keep yourself somewhat high hp. Interrupting the Ram's Voice in the later part of the fights is also useful since it becomes unavoidable and does pretty good dmg. Just make sure you let it cast at least once early on to learn the spell(might as well let Dragon's Voice cast too so you get both). Again don't Final Sting like I do.

[https://www.youtube.com/watch?v=vx-bnwxn\\_Hg](https://www.youtube.com/watch?v=vx-bnwxn_Hg)

## Aetherial Mimicry

Alright now that you have these basic spells, it's time to learn Aetherial Mimicry, which is one of the stronger spells you can get and the one that lets you do group content easily. Technically you could probably learn it before Ram's Voice, but Ram's Voice makes it easier. Aetherial Mimicry is learned from the adds on the first boss of Pharos Sirius Hard. You don't have to kill the boss, and as such it's only a matter of clearing a few trash mobs before learning it. Here's a solo video of it:

<https://www.youtube.com/watch?v=pINFgVT4MOc>

Great, now we have Mimicry and it makes soloing stuff a lot easier. Mostly because you can now replace White Wind with just Exuviation, with Healer Mimicry making it a 300potency heal and Basic Instinct doubling that, making it a very potent heal that only costs 200mp instead of 1500mp. No more Blood Drain!

## Pom Cure

But wait, there's an even greater healing spell, Pom Cure. A 500 heal potency(with Healing Mimicry) on a shorter cast time. It's not even that hard to get, because it drops from one of the moogles on Mog King Hard, but you don't have to finish the fight to get it. Simply kill the healing moogle after they cast Pom Cure and you're good. Here's a video:

<https://www.youtube.com/watch?v=Zl9L-W0FitI>

## Song of Torment

Finally there's one more of the "basic" spells you'd want to get, Song of Torment. This is a 30secs DoT that does a lot more damage than any other spell, so you want to keep it up at all times, using Bristle(Eastern Shroud on Boars) first to buff the potency to 75/tick. To get Song of Torment, you need to do Pharos Sirius, which is the first full run dungeon we'll tackle. I'll post an edited video where I remove the couple of wipes on the 2nd boss due to not remembering exactly how the mechanics work(don't break eggs, kill the little birds asap, keep yourself topped off after the aoe wind dot since the tank buster does a lot of dmg). The first pull is also pretty spicy but you can just split it up if you prefer not dropping to 30hp.

<https://www.youtube.com/watch?v=zAiRDcJcHD0>

With these spells acquired, you're now ready for the rest of the content.

## What's next

I suggest tackling primals first for their oGCDs, primarily by unsyncing them and dealing with the random low chance to learn rather than trying to sync solo them. As usual if you can get a group that's optimal.

Do remember they share cooldown with each other sometimes, so you don't need ALL of them asap, only one in each shared cooldown. For example Ramuh and Titan share a cd, so you should aim for Ramuh(which is better since it's ranged) and ignore Titan until later. Garuda shares with Ifrit, so you can safely ignore this one too for a while(it's a very slight potency gain due to dots benefitting from spell speed scaling). Shiva and Leviathan share a cd but Leviathan is terrible, and Shiva requires EX, so this one is better done unsynced usually anyway. Sophia

shares a cd with Brute Justice from Alexander 8, and while both are useful in their own right, just getting one is usually enough(J Kick from Brute also acts as a gap closer which is useful to setup Triple Trident).

You'll also want Surpanakha, Nightbloom and Phantom Flurry since those are very strong and don't share cooldowns(Nightbloom technically shares a cooldown with Both Ends, but is vastly superior to it so you don't really need to bother with that one either until you're just filling up your book).

You should also start clearing the Carnivale, where you can learn a variety of spells(random chances only however, not 100% in there). Your main goal here should be to clear any 10floors, to get Moon Flute via Whalagee Totem, to make Final Sting bigger. It'll also be great for your opener once you have enough spells to fit, let you frontload stupid amounts of damage that'll make even 80 NINs scared. You will also eventually(especially when you want to do harder content) need to do 30floors for Angel's Whisper, the rez.

Here's an example, a solo video of Shiva EX unsynced with base spells so you can see how to grind for some of the stuff, it's nothing complicated, but you do have to wait for the spells to be cast(in this case it takes a while for her to switch to bow and use Glacial Dance, some others will be spamming their spells). Do note that for any of them, doing it synced with a proper party is a guaranteed learn, so you should only bother with this way if you can't find a party.

<https://www.youtube.com/watch?v=sCc1RqRUBFo>

Also worth noting that some things you'll need a group for regardless, notably the 2 lvl 70 trial spells(Tsukuyomi and Suzaku) since unsynced or not, you're not outleveling them. Some of the 70 dungeons also look very hard to solo(the last few especially since you can't leverage your ilvl advantage).

## Other spells to get

A quick list of the "must have" spells for each role so you can figure out what to farm first after that, this doesn't list primal spells(which are must haves for everyone) as well as spells already listed. Also not included is Angel's Whisper(clear 30 floors of the carnival) which is a must have for everyone also, so do finish your Carnivale at some point once you have a good variety of spells to deal with the puzzles, it's very fun.

### DPS

- The Rose of Destruction (Temple of the Fist, very hard to solo due to trash mobs being immune to freeze)
- Matra Magic (Whalagee Totem after having learned 100spells)

- Cold Fog (The Burn, very hard to solo due to the last boss doing ridiculous tank damage)

#### Tank

- Diamondback (Steps of Faith from the turtle add or Vigil hard from the turtle boss, both should be soloable)
- Chelonian Gate (Hell's Lid, potentially soloable)
- Dragon Force (Whalakee Totem after having learned 100 spells)
- Devour (Caduceus in Coil turn 1 or Decaying Gourmand first boss in Lost City of Amdapor)
- Frog Legs (Porrogo in Dravanian Hinterlands)
- The Look (Necrologos: The liminal ones, a leve quest in Mor Dhona, if it's not there do another to rotate the list until it pops)

#### Healer

- Strotam (Lakshmi, might be soloable unsynced)
- Angel's Snack (Whalakee Totem after 80(85?) spells)
- Gobskin (Alexander 10 or the A rank hunt in Hinterlands)