

# 5.x Red Mage Rotation Overview

Holy Shit, Reprise Had a Glow Up Edition

(Updated for 5.1)

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Hello, my name is Turing (and now also Hinoka), and to bridge the gap between now and the completion of the 5.x Red Mage guide, I'm providing this document detailing our best understanding of the most major changes to Red Mage for the upcoming expansion. For further information, please consult the RDM channels on The Balance discord.

## Enhanced Manafication

Manafication works as it did in Stormblood, but thanks to this trait, gained at level 74, it grants an additional effect of a 5% personal magic damage buff for 10 seconds, and the recast timer of Manafication itself is reduced to 110 seconds.

With this reduced cooldown, Manafication may become available at a time that works out to be much closer to the optimal point in terms of mana generation -- closer to 50|50 as opposed to 65|65. The timing is also remarkable in being less than 2 minutes, which means that our use of it can be adjusted forward or *back* relative to e.g. the 2 minute raid window.

## Enchanted Reprise

In the lead-up to the expansion, the initial potency of Enchanted Reprise was set to make it useful for using whenever possible between full-power Manfications, adjusting alignment and spending gauge we would otherwise waste. However, the eleventh-hour potency reduction to the skill has put it in a much different spot.

Enchanted Reprise was buffed from it's sorry launch state in 5.05, raising its potency to 250 while also lowering it's cost to 5|5 mana. While it is still worse than normal casting, these buffs allow it to finally have a much better use in our kit, making it a viable option for extended movement where a slidecast, dualcast, and swiftcast would have not been enough for the full continuous movement.

Enchanted Reprise was buffed even further in 5.1, keeping it's mana cost 5/5 while boosting its potency to the original Media Tour value of 300. What does this mean for us? Well, with its potency boost, Enchanted Reprise now has a higher PPS than even casting, allowing us to more freely use it without losing damage like we used to. **Using Reprise rotationally is now a DPS gain as long as you don't miss out on a melee combo over the course of a fight, as well as being much more attractive as a movement option.** In most cases, you will want to use it 2 times per Manafication cycle, with extra uses being gained from good proc luck. Enchanted Reprise should be used to dump mana now (though preemptively, instead of right before a combo), and Moulinet finally returns to only being used in AoE situations.

### **Enchanted Moulinet (Single Target)**

With the change to Reprise in 5.1, this section is now completely deprecated. **Do not use Moulinet to dump mana in single target, instead use Reprise preemptively to prevent overcap.**

### **The 110s Rotation (Standard Rotation)**

The most straightforward method is to use Manafication as frequently as possible, by using it as soon as possible. By pushing us immediately into a melee combo, Manafication functions as a reset point to the typical timing of our rotation, so even if using Manafication earlier does not gain us a use of the ability itself, it can push us ahead and lead to getting another melee combo in the fight. This is the 110s rotation, where you use Manafication on cooldown (every 110 seconds), and perform as many melee combos as possible.

After following the opener, keep Manafication on cooldown as strictly as possible, ignoring that you may overcap mana when you hit it. Corps-a-corps can be used 3 times between casts, and held for a collective 30 seconds. Displacement/Engagement can be used 4 times between casts if you can avoid holding it for a cumulative *5 seconds*, but failing this do not stress, and instead welcome the extra 35 seconds that you can hold the casts without losing a use. 4 Engagements = 3 Displacements, so consider what is more likely for you to execute, and where you can get an extra Displacement if you try for 4. Due to the way it aligns with our melee combos, you are unlikely to get more than one additional Displacement by this method.

### **The 120s Rotation (Sync Rotation)**

Thanks to the 110 second cooldown and the timing of Manafication in the opener, your second use of this ability will line up with your second use of Embolden, and with the 2 minute raid cooldown window. After this, by holding Manafication for 10 seconds between uses, you can keep this alignment and reap the extra damage of the raid window. This is the 120s rotation, where you use Manafication alongside Embolden, to maximize the damage from your Manafication burst.

After following the opener and performing the first 110s cycle to align Manafication with Embolden, continue pairing these abilities. Always prioritize pressing Embolden, as drift on Manafication can be mitigated. Corps-a-corps can still be used 3 times and held now for 40 seconds. Theoretically you could occasionally delay your Manafication use a little longer to get one extra cast, but keeping in mind the goal of this rotation (stacking your +magic damage buffs into the raid window with your highest magic damage burst), this method does not come recommended. This option provides 15 seconds to play with to try and get more Displacements between casts. This rotation is at its greatest when used in shorter fights, and in compositions with numerous raid buffs.

## Other Considerations

- Flexibility. In either case, the rotations are composed of cycles, either 110s or 120s, that can be mixed and matched as phasing allows. I encourage readers to be comfortable with both types of cycles, so that it is easy to work with either.
- Manafication use. More math needs to be done, following the potency change to Reprise, to answer the question of what we should now be doing with Manafication. Do not discount the possibility that holding Manafication for after a melee combo could now be a gain in certain parts of a fight. In general, this cannot yet be recommended.
- Due to the MP changes of our spells in 5.05, using Lucid Dreaming on cooldown is no longer required. Our rotation is no longer MP negative as it was before, so use it at your discretion.
- Materia. I cannot provide an official word on what materia to use yet, and when it comes to eventual BIS it will depend heavily on what gear is available. For the interim, I will say this: you cannot go wrong with Critical Hit and Direct Hit, particularly if you find yourself able to meld a great deal of Critical Hit. Avoid melding Spell Speed.

## AOE Rotation

4+ Targets: Use Veraero II/Vethunder II, followed by Impact, while weaving your direct damage oGCDs in as necessary (ideally target the highest health or most threatening mobs of the pack). If you have Manafication or Embolden ready or coming off cooldown soon, endeavor to maximize value for these abilities, if you think the pack will last long enough.

In the case of Manafication, you will want to build up 50|50 or greater gauge before using it, to get a full 5 Moulinets under the buff, and ideally Swiftcast Impact at the end. For Embolden, try to build up to 100|100, for a similar reason. If you have both, you can build to 90|90 or more before using Embolden, Moulinet twice, Manafication, then Moulinet 5 more times followed by Swiftcast Impact.

If you are going for maximum efficiency, do not sit on Embolden or Manafication overlong just to set up this burst. Your party will benefit from more Embolden casts throughout the fight or dungeon, and you will benefit from more Manafication casts.

3 Targets: When facing three targets, Moulinet's value consideration changes enough that rather than use it whenever it is ready, you should hold it until you are near to capping your gauge (above 90|90), and only use it to keep from overcapping, **or** if you have buffs such as Embolden or Manafication up.

2 Targets: Against two targets, Jolt II is minorly more powerful than using your shortcast AOE's. Follow the 3 Target rotation, but cast Jolt II instead of your shortcast AOE's, and as always consume any Verstone and Verfire procs you started with when they are available.

## **Openers**

### **What do the numbered notations in the opener names mean?**

The first number listed in the names for each opener refer to the GCD we use Embolden on, and the second refers to the GCD we start melee combo on. For example, a 5-10 opener will have Embolden in the oGCD window after the 5th GCD, and the melee combo will start on the 10th GCD.

### **Why are there 2 different timings for Embolden?**

Due to Battle Litany, Chain Stratagem, and Technical Step historically being used earlier, and the changing of Trick Attack timings due to its rebalancing, most party compositions will benefit more from an earlier Embolden, allowing more of the party's burst to fit within new buff windows. Using Embolden on the 3rd GCD is the standard now, but consider using a 5th GCD Embolden if you have a SAM.

### **x-8 Openers**

- These openers take advantage of Acceleration's changes to guarantee us an earlier melee combo, whereas before we had to rely on proc luck.
- Gets more of the opener melee combo under buffs.
- Due to the lack of weaving windows for this opener, it requires using Engagement over Displacement, accepting the potency loss in order to gain potency from other places.
- Since Manafication is used earlier, this may lead to doing a 115s rotation cycle afterward if you want to hit the 2 minute buff window.

### **x-10 Openers**

- These openers are modified versions of the 5.x standard opener, maximizing mana generation and cooldown usage.
- Starting melee combo at the 10th GCD allows us to get 2 Displacements in the opener.
- The extra mana generated due to an extra Dualcast pair being doubled by Manafication allows for more uses of Reprise per cycle, as well as accelerating your mana generation towards the second combo.

### **ALL OPENERS ARE WRITTEN AS WORST CASE SCENARIO**

**If you have a proc, you can use it in place of the Jolt II in the x-10 openers.**

### 3-8 - The Standard Opener



### 3-10 - Modified Nuovo



## 5-8 - The Standard Opener



## 5-10 - The Nuovo Opener

