



Blue mage quest start

magicians can learn blue magic from different enemies, making them incredibly versatile in battle. Complete the quest below to unlock the blue magic level 50 Limsa Lowinsa Lower Decks (X:9.9 Y:11.0) Zealous Yellowjacket Complete the main screenplay quest The Ultimate Weapon. Blue magician is known as a limited job. There are several important points that distinguish it from other jobs. Blue magician operates independently of other classes and jobs, starting at level 1 with a maximum level of 60. When playing as a blue magician, it is possible to participate in tasks with other players in preformed or substandard parties. However, the following tasks remain inaccessible: Duty Roulettes The Forbidden Land, Eureka * It is not possible to switch to blue magician after entering the instance. Squadron Missions Deep Dungeons PvP, including duels * However, it is possible to enter the Wolf's Den as a blue magician. Stone, Sky, Sea Hall of the Novice Blue mages gain more experience fighting enemies in the open world than other jobs. * No bonuses are awarded to experience gained with FATE or guildleve enemies. Blue magician cannot be used to get through the main scenario. Retainers cannot be assigned to the blue mage task. Instead of getting new actions by raising in level, blue mages teach them from enemies. To do this, you must first witness an enemy perform a special attack in battle. Once it is defeated, you have a chance of acquiring the the * Function level does not affect when an action can be learned. All the spells you've learned are included in the Blue Magic Spellbook. The book also contains hints on how to acquire other spells. Before spells can be set on your hotbar, they must first be selected as active actions. You perform up to 24 active actions cannot be changed during battles or during certain tasks. Active actions can also be saved together as a set. Up to five active sets can be saved * The currently selected active set does not affect the layout of your hotbar. Certain blue magic spells can be acquired through Whalagee Totems. To obtain these items, complete the blue mage quest Blue Leading the Blue and certain achievements, then speak with Wayward Gaheel Yes in Ul'dah - Steps of Thal (X:12.5 Y:12.9). The Masked Carnivale gives blue magicians a chance to test their skills against a range of opponents. The Real Folk Blues Blue Mage level 50 Ul'dah - Steps of Thal (X:12.5 Y:13.0) Maudlin Latool Yes Complete the blue mage quest Blue Gold and learn the blue magic spell Glower. Speak to the Celestium caretaker in Ul'dah - Steps of Thal (X:11.5 Y:13.2). Blue Mage level 50 Ul'dah - Steps of Thal (X:11.5 Y:13.2) Celestium attendant Complete the blue mage quest The Real Folk Blues. The Masked Carnivale consists of 30 stages in total. You can view a list of all available stages by speaking to the Celestium supervisor. Keep in mind that when you start a phase, you don't register or remove active actions. Many enemies that appear in the Masked Carnivale are weak for a particular element, which can be confirmed when viewing the list of stages. Use this to your advantage and set your actions accordingly. The basic weakness of enemies is also indicated by an icon above their display names. After completing a performance, your clear time, bonuses and score will be displayed. Bonuses are awarded for meeting certain conditions and affect the score. Weekly goals: beginner, moderate and advanced. To view the terms and conditions, select a performance with a weekly goal, marked with an icon. This information can also be viewed in the Timers menu. * The additional rewards for a weekly goals are reset every Tuesday at 12:00 pm.m. With the blue magelog you form parties with other blue magicians and participate in specific tasks. Blue Scream of Death Blue Mage level 60 Ul'dah - or Thal (X:12.5 Y:13.0) Martyn Complete the blue magic spell Frog Legs. Completing this quest unlocks the blue magic in the Face and learn the blue mage quest Blue in the Face and learn the blue magic spell Frog Legs. Complete the blue mage quest Blue in the Face and learn the blue magic in the Face and learn the blue magic spell Frog Legs. Complete the blue magic spell Frog Legs. start tasks. Please note that the completion of the counts for the progress of the blue magelog only if the batch meets the size requirements. For this reason, it is recommended that you avoid using the Undersized Party option. If you complete tasks listed in the blue magelog, they will appear as complete, provided you meet the requirements. Various rewards will be awarded upon completion of these tasks. Greater rewards are earned the first time a duty is completed via the blue mage log. Larger rewards are given for completing tasks marked as weekly goals, which are marked with a silver star. * The additional rewards for a weekly audience can only be earned once a week. * Weekly goals are reset every Tuesday at 12:00 pm.m.PST). In addition to the standard weekly objective, marked with a gold star. While the main objective offers increased rewards, the difficulty level is significantly higher. The tasks selected as main objectives are otherwise not accessible via the blue magic log. The Blue Mage is one of final fantasy's most beloved and unique classes, and the Blue Mage is the first Limited Job and is primarily designed to be played solo and can, at present, only reach level 50 instead of the current level 70 cap used for all other jobs. That means the Blue Mage can't be used in endgame dungeon or raids, and it's also limited to joining a host of other group activities like PVP. By far the biggest difference, though, is that the Blue Mage doesn't automatically learn new spells by leveling up. True to design in older Final Fantasy games, The Blue Mage is a spell thief who takes skills from a wide range of monsters. All these limitations may sound cumbersome, but the FFXIV Blue Mage is a lot of fun to use, comes with exclusive solo missions and is a great distraction from the usual gravel. How to unlock the Blue Mage in FFXIVTo unlock the Blue Mage, you must first complete two major milestones that shouldn't be a problem for veterans, but will take a very long time for new players. First, you must have completed the entire 2.0 storyline, which is the main story that was first launched with A Realm Reborn. If you're brand new, you can buy premium boost drinks to skip these requirements, but since the story is a big part ffxiv's profession, we don't recommend that. Once these requirements are met, you speak to the Zealous Yellowjacket found in Limsa Lominsa. Lower Decks near the aetheryte crystal to begin the out of the blue search. It's a simple quest, so complete it and you'll receive the Blue Mage spells? To unlock Blue Mage spells, you must first witness a monster using that spell in battle and then defeat the monster Depending on the rank of the spell (going from one to five stars), you have a chance to automatically learn the spell after the monster dies. You don't have to shed it before it dies. You know you learned the spell successfully when the words Action Learned cover the screen. You can find your new opportunity in the Blue Mage spellbook in the drawing menu. Essentially, finding all 49 spells is a giant collect-a-thon that will take you to every corner of Eorzea. Before you use your spells, however, you must first set them as an active action. Although the Blue Mage has 49 spells to learn, only 24 of them can be used at once. You also have up to five action sets of 24 spells, giving you some flexibility in what skills you bring into battle. FFXIV Blue Mage skills along with the requirement for unlocking them. Stars give the rank of the spell and how difficult it will be to learn. Coordinates for samples are in brackets. Thanks to the FFXIV wiki for all the research. Water Cannon (*)Delivers water damage with a potential of 120. Complete guest 'Out of the Blue'. Sticky Tongue (****)Draws goal to caster. Level 2 Cane Toad in You Call that a Toad Fate in Lower La Noscea (24,22)Level 14 Toxic Toad in Central Thanalan (27,19)Level 22 Laughing Gigantoad in Western Thanalan (15.7)Blood Drain (*)Deals 'unaspected' damage with a potency of 20.Level 7 Cave Bat in Lower La Noscea (27.16)Level 14 Sun Bat in Central Thanalan (26.18)Level 20-21 Black Bat in East Shroud (17.23)Bomb Toss (**)Deals fire damage with a potential of 110 to all enemies at a designated location. Level 5-7 Goblin Fisher and Goblin Gambler in Middle La Noscea (23,21)Faze (***)Stuns all enemies in a cone in front of you. Level 6 Qigirn Gullroaster in Survivor Rats Fate in Central Thanalan (18.20)Level 9 Qigirn Shellsweeper in Central Thanalan (16.19)Level 30 Qigirn Gullroaster in Careless Whiskers FATE in Eastern La Noscea (29.34) Level 32 Qigirn Gullroaster in Eastern La Noscea (26.32) Ice Spikes (*) Counters enemies with ice damage every time you suffer physical damage. Level 9 Trickster Imp in Central Shroud (27,24) Acorn Bomb (*) Puts target and all emies to sleep. Cancels automatic attack upon execution. Level 12-17 Treant Sapling in North Shroud (27.28)Level 12-17 Treant Sapling in Central Shroud (27.15)Level 14 Treant Sapling in East Shroud (27.15)Level 14 Treant Sapling in East Shroud (13.25)Self-destruct (*) Deals fire damage with a potency of 900 to all and nearemies self. Level 12 Glide Bomb in Western Thanalan (27,16)Level 17 Blasting Cap from dungeon Copperbell Copperbell 17 Flambeau from dungeon Copperbell MinesLevel 20 Gas Bomb from dungeon HalataliFinal Sting (**) Deals unaspected damage with a potency of 1,500 while inacitating self. Level 13 Killer Wespe in Middle La Noscea (15.15) Level 35 Temple Bee from dungeon The Sunken Temple of QarnMind Blast (*) Treats uninspected damage with a potency of 100 to all enemies nearby. Level 16 Galvanth the Dominator from dungeon The Tam-Tara DeepcroftBristle (**) Increases the potency of the next spell by 50%. Level 20-21 Wild Boar in East Shroud (18.24) Padolie (**) Increases the potency of the next spell by 50%. Level 20-21 Wild Boar in East Shroud (18.24) Padolie (**) Western Thanalan (15,7)1000 Needles (****)Deals a fixed 1,000 damage which is shared by all enemies around you. Level 26 Sabotender Bailaor in Southern Thanalan (16,15)Level 38 Sabotender Desertor in Dungeon Cutter's CryPlaincracker (**)Deals earth damage with a potency of 130 to all nearby en. Level 28 Clay Golem in North Shroud (19.29)Level 29 Sandstone Golem in Outer La Noscea (16.1 Level 50 Gogmagolem from dungeon Copperbell Mines (Hard)Azulmagia from Stage 25 Masked Carnivale Dirty Rotten AzulmagiaLevel 5 Petrify (**)Petrifies all enemies in a cone in front of you. The chances of a successful attack are slim. Enemy level must be a multiple of 5. Has no effect on enemies whose level is higher than yours. Level 28 Manor Sentry from dungeon Haukke ManorFlying Sardine (*) Treats unauthorized damage with a potency of 10.Level 30 Apkallu in East La Noscea (27.35)Bad Breath (***)Blow harmful breath on all enemies in a cone in front of vou, inflicting Slow +20%, Heavy +40%, Blind, and Paralysis, Level 31 Poacher in Central Shroud (18.21)Level 31 Halitostroper in Central Shroud (15.21)Level 34 Poacher in South Shroud (20.28)The Ram's Voice (**)Deals ice damage with a potential of 130 All enemies around. Level 38 Chimera from Dungeon Cutter's CryLevel 49 Gorgimera FateLevel 50 Chimera from trial A Relic Reborn: The ChimeraAzulmagia from Stage 25 Masked Dirty Rotten AzulmagiaThe Dragon's Voice (**)Deals lightning damage with a potential of 110 to enemies nearby. Enemies within a radius of 8 yalm are not affected. Level 38 Chimera from Dungeon Cutter's CryLevel 49 Gorgimera FateLevel 50 Chimera from trial A Relic Reborn: The ChimeraAzulmagia from Stage 25 Masked Carnivale Dirty Rotten AzulmagiaThe Look (**)Deals unaspected damage with a potency of 130 to all enemies in a cone before you. Level 45 Denizen of the Dark in Necrologos: The Liminal Ones Levequest in Mor Dhona (29,12)Level 50 Anantaboga from dungeon Amdapor KeepPeculiar Light (**)Increases magic damage tasks by all 30%. This action does not share timer with all other actions. Level 45 Lentic Mudpuppy in Mor Dhona (13,10)Drill Cannons (**)Deals unaspected damage with a potency of 120 to all enemies in a straight line before you. Level 46 Abandoned Vanguard in Reverse Engineering Fate in Northern Thanalan (18.15)Level 50 Magitek Vanguard H-2 in Northern Thanalan (16.15)Glower (****)Treats lightning damage with a potential of 130 to all enemies in a straight line in front of you. Level 47 Coincounter from dungeon The Aurum ValeFlamethrower (****)Treats fire damage with a potential of 130 to all enemies in a cone in front of you. Level 50 Gobmachine G-VI from Dungeon Brayflox's Longstop (Hard) Level 50 Einhander and Magitek Gunship from The Dungeon The Keeper of the LakeAgua Breath (****) Treats water damage with a potential of 90 to all enemies in a cone in front of you. Level 50 Ultros from Trial The Dragon's NeckLevel 50 Leviathan from Trial The Whorleater (Hard) Ultros from Stage 20 Masked Carnivale Miss TyphonFlying Frenzy (***) Delivers a jumping attack with a potency of 80 to target and all nearby. Can't run while you're bound. Level 50 Zu from dungeon Pharos SiriusHigh Voltage (****) Treats lightning damage with a potency of 90 for all enemies in the vicinity. Level 50 ADS from Raid The Binding Coil of Bahamut - Turn 1, The Binding Coil of Bahamut - Turn 2Bestial Node from Stage 15 Masked Carnivale The Me Nobody NodesLoom (*)Move quickly to the specified location. Can't be used when bound. Level 50 Flame Sergeant Dalvag in Northern Thanalan (Rank B Elite Mark)Level 50 Dantalion and Phantom Knight in dungeon Tam-Tara Deepcroft (Hard)Song of Torment (**)Deals unaspected damage with a potency of 50.Level 50 Siren from dungeon Pharos SiriusSharpened Knife (****)Deals unaspected damage with a potency of 120.Level 50 Tonberry King from dungeon The Wanderer's PalaceSnort (****)Deals a 20-yalm knockback to all enemies in a cone before vou. Level 50 Typhon from Trial The Dragon's NeckTyphon from Stage 20 Masked Carnivale Miss Typhon4-Tonze Weight (****) Drops a 4-ton weight dealing unaspected damage with a potency of 110 to all enemies at a designated location. Level 50 Ultros from Trial The Dragon's NeckDiamond Back (****) Reduces damage by 90% and destroys most knockback and draw-in effects. Unable to move or take action for the duration of this effect. If used when Waxing Nocturne. The effect of this action cannot be terminated manually. Level 50 Cuca Fera from Dungeon The Stone Vigil (Hard) Level 50 Horde Armored Dragon from Trial The Steps of FaithMissile (****)Deals damage equals the current HP of half target. The likelihood of a successful attack is low. Has no effect on enemies whose level is higher than yours. Level 50 uit Trial Battle in de Big KeepInk Jet Jet unaspected damage with a potency of 120 to all enemies in a cone in front of you. Level 50 Cracking from dungeon Sastasha (Hard) Fire Angon (***) Treats fire damage with a potential of 100 to target and all enemies nearby. Level 50 Frumious Koheel Yes from Dungeon The Wanderer's Palace (Hard) Tail Screw (***) Reduces Target's HP to 1. The chances of a successful attack are slim. Has no effect on enemies whose level is higher than yours. Level 50 Karlabos from dungeon Sastasha (Hard)Level 61 Crag Claw in The Peaks (x27,y8)Feather Rain (*****)Hands out wind damage with a potential of 180 to all enemies at a designated location. Shares a recast timer with Eruption. Level 50 Garuda from Trial The Howling Eye (Extreme)Eruption (*****)Treats fire damage with a potential of 220 to all enemies at a designated location. Shares a recast timer with Feather Rain.Level 50) Ifrit from Trial Bowl of Embers (or the Hard and Extreme versions)Mountain Buster (*****)Deals earth damage to all enemies in a cone for you with a potency of 310 for the first enemy, 30% less for the second, 60% less for the third, and 70% less for all remaining enemies. Shares a recast timer with Shock Strike (*****) Deals lightning damage to the target and all enemies nearby with a potential of 310 for

the first enemy, 30% less for the second, 60% less for the third, and 70% less for all remaining enemies. Shares a recast timer with Mountain Buster.Level 50 Ramuh from Trial The Striking Tree (Hard or Extreme)Glass Dance ($\star \star \star \star$)Deals ice damage to all enemies in a wide arc to your fore and flanks with a potency of 290 for the first enemy, 15% less for the second, and 30% less for all remaining enc.for all remaining enc.for all remaining enc.for all remaining enc.for all remaining and. Shares a recast timer with Veil of the Whorl.Level 50 Shiva by Trial Akh Afah Amphitheatre (Extreme)Veil of the Whorl ($\star \star \star \star$)Enemies with water damage every time you suffer damage. Share a recast timer with Glass Dance.Level 50 Leviathan from Trial The Whorleater (Hard or Extreme)Off-Guard ($\star \star \star$)Increases the damage your target achieves by 50%. Recast timer is reset as the goal is KO'd in battle before the effect expires. This action does not share a recasting timer with other actions. White Wind ($\star \star \star$)Restores own HP and the HP of all members of the nearby party with an amount equal to your current HP. Learn 10 Blue Mage spellsMighty Guard ($\star \star \star$)Restores damage by 40% while reducing damage by 70% and increasing shelf power generation. Effect ends with reuse. Learn 10 Blue Mage spellsTransfusion ($\star \star \star$)Restores all HP and MP from a single party member while rendering yourself incapacitated. Learn 20 Blue Mage SpellsMoon Flute (\star)Grants the Effect of Waxing Nocturne, Increasing The Damage by 50% and speed of movement by 30%. Clear 10 phases in the Masked Masked ($\star \star \star \star$) Brings Doom to goal. When the effect expires, the target will be KO'd. The chances of a successful attack are slim. Has no effect on enemies whose level is higher than yours. Clear 20 Stages in The Masked Carnivale

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