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Ffxiv blacksmith leveling guide 70- 80

Shadowbringers UPDATED! Blacksmith power leveling to 80! Comparisons and value shifts of BSM levequest elements by layer! Problem 403: I tried something, hopefully relieving this issue for affected users. Please let me know if it helped! - Mahiko Speranzoso SanShB 5.3 UPDATED! Tribe of Dwarf Beasts and Ehl! TouRecent Update Log5.3 Updates nane beast tribe missions added to ShB level as a noteworthy EXP source. Ehl! Tou added as a custom delivery client option. Previous updatesKai Shirr added as a custom delivery client option in shb level. Essentially revamped L70 to L80 section: New skills & rotations! 5.2ish was a clusterF. Skills have changed TWICE in a short space of time. Everything's fine now! L70+ gear recommendation: Yellow Scrip equipment is now recommended, for a number of reasons (mainly, levelling statistics from 70 to 80 are barely needed)Blacksmith leveling- Navigation: [0-15] | [15-35] | [35-50] [5th-60] | [60-64] | [64-70] | [70-80] Metal casting and gilding at Ishgard? You found the right page. Welcome to the blacksmith leveling guide from 50 to 60 edition! What are you waiting for: let's move on! For quick reference I will put the BSM lever and classquest elements on top. Of both riders and the steel they carry - Integrity should be at the center of both. - Mahiko Anduril San.Blacksmith Levequest Table 50 to 60You can find a COMPLETE list (all eight DoH classes) of the tables above and below: Full list of objects 3.0 DOH Leve / Class Quest.Blacksmith Class Quest Table 50 to 60>> Important: UNLOCK MOOGLE BEAST TRIBE! <<Mooglee Beast Tribe Quests (Daily): Help your muscles over 50-53! The introduction of Mooglee Beast Tribe missions offers us perhaps the best method to help our struggling artisans overcome the difficult phase from L50 to L53. Starting Quest: Tricks and Stones NPC & Location: Chisel Thinking, Churning Mists (27, 34) MSQ Prerequisite: In the Aery Prerequisite Sidequests: Laying the First Brick.Why do Mooglee Dailies? They are EXTREMELY EASY, FREE, FAST and provide a PIECE of XP, especially useful for the first 3.0 levels, namely from 50 to about 53 (before you get a full set of 3.0 DoH Gear). EXP is achieved in the class with which you activated the mission; you can't change classes after completion and get XP on that, so be careful. Unlocking this can be a HUGE PAIN IN THE ASS. There are about 2.7 billion prerequisite missions, particularly painful for those who have not done research in Churning Mists. Good luck. I highly recommend saving them for your lowest level crafter or overcoming difficult levels. Once all your craftsmen have exceeded 53 spend them freely or on your highest level crafter! For those familiar with lxa! missions from previous levels, MOOGLE MISSIONS ARE MUCH EASIER. There are no fights or forced rallies involved. Before you start BSM 50+ Go to limsa's blacksmith guild and have your mission point to your new mission promoter. Now he's in Ishgard! Fremordain (Jewel Crozier) is your questgiver... and customer! Get 3 creation business issues Use them wisely! Read the damn tooltip. Reminder: DO YOUR GC TURN-IN EVERY DAY. If you can afford it, it's worth an arm and a leg of EXP, buy NQ if you have to! Go to Ishgard and complete the Inscrutable Tastes mission. Unlocks the Scrip turn-in system. Create scrips, turn-ins and your blacksmith: so how does all this work? Basically, you create collectibles and deliver them for EXP, and later, Scrips. This behaves like a free levequest! It's infinitely repeatable, as long as you can afford to make objects. How do I create a collectible? Using the Collectible Synthesis ability gives you a status effect where everything you create will end up as collectible. UNLIKE CRAFTING'S NORMAL HEADQUARTERS, it doesn't matter. An item collection is defined by its quality upon completion. So you don't need HQ everything you create – just make sure you reach the slightest collectibility! When finished, you are prompted to keep the item as collectible or to complete the synthesis normally. These items cannot be stacked, sold or exchanged. You can also lower an item from a collectible to a regular item! Blacksmith Level 50 to 52 Fermo level (Battle class) is an EXTREME value for Blacksmith, and other DoHBSM 50 Levequest comparison:Mythrite Patas: If you're going to make a single witty element - that's it. Mythrite Katzbalger: Requirements of the garbage mat compared to the above. Mythrite Nugget:(R) Basic triple ingot. Cheap, but hard to headquarters alone. What I did in this level: Ok, before proceeding let me warn you that you have a hidden weakness at level 50. I don't know how else to explain it, at level 51 your ability to create recipes 3.0 greatly improves. So in this case I just synthed like many Mythrite Nuggets (and sent my daily GC for the day – buy it if you have to or if you're afraid of failing) to reach 51. At 51 do the recommended levers above. If you have a higher level ARM, use it to create the various ingots for your BSM! BSM Equipment Control 52.53: Depending on how solid your DOH equipment was coming in 50+, upgrading the main hand to L52 to Mythrite Lump Hammer and Offhand to 53 to Mythrite File is a significant gain in statistics. Just like HQ Rainbow Coatee. These three slots contain most of your stats: don't worry about the other items yet. Blacksmith Level 52 to 54BSM 52 Levequest comparison:Mythrite Stiletto: The best single lever in this level. Mythrite Zweihander: This just sucks. Mythrite culinary knife:(R) The cheapest of the three. What I did in this level: remember the gear notes I wrote above 52 and 53. As for the levers I was tied up for levequests this period, so I chose triple. Stiletto isn't all that bad: Wyvern Leather and Void Glue are the only limiting factors. Whatever you do avoids Zweihander. I'll let you know now - In general, in 3.0, BSM levequests range from lousy to not so lousy, I rarely felt happy to make them. I won't remind you any further: you can use your highest levelED ARM if you one, to help you create the basic materials you need for BSM synthesizers. Blacksmith Level 54 to 56BSM 54 Levequest comparison:Hardsilver Saw: it will be 99% cheaper to make than the KnifeTitanium Creasing Knife: But it still controls costs. It's not a bad winch. Titanium Barreled Aquebus:(R) The worst levequest in the game. What I did in this level: a little respite in this level as you can mix your mats to create the saw or knife. If you're tough and at this point you can... Buy NQ from MB or NPC and deliver them: here's how lousy BSM levers can be, to guide you to such despair. BSM Level 56 - Scrip Level Collectibles: Once you reach 56, you have now entered the scrip level! Trust me on this, you're going to need A LOT of these guys. Blacksmiths are a below-average class with which to grow scrips, but you should check every day in case you have mats for some valuable submissions! Blacksmith Level 56 to 58BSM 56 Levequest comparison:Titanium ingot: I liked this! The other doesn't exist in my eyes. Titanium Battleaxe: Haha, it's a joke, right? Titanium lump hammer:(R) Make 2 FOR YOURSELF FIRST! What I did in this level: ok listen - Titanium Lump Hammer may be a levequest object - but it's also your main hand and a CLASSY MISSION ITEM! Immediately I made one for personal use (it will last you at level 60). The second is for the presentation of the class mission. ONLY then would I consider making them for levequest turn-ins. It's your choice between the ingot and this. The ingot is harder from HQ, Lump Hammer is slightly more expensive (but faster to make). I'd like to explain how terrible battleaxe is. In the time it takes you to create the three ingots you need (you could have already submitted that as a harpy!), you still need 2 titanium rivets, with brown glue and sacred chestnut lumber - to complete that wit. Mr Lolno. SEEMINGLY TITANIUM NUGGET CAN LOOK LIKE A COLLECTIBLE L56+! If it was generated for you, DO BSM asap! Blacksmith Level comparison from 58 to 60BSM 58 Levequest:Adamantite Nugget: Your only choice, but it's not good. Adamantite Dolabra: These are hard to create like a cool 60... but now?? Adamantite Zweihander:(R) The worst levequest in Game II.This level is the only real junk. What I've done in this level: Guys, this is not a joke. Making one of these levers will result in your madness. Adamantite Nugget is your only choice, and even then - it's VERY DIFFICULT to create and headquarters on your own without a decent set of equipment. You have some options here, none of them are great... Do older levers. (I did it to some extent) (What I did) Use the problem manual and try to safely create as many Adamantite Nuggets (you'll still use a lot of them). Check the scrip turn-ins for anything good. Send NQ that you can pick up cheaply to MB or NPC (Despair)Do a few days of GC turn-in (also terrible since it's adamantite level). Whatever you choose, it will probably sacrifice SPEED, EFFICIENCY or You won't be happy to do any of the methods to reach the 60s, but at least you're not alone. Good luck with the final push, man. Blacksmith Leveling- Navigation: [0-15] | [15-35] | [35-50] [5th-60] | [60-64] | [64-70] | [70-80] If you survived the slog at BSM 60, you deserved congratulations! Fremordain would probably say, for hitting anvil or enemy forces - only determination would see you to the end. For more great FFXIV updates, like on Facebook! Send a message and follow us on Twitter! Check out YouTube and Twitch! GL get L60 Blacksmith and see you in Eorzea!! [Next to BSM from L60 to 70!] Join our Cross-World IRL Linkshells (socials lol): contact us about everything and everything. Don't be shy! Do you love our guides and want us to know? Do you have any questions or corrections? Improvement tips? TALK TO US! What, you say? Comment below if it's this guide. Send us a message on any of our social media above about anything. We're arranging our email situation if you're sorry. Pages: Page 1, Page 2, Page 3, Page 4, Page 5, Page 6, Page 7 7

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