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Black Mage is probably best described as the most difficult of the caster jobs. The job is unique as DPS because all its damage comes from his GCDs. The basic rotation includes spending MP in Astral Fire for high damage spells and switching to Umbral ice to win back MP. While it is missing in the burst phases seen with the other two roles, Black Mage provides consistently high damage throughout the encounter. Black Mage in 5.x is very similar to Stormblood, with its new additions and changes that smooth rotation and downtime as well as giving it a powerful instant cast every thirty seconds in the form of Xenoglossy. The job has a very simple base rotation, but players will quickly find that random Procs or mechanics require them to adjust spontaneously to successfully continue their rotation. With this guide, we hope to help players gain a deeper understanding of the work and options they can take in different situations. If you've been involved in the hot and cold journey of leveling Thaumaturge in Black Mage, you've found the right place. Hopefully our Thaumaturge Leveling Guide will help you! While this page focuses on Thaumaturge information such as skills, properties, rotation, and playstyle notes. The GENERAL PROCESS you follow is described in our FFXIV General Leveling Guide – use it with this guide. If we look at this, are we in the A Realm Reborn Animal, because we just want to level our Thaumaturge on 30. Thaumaturge Unlocking? Other basics? How do I unlock the THM class? Taken from Thaumaturge General Guide & FAQ – which you should read if you need more basic information about THM. Location: Ul'dah - Steps of Nald, Thaumaturge's Guild (7, 12) NPCs: Yayake, Cocobuki Related Quests: > So you want to be a Thaumaturge > Way of Thaumaturge s> My First Scepter – Other: You can also start the game because ThaumaturgeThaumaturge is a Magical Ranged DPS class (commonly referred to as Caster). Also, if you are curious about the job you are doing, Thaumaturge are the prerequisite class for unlocking Black Mage. This guide has three main segments: Thaumaturge Leveling Rotation & Skill Changes – How new skills affect your game. Thaumaturge L1 to L16 - General reminders and notes. Thaumaturge L15 to 30 - General reminders and notes. I will mention it again, knowledge from General Leveling Guide is REQUIRED. I put rotation changes on top because you could reference them frequently. Without let's get it. Thaumaturge Rotation for leveling, abilities, characteristics, Etc. In this segment, we'll downstate how each skill and property affects the rotation of your Thaumaturge throughout the leveling process. L1 Skill Unlocked Blizzard - Your simple and only spell for now. You get a buff called Umbral Ice while casting the mana rain massively improves. I'll explain more as soon as you reach L4 to get the Transpose skill. L2 Ability Unlocked Fire - The other half of your basic spells. You get a buff called Astral Fire when casting this, which results in your MP rain being 0, but giving you a massive damage boost. I'll explain more as soon as you reach L4 to get the Transpose skill. Basically use fire until your mana says you can't, then use Ice. L4 Skill Unlocked Transpose – Transform your buff from Umbral ice to Astral Fire and vice versa. Now let's take a little break to talk about how these buffs interact. How does Umbral Ice, Astral Fire and Transpose work? Here we go! This is the basic foundation for THM and BLM, so you can drill it into your head even now. Here are the absolute basics of how this rotation works, but it will be changed when you win levels. Don't have a buff? Casting Ice Spell gives you Umbral Ice. Casting Fire Spell gives you Astral Fire. You Have Umbral Ice? Pouring ice refreshes the buff duration and at higher levels more stacks of Umbral Ice. The fire magic is all BUFFS. Now you are in the phase you don't have a buff?. Casting Transpose switches you to Astral Fire. You have Astral Fire? Casting Ice Spell ERASES ALL BUFFS. Now you are in the phase you don't have a buff?. Casting Fire updated buff duration, and at higher levels, more stacks of Astral Fire. Casting Transpose turns you to Umbral Ice. Transpose Notes, next: Basically, you can use Transpose to FOREVER AVOID the No buff phase. Continuous cycling between the buffs. Being in the no buff phase sucks because you need to use another spell just to get the desired buff, which is a huge waste of damage and side effects. There's a lot more, then the eye meets how mana rain tick and appreciate what magic is BEST to throw when you hit ice, and all the jazz I think I'll slowly introduce you to how you're going to rise. L6 Ability Unlocks Thunder - Your basic Damage over Time (DoT) spell. Use this as an opening spell and usually speak ONLY MANUALLY CAST IT DURING YOUR ICE PHASE. And just in case that's not clear enough, NOT MANUALLY THUNDER DURING FIRE. Also, don't thunder if your enemy dies shortly after – try to maximize the DoT. L8 Unlocked Addle role action – Reduces targets INT (reduces enemy magic damage). Has almost no benefit in non-boss encounters and basic leveling activities. L10 Skill Unlocked Sleep – An AoE sleep (damage awakens the targets, careful), this is serious content. But in solo and levelling it's great. In the outside world, you can sleep enemies when you have to escape, interact with objects, or talk to NPCs without interruption. In dungeons, you can single-handedly save your group from a swipe by only a chain when your tank dies for Not a bad skill for clutch moments. L12 Skill Unlocked Blizzard II - An AoE version of Blizzard that has the same rules for individual target storms. L15 Skill Unlocked Scathe – This is a desperation spell that you just cast if you can't throw anything else while you're moving. It is also ideal for killing low-level trash. Basically, Scathe is almost a fail case in any serious content. L18 Skill Unlocked Fire II - An AoE version of Fire that has the same fire logic. Note that this has an absolute titanic MP cost. L18 Role Action Unlocked Swiftcast – For THM (a caster without resurrection), this is basically used to throw while moving, that's it. While this does not seem like much so early, this is a huge BOON as you learn more and more about THM/BLM, and appreciate every inch of mobility you can afford. L20 Trait Unlocked Magick and Mend – Only a passive L24 role action that unlocks lucid dreaming – strangely useless for THM. This skill only works if you are ABSOLUTELY BREAK and MESS UP of your rotation. Use it only if you are stuck on no buff phase without mana. Why is this useless? Ice generates gigantic MP rain on request (so this is not needed), and Fire disables all forms of external MP rain (making this useless). L26 Skill Unlocked Thunder II – An AoE version of Thunder that is godlike. The same rules apply, avoid re-application in the fire phase (do it on ice). Start the fight and update it as long as the enemy survives for a long time... yada yada. L28 Trait Unlocked Thundercloud - Your first Proc! Proc basically means chance of occurrence. Basically, every time thunder ticks, you get a chance to get Thundercloud, which basically allows you to INSTANTLY CAST FREE a FULL DAMAGE (FULL DOT DURATION) THUNDER SPELL. Did you get it all? FREE, FULL, AND FAST as if I'm skipping the bill. Typically with these Procs give you a chance to move – something you shouldn't take lightly in more difficult content. L30 Skill Unlocked Manaward – a very welcome defensive ability that does not break game in the solo or leveling department, but very useful in endgame content. Be aware that you have it and use it when it is appropriate to help your healers. Completing this quest and unlocking Windbite marks your last class quest as Athaumaturge. You now have the right to become a Black Magician! Thaumaturge Rotation – L1 to 30 SUMMARY Here's what your THM rotation is in the early leveling process, which hopefully works like Adapt to your currently learned skills. There are only two differences to a single target, and AoE The Thunder you're using is obviously affected, and so is the Blizzard. Don't sweat if you don't use the AoE snowstorm if it affects your movement too much. Scathe should very rarely be used as a filler, typically in the ice phase, when your mana rain will not be affected. It is very very Leveling: L1 to 30As per general leveling guide, this level is divided into two subsections. So I will also divide the following segments into two tabs. These two tabs represent A) L1 to 16 and B) L16 to 30. Thaumaturge Leveling L1 to 30 Activity Flowchart A Rundown of things you can do to get EXP – again divided to 16 and 30. Important Notes (THM L1 to 30) Important things to keep in mind during the process so that you don't miss any potential value. THM L1 to 30 Gearbox Updates: Required? TLDR: Not really significant. This applies to both sublevels. Just make sure to pick up what on the way, or find dirt cheap upgrades in the MB or wherever (quests etc.). In all honesty, you don't have to put a lot of thought into your gear from level 1 to level 30. Just get what you can, with weapons being the highest priority. You can get equipment from Quests, buy from NPCs, Marketboard, Crafting, GC – it's all about you and your budget what you want to get. Of course, the equipment will increase your efficiency (a little more helps to kill speed), but this level is pretty newb friendly, and designed as such – PLUS you outgrow equipment by gaining levels so fast that trying to harden on gear up to level 30 is pretty irrelevant. Just try not to walk around naked and get what you can without being completely negligent. Important notes to noteAs always, Main Scenario Quest has the highest priority. There are too many abilities that are unlocked here for me to be able to talk individually about why the Skill Unlock/Rotation segment above should be your guiding light in this regard. Limited Burst EXP sources have priority: Newly unlocked Guildhests, Challenge Log entries, Hunting Log, Renewable EXP sources if you need to grind: FATE's are great, followed by Levequests and if so, choose Sidequests. (Deep Dungeon: POTD - can you zone it from level 1? Even if you could, I don't think I would...) At level 15, you get access to your first dungeon, Sastasha, but I don't see much reason to grind there unless you want to burn rested EXP and hit 16 ASAP. At 15, you should catch up and do your class quests as you get a skill to swell – Scathe. Not a bad skill, ideal for stopping garbage while moving. Don't expect to integrate it too much into your rotation it's a mistake more often than not. A note to Levequests: Can be an attractive source of EXP. Each level has good and bad levequests, so it's up to you if you want to try them out. The main disadvantage is the of them instead of DoH / DoL. Consider using them if you are at or near the Levequest grant cap! As always, Main Scenario Quest has the highest priority. Starting with L16, open Duty Roulette: Leveling what you should do every day! This is an important source of EXP – it's a huge daily burst! Burst! with L16, you can unlock Challenge Log if you haven't already. Overall, the same approach applies. Daily and weekly outbreaks of EXP > Basic Renewable EXP sources of your choice > Other side activities to relieve boredom or monotony. Renewable EXP sources? At this point it's dungeons, FATES and deep dungeons, and maybe some levequests. Burst EXP sources? Roulettes, new Guildhests, Hunting and Challenge Logs. At L18 THM become one of the best dungeon classes so early due to Fire II. It's an incredibly powerful AoE spell! At L20 If you haven't unlocked your Companion (Fight Chocobo), do so now. You can start the process now – it includes getting your first bracket (at least for most new players). L26, unlocks Thunder II – turns THM into a GODLIKE AoE DPS. For such a low character level, Thunder II and Thundercloud is GODLIKE. This makes dungeons a juicy choice. At level 30, you'll do your class quests, as this is one of the prerequisites for turning into Black Mages! Levequest's notes, as usual. Sad to take 'em away from craftsmen and collectors, but it is viable EXP. In any case, use them if you are overrestricted to certificates. Stop at Level 30! Unlock your advanced job as soon as possible! (THM turns into Black Mage at level 30) Thaumaturge L30 Onward: Unlocking Black Mage STOP WHAT YOU'RE DOING ONCE YOU HIT THAUMATURGE LEVEL 30. Unlock black mage ASAP free! How to Become a Black Magician? Unlocking Black Mages requires a level 30 Thaumaturge and completion of the L30 THM class quest. From there, return to your guild and it should alert you to the quest! See: Unlock all jobs. The reason we unlock ASAP is not only to get a new skill in L30 (in your case Manaward), but most, if not all, new abilities and traits that go forward are for BLACK MAGE and not FOR THAUMATURGE, so you have no reason to stay as THM. Thaumaturge Leveling – Related Reads some good readings and related links here: Summary and Closing And with the SIERE DONE WITH LEVELING Thaumaturge! Congrats! Hopefully our Thaumaturge Leveling Guide has helped you. May your fire illuminate your way, and it hides it. GL AoE'ing in Deez dungeons. Join our IRL Cross-World Linkshells (socials lol): Contact us about everything and everything. Don't be shy! Do you love our guides and want to let us know? Do you have any questions or corrections? Suggestions? TALK TO US! How do you say? Comment on this guide below. 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