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Ffxiv ephemeral nodes guide

Don't sell my personal information These are just for the new Shadowbringers extension. You can also watch the old Heavensward and Stormblood knots here with Ephemeral knots spawning for 4 hours. You can recreate them in 4 hours if you touch the node for each pair of 2 different nodes that surround them. Use collector's glove: Collectible items collected from Ephemeral nodes are used for eetherial reduction. They are transformed into crystals, clusters and different types of etrests and. The resulting crystals and clusters are of the same type as directly on the node. New items 5.3 were added to all existing nodes, and they are highlighted in RED under Botanical Time Zone coordinates Element Ethers and All Botanical Lightning Levin Mint Levinstrike 4AM-8AM Largewood (24.15) Wind Sweet Marjoram Scuroglow 12:00-16:00 Lakeland (33,36) Ice Bog Sage Agewood 20:00-12:00 Kholusia (33,36) Ice Bog Sage Agewood 20:00-12:00 Kholusia (33:00) 18.6) Country White Clay Chiaroglow Miner Time Zone coordinates element target Aethersand All Mining Earth Thunder Rock Levinstrike 12AM-4AM Greatwood (24.14) Water Gale Rock Chiaroglow 8AM-12PM Lakeland (34.29) Lightning Solarite Scuroglow 4PM-8PM Kholusia (33.17) Shade Quartz Agedeep 400GP Review + careful > review + careful > | Quality Check|: If the picking ability = 800 and the picking standard is not active > Scour > Collect If Collectability = 800 AND Collector's Standard is active > Careful > Collect if Picking >= 850 > Careful > Collect if collection = 1,000 > Collect 0 GP Scour > Scour (or Careful if Collector's Standard procs) > Collect 2-3 products Last modified: Dec 12 (24 days ago) Since patch 5.4 Square Enix changed the custom , with which we collect collectibles. This change has also affected how we collect Levinstrike Aethersands, which is needed for high-end craft recipes. This change may seem annoying at first due to a short-term node location change, but it's a very welcome change that makes collection and eetherial reduction much more manageable. The first part of the change is short-term nodes. There is no longer just one per region to assemble. There are now three of them and they don't require you to hit normal assembly nodes until it resets. You only need to go to new short-term nodes one at a time. A new one appears when one is fixed. Below you will find a map with all locations marked BTN and MIN and their exact coordinates during the game. Another change they made is collectible collection. When you start collecting a collectible. It will now open a new interface window for picking. This window looks scary, but all the information you need to know about it will be given to you when you click on the question mark in the lower left corner of the screen. These two changes added ease and reduced the time it takes to collect your etses, making it less chores and more than anything collection of materials. The Rak'tika Greatwood MIN 12:00 AM: X:24,Y:14X:20,Y:13X:23,Y:10 The Rak'tika Greatwood BTN 4:00 AM: X:20,Y:13x:23,Y:11x:24,Y:15 Lakeland MIN 8:00 AM: X:34,Y:29X:37,Y:29X:35,Y:34 Lakeland BTN 12:00: X:30,Y:35X:33,Y:36X:31,Y:38 Kholusia MIN 16:00 PM: X :33,Y:17X:35,Y:20X:30,Y:19 Kholusia BTN 8:00 PM: If you have any questions, please contact me via dissent or on our contact page. 5.4 Ephemeral Nodes Updated on 2020-02-23 16:58:01botanyRak'tika Greatwood (27, 24)4:00 to 7:55Ephemeral Updated on 2019-11-11 02:48:58botanyKholusia (13, 13)20:00 to 23:55Ephemeral Updated on 2019-11-11 02:48:34miningRak'tika Greatwood (26, 29)0:00 to 3:55Ephemeral Updated on 2019-11-11 02:48:14miningLakeland (37, 15)8:00 to 11:55Ephemeral Updated on 2019-11-11 02:47:46miningKholusia (22, 18)16:00 to 19:55Ephemeral Updated on 2019-11-11 02:40:51botanyLakeland (25, 29)12:00 to 15:55Ephemeral Updated on 2017-10-11 19:18:07botanyYanxia (22,12)16:00 to 19:55Ephemeral Updated on 2017-10-11 19:17:31miningYanxia (37,19)20:00 to 23:55Ephemeral Updated on 2017-10-11 19:15:20miningAzim Steppe (29,15)12:00 to 15:55Ephemeral Updated on 2017-08-12 07:31:45botanyAzim Steppe (16,28)8:00 to 11:55Ephemeral Updated on 2017-08-12 07:31:39miningThe Lochs (13,16)0:00 to 3:55Ephemeral Updated on 2017-08-12 07:31:26botanyThe Lochs (28,10)4:00 to 7:55Ephemeral Updated on 2017-07-15 19:39:02botanyThe Sea of Clouds (23,12)20:00 to 23:55Ephemeral Updated on 2017-07-15 19:38:52botanyThe Sea of Clouds (26,35)20:00 to 23:55Ephemeral Updated on 2017-07-15 19:38:50miningCoerthas Western Highlands (21,28)20:00 to 23:55Ephemeral Updated on 2016-01-22 10:25:32botanyThe Churning Mists (19,29)16:00 to 20:00Ephemeral Updated on 2016-01-22 10:25:25botanyThe Dravanian Forelands (10,32) 8:00 a.m. Thu 12:00 Ephemeral Updated 2016-01-22 10:25:17botanyThe Dravanian Hinterlands (13,19)4:00 thu 8:00 AMEmerpheel Updated 2016-01-22 10:00 0025:07botanyCoerthas Western Highlands (11,14)0:00 to 4:00 Aphemeral Updated 2016-01-22 10:25:01mining Clouds Sea (34,30)16:00-20:20 00Ephemeral Updated 2016-01-22 10:24:49miningScreen fogs (29,19)12:00 to 16:00Ephemeral Updated 2016-01-22 10:24:39miningThe Dravanian Hinterlands (26,24)8:00 thu 12:00Ephemeral Updated 2016-01-22 10:24:28miningThe Dravanian Forelands (17,27)4:00 Thu 8:00 Ephemeral More information on this node? Please tell us. For a comprehensive guide to creation and collection, see this guide: Balance Discord today for in-depth optimization and theory of craftsmanship and collection! I'm currently updating Guideline 4.3, and there's plenty of new research and optimization in the community, and boy, it's going to take forever to explore and write Them. There are a lot of interesting things to talk about, such as The Return of Rumination, Whistle +Heart Tours, Heart Loop Spinning and so on. Today I briefly touch short-term knots. Note that the data collection is not yet over, so the figures in this post are likely inaccurate, but the actual results should not affect efficiency by more than 2-3%. If you'd rather read the Google Docs version, just check out the guide and go to the Ephemeral Node Optimization section (it's currently on page 299, but a smart reader clicks on the table of contents title or uses the key combination Ctrl+F). Other sections are divided into different parts of the document and are at the bottom of the message. If you want to send me a message, do it on Discord (sky#9999). Also tl;dr (so you don't have to scroll down all the way to see what's really relevant here):TL:DR (1)TL:DR (2)-----> DON'T BOTHER with 800 GP ROTATION OF SHORT-TERM NODES. IT'S BETTER PER GP THAN 600 GP <:1%, and SOMETIMES WORSE!! <:-----TL:DR (3)While waiting, continue the rebirth of the short-term node as bail +1/+2 assembly attempts! It will increase efficiency enormously. Instinctual Estimate Cycle (credits to full balance)The original cycle is divided by a collection rating of 400, which is about 14% less effective than sharing with a collection rating of 360. Moreover, the last action used was a methodological assessment, which is in fact less effective than the 4Th. I've checked it accordingly (in Paint as a virgin) and delivered a math that explains why later in the guide. Instinctual Appraisal RotationImpulsal Assessment II Rotation (credits /u/SorryGlamYou)Custom Stormblood.Impulsive Assessment II Rotation WARNING: This section is in long-term work and more data is needed to verify at which breakpoint one cycle changes for the better than the other. For now, treat this as a rough measure. The most optimized instantaneous rotation is hands down instinctual assessment variant, unless you have a very high observation (1943 2* knots, 1686 1* knots). A key strength of impulsive variant rotation is that it almost never creates a situation where you need to update a node that synergizes with an optimal strategy that is constantly updated for +1/+2 assembly companies:Short-term node strategyView node. See if it has a +1/+2 assembly company bonus. If this happens, wait enough for the GP to complete 600 GP short-term rotation. Use threshold 360, other thresholds are suboptimal. If not, check your GP and the remaining time. If your GP is almost limited, perform a short-term cycle. This is more optimal than updating a node. If the remaining time is less than 1 minute and there is enough GP, perform a short-term cycle. Other leave the node and update the short-term node by visiting the other two node sets. Repeat.Node Repeat.Knot are the two knot bonuses we want. +1 assembly attempts and +2 assembly attempts. The first is available about 60% of the time asking that you constantly update the node to get bonuses, the latter 30%, and you have about a 10% chance of not receiving bonuses. These values are very rough.600 GP vs. 800 GPI do not recommend using 800 GP variants. Currently, it is possible to hit only 800 GP food. The increase in gp effectiveness with 800 GP variants is minimal (in many cases less than 2% or worse than 600 GPs). For a measly bonus, consuming food is not worth it. However, if you really want to become technical, the 800 GP variant is stronger at less than 1% if you get a node bonus from the +1 assembly company. Cleanliness and ethics and rate8/8 purity provide about 20% more yield than 7/8 purity, which in turn provides about 10% more yield than 6/8 purity. The data on cleanliness, ethereals and speed are still incomplete, but these rough numbers should be very loose enough to determine the break points at which IA2 becomes better than Instinctual, and at what level of collectability we should share our instinctive rotation. These values are 4.3 very inaccurate and have a percentage error of more than 20%, treating them as a rough measure, NOT factual values. They are constantly updated as I get more information (not in a Reddit post, see the latest values on Google Docs). In addition, from 4.3 onwards, it is unclear whether the catch volumes of different collectors' items are different. The current speculation is, for example, that Torreyia Branch and Almandine have significantly lower yields of etteetersands at the same purity as the Lv 66 collectors. All information below applies to Lv 70 2* collection (verdana). Instinctual Rotation Purity TableNote that we calculate the possibility of ending with each cleanliness level*, which correlates* with collectability*, * not with rarity (differences explained in the guide). The hard data is here. It's very messy, but if you're interested in how I arrived at these values, check it out. Impulsive Assessment II Rotation Purity Table2 or Instinctual? As you can see, IA2's rotation is rapidly getting worse as your perception drops. The breakup point where IA2 becomes better than instinctual is 78% in IA2. This is easy to achieve with Lv 66/68 nodes, but not so new nodes. The optimal strategy is to use IA2 in easy knots and Instinctual with hard knots. See table below (quantified values are extrapolated values with <12% error)P erception vs. IA2 rate for Lv 70 nodes (quantified values are extrapolated values, absolute error <2 ~ 3)I'm sorry it's so ugly.4.3 - High Perception Aethersand Gatherer MeldsEXPENSIVE: (1595/1687 /779) Food: Confection HQ defrosting setting allows you to hit a break point to get +3 assembly proceeds II, and there is also enough perception before food to use the IA2 cycle of Almandine and Torreyia Branch (Lv70 1*)4.4 - 95% Gathering Rate Prep Melds (780 GP variant)VERY EXPENSIVE: (1713/1616/780) Food: Kon blanket HQ (optional) defrosting settings should be able to hit a 95% assembly rate of 3* in nodes on day 1 (expected threshold: 1650– 1700). The 780 GP variant allows you to use a 780 GP yield cycle without food.4.4 - 100% Gathering Rate Prep Melds (788 GP variant)VERY EXPENSIVE: (1713/1602/788) Food: Gamenii HQ (non-optional) defrosting settings should be able to hit 95% of the assembly percentage in 3* nodes on 4 April 1. This 788 GP variant sacrifices some perception, but allows the use of an 830 GP yield cycle with Gamenii HQ. EXPENSIVE: (1718/1531/788) Food: Gamenii HQ (non-optional) defrosting installation should be able to hit 95% assembly percentage in 3* knots on 4 April 1. This 788 GP variant sacrifices a lot of perception, but allows you to use an 830 GP yield cycle with Gamenii HQ. MEDIUM: (1651/1445/788) Food: Gamenii HQ (non-optional) defrosting setting can hit a 95% assembly rate in a 3* knot on Day 4.4, and if not, it is well above the 85% assembly rate threshold. It sacrifices a lot of perception and is unlikely to be able to meet the observation requirement to collect headquarters in 4.4. A profit cycle of 830 GPs at Gamen's headquarters is possible. With Nomad Meat Pie, it should ensure a collection rate of 95%, but it is not an 830 GP rotation. With Jhammel Moussaka, it is likely to coincide with an observation requirement to gather headquarters. Page 2 29 comments

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