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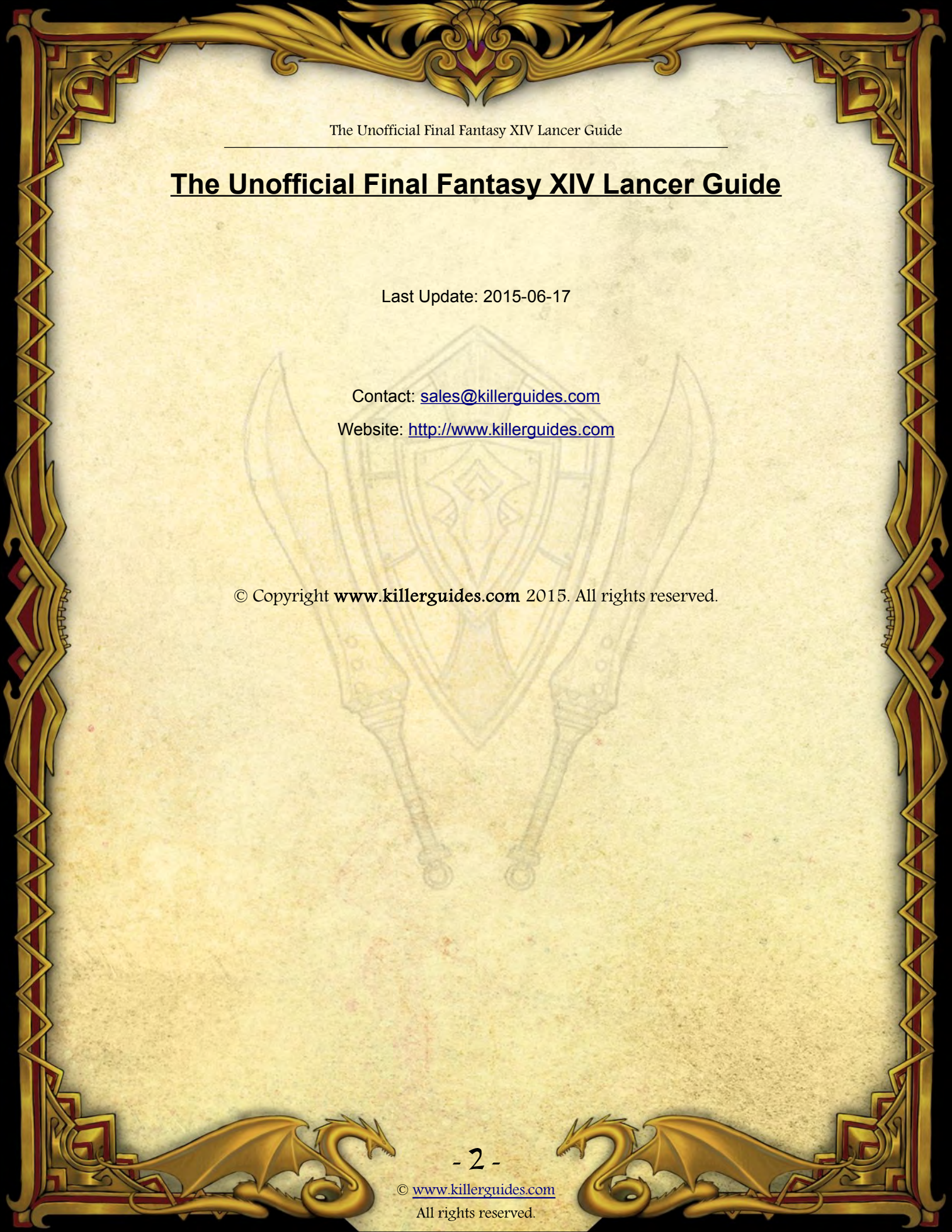
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# **THE UNOFFICIAL FINAL FANTASY XIV: A REALM REBORN LANCER GUIDE**

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The Unofficial Final Fantasy XIV Lancer Guide

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## **The Unofficial Final Fantasy XIV Lancer Guide**

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## Table of Contents

Important.....	3	Levels 1-10.....	34
The short version.....	3	Levels 11-20.....	37
The long version.....	3	Levels 21-30.....	42
Leveling Guide.....	6	Levels 31-40.....	45
Levels 1-10.....	6	Levels 41-50.....	48
Levels 11-20.....	7	Level 50 - Gearing Tips.....	52
Levels 21-30.....	10	The following level 50 dungeons	
Changing Into a Dragoon.....	11	drop these currencies.....	52
Levels 31-35.....	13	Level 50 Beginning Gear List.....	52
Primal Titan Tips and Strategies.....	14	Recommended Lancer/Dragoon Builds.....	58
Levels 36-40.....	15	Choosing an Attribute Build.....	58
Levels 41-45.....	17	Choosing a Cross-Class Build.....	59
Levels 46-50.....	19	Lancer/Dragoon Solo Gameplay Guide.....	60
Getting Started with Endgame.....	20	As far as how to quickly level while	
Lancer Action (Skill) and Trait Information.....	22	solo, there are three tips for leveling	
Lancer Actions (Skills).....	22	fast in FFXIV: ARR.....	62
Lancer Traits.....	29	Lancer/Dragoon Group Gameplay Guide.....	63
Dragoon Actions (Skills).....	30	Guide to Farming Gil.....	66
Recommended Lancer/Dragoon Gear List and		Earning Gil Through Crafting and	
Play Guides.....	33	Gathering.....	66
Recommended Leveling Gear List and		Earning Gil Through Leves and	
Gearing Tips.....	33	Dungeons.....	67



# LEVELING GUIDE

## Levels 1-10

The first 10 levels of Lancer come quick if you concentrate on your class quests and main story (scenario) quests as well as keep up with normal quests, FATEs and the mobs that appear in your hunting log. Focus on taking part in numerous activities on the same map, as this will let you level up the quickest throughout all areas of the game.

Every 5 levels, you'll need to report back to Gridania to pick up a new class quest. Doing these is a great way to pick up new weapons and equips. Class quests also occasionally grant new abilities, and this is the only way to grab those abilities. At level 5 and level 10, you'll have Lancer quests in Gridania. All of the Lancer quests are in the Lancers' Guild.

At level 6, you'll gain your first primary melee combo: True Thrust -> Vorpal Thrust. Use one then the other and repeat. You'll notice that the Vorpal Thrust action lights up with a dotted line border on your hotbar when executing the combo. You'll be using this combo throughout your leveling journey while adding different abilities and multiple combos to the rotation, so become accustomed to hitting both abilities in succession. Never use Vorpal Thrust without first using True Thrust. If True Thrust misses, you'll need to use it again in order to gain the combo bonus.

Feint can be used if you're looking to lessen the amount of damage you're taking, but it generally isn't required on mobs that die quickly. It's often useful when tanking a FATE boss or when DPSing down a dungeon boss, however. As a Lancer, you're a damage-dealing class (DPS), but you'll often find yourself in an off-tanking position, especially during the early levels when Marauders and Gladiators do not have their full skill sets yet.

Don't be afraid to use Keen Flurry if your health starts quickly dropping when either solo or while off-tanking a tougher mob. Lancers get a fair amount of parry due to prioritizing Strength, so this survivability cooldown can actually help out quite a bit against mobs that deal physical damage.



At level 8, you'll gain Impulse Drive, which is the first combo ability for a combo you'll get later in the game. The ability isn't too useful by itself for now, especially since it requires you to attack from an enemy's rear to make the most out of its damage. I'd recommend sticking with the True Thrust -> Vorpal Thrust combo for now even when you're able to attack from the rear simply due to the lowered TP cost of the combo.

At level 10, you'll gain your main stun/interrupt ability, Leg Sweep. Even though the tooltip doesn't say Leg Sweep is an interrupt, it can be used to interrupt most abilities with cast times and most ground-based AoE (area-of-effect) abilities. You'll need to be quick to interrupt most abilities, however. Leg Sweep is off the global cooldown (GCD), but it does have a rather hefty recast time.

### Levels 11-20

At level 12, you'll gain access to Heavy Thrust, which requires you to attack from the flank (side) of an enemy to deal more damage as well as gain a buff that allows you to do 10% more damage. This buff should be kept up if possible, even when solo, but keeping it up while solo can be a bit tricky.

To do so, you can initiate combat from the flank of an enemy by using Heavy Thrust. This will often only work if the enemy is non-aggressive. Alternatively, you can stun the enemy or wait for it to use a ground-based AoE effect and strafe to the side and use Heavy Thrust then. This works well when avoiding ground effects since it will also let you dodge any cone/frontal effects.

Upon reaching level 15, you should do the level 15 Lancer quest as soon as possible, as completing the quest grants you Piercing Talon, your one ranged ability. Piercing Talon works great for initiating combat and tagging enemies, but be careful about running out of TP while using it, since it does have a pretty hefty cost.



If you've kept up on the main story quests, you'll also be able to begin traveling around the world and exploring other classes around level 15. Traveling to Limsa Lominsa for the first time and continuing the storyline eventually opens up your first dungeon-- Sastasha. You need to complete the dungeon in order to continue the main story, so go ahead and queue up for the Duty Finder.

Around this time, you'll also have the choice to continue questing in Gridania or begin side quests in other areas such as around Limsa Lominsa. The choice is yours, but it's often best to stay close to where your story quests are, as this makes traveling much easier. While in Limsa Lominsa, you can also consider learning the Marauder class and gaining a few levels in order to pick up some cross-class abilities. You'll need Marauder level 15 in order to unlock the Dragoon job, so beginning those 15 levels early while grabbing useful abilities is often a smart idea.

It's also a smart idea to level up a few classes to around level 8 in order to unlock a few cross-class abilities. Archer, Conjurer and Pugilist are all good options. Archer will grant you a DPS cooldown, Conjurer will give you the ability to heal yourself and buff yourself and Pugilist will give you another survivability cooldown and a self-heal. Doing this is optional, of course, but it's a great way to experiment with different abilities and get a feel for how other classes play.

You'll also want to start making sure your gear is up to date as you gain more levels and start doing dungeons. Quest rewards and dungeon drops provide the best pieces of gear, but if you are missing anything or haven't upgraded a particular piece for a while, it may be worthwhile to check out the local NPC vendors. As you gain more levels, gear will become very important in FFXIV: ARR, so get into the habit of maximizing your gear early.

At level 18, you'll gain a new cooldown that will allow you to heal yourself for a small amount every minute. It's called Life Surge. Use it before your hardest-hitting attack in order to gain a small heal. At these levels, you will want to use it right before hitting Vorpal Thrust. Pair it with DPS cooldowns like Archer's Raging Strikes for the best effect. Life Surge is also a DPS cooldown, since it causes the next ability to crit.



After completing Sastasha and doing a few more story quests, you'll unlock the next dungeon in quick succession, which is Tam-Tara Deepcroft. The first three dungeons are all intended to be completed before you hit level 20. They're all quite simple and slowly ramp up in difficulty. Make sure to listen to fellow party members and work together as a team to complete these dungeons.

Whenever in doubt during a dungeon run, let your party know you are new to the dungeon and follow the lead of the tank. Attack targets the tank is attacking and make sure to run out of any ground AoE effects. It can sometimes be tricky to anticipate how the tank will position mobs in order to get a Heavy Thrust off as quickly as possible, but an experienced tank will generally flip mobs away from the party to help you out. I've personally found that it's often good to try and stay perpendicular to the tank when initiating combat, as it's sometimes easier to keep an eye on the tank rather than the mobs.

After completing Tam-Tara Deepcroft, you'll eventually then get access to Copperbell Mines. This one's the most difficult of the first three early dungeons, but still not overly difficult. There are a few boss fights that require you to listen to the group and only attack certain targets. Keep your eyes and ears open, and make sure to run away from any Bomb-type enemy AoE effects, as they will instantly kill you.

Limit Breaks will start becoming vital at this point during certain boss fights in dungeons. As a Lancer, you have one of the most damaging single target Limit Breaks, so you'll often be asked to use it. Make sure you know when you use it during the fight. In most cases, the last part of the fight will be the best time to do so. Make sure to drag the Limit Break ability to your hotbar. Limit Break has a cast time, so use it when you know it's safe to do so.

Around this time, you'll also gain access to the Grand Company system, which lets you pick up a Chocobo mount and gain access to special gear and supplies via Company Seals. As a Lancer, it doesn't really matter which Grand Company you choose since you can change companies at any time. It's sometimes easier to keep both your Grand Company location and your class trainers in the same city, but traveling around is never too much of an issue thanks to Teleport and airship travel.



To obtain a Chocobo mount, you'll need to farm 2000 Company Seals. To collect these, you can take part in Grand Company Leve quests, run FATE events, complete crafting supply missions or complete company hunting log entries. FATE events are often the quickest way to reach 2000 seals, but doing a variety of activities works extremely well also.

When the first three dungeons are complete, you'll gain access to the next dungeon which is actually optional-- Halatali. You can continue along in the story without doing this dungeon, but completing the dungeon will give you access to better gear and also complete a few Grand Company hunting logs. The dungeon is also very straightforward.

### Levels 21-30

The next dungeon doesn't open until level 24, so you'll have plenty of time to play catch up during these levels and run through story quests and re-run dungeons for gear if you so choose. Make sure to do the level 20 Lancer quest if you haven't done so already.

Around level 20, you'll unlock the Ifrit battle through completing main story scenarios. This shows up as The Bowl of Embers trial in the Duty Finder. You'll need to complete this step in order to move on. It's a single boss fight without any trash or loot. It's not an overly complicated fight, just make sure to avoid any AoE ground effects and destroy the Nail when it appears directly behind Ifrit in Phase 2 of the fight. You shouldn't have to use your Limit Break on the Nail, but you will probably want to use DPS cooldowns.

At level 22, you'll learn a powerful cooldown called Invigorate. This allows you to instantly gain back 300 TP. Due to its long recast time of 2 minutes, you should generally save it for emergencies such as when multiple packs of mobs are accidentally pulled or during long boss fights.

During this level range, it's often a good idea to spend some solid time farming Grand Company seals. FATE events and Grand Company Leves are both good ways to farm seals. Use the seals to buy gear upgrades and advance through the first few ranks. Prioritize grabbing a new weapon if you haven't obtained a better one. As a melee DPS, most of a Lancer's damage



will come from having a good weapon, so always prioritize a new weapon whenever possible. At level 24, you'll be required to run The Thousand Maws of Toto Rak, which is the next dungeon. This dungeon has quite a few poison effects, so stay on your feet and run out of AoE effects. During the last fight, make sure to prioritize killing adds.

Upon reaching level 26, you'll get the third and final ability to complete your combo chain, Full Thrust. Your main combo then becomes True Thrust -> Vorpal Thrust -> Full Thrust. This is the one of the main full combos you'll be using for the rest of your time as a Lancer/Dragon.

At level 28 and upon completing the necessary story quests, you're able to queue for the Haukke Manor dungeon. This is one of the first dungeons where careful pulls and specific strategies on boss fights often come in handy. Try and save Leg Sweep for the Manor Maidservants, as these mobs do a nasty AoE impairment that silences anyone who is caught in it. For the last boss, you'll need to assist the other DPS in clicking on lanterns that minimize the amount of AoE damage rolling out. Other than that, this dungeon is quite fun, and offers some great rewards.

### Changing Into a Dragoon

Finally, upon reaching level 30, you're able to embark on the quests to change into a Dragoon. If you haven't already leveled up Marauder to level 15, you must do so before you can learn the Dragoon job. Go to Gridania and complete the level 30 Lancer quest that's called "Proof of Might." Completing this quest will unlock a new ability-- Phlebotomize. When fighting Foulques, make sure to use Heavy Thrust when he readies a ground AoE effect in order to maximize your damage as much as possible. Use your cooldowns smartly and be prepared to fire off a few self-heals and even a Hi-potion if necessary.

After completing "Proof of Might", you're then able accept the quest "Eye of the Dragoon" that tasks you with seeking out the Dragoon trainer, who is located in the Observatory in Coerthas Central Highlands. To get there, you'll have to journey through North Shroud via the Fallgourd Float Aetheryte. The other quests in this area will be a little high for your current level, but fear not-- you'll be back.



Upon completing "Eye of the Dragoon", which is a fairly simple quest in comparison to "Proof of Might", you're then given the Dragoon soul crystal as well as your first Dragoon ability-- Jump. From now on, when you need to complete class quests every 5 levels, you'll need to make your way to Ser Alberic who is located in the Observatory in Coerthas Central Highlands.

Jump is the iconic, high-damaging ability Dragoons are known for. It has a 1-minute cooldown, so use it whenever you can while DPS cooldowns are active if possible. It hits harder than your other abilities, but don't break your main combo to use it. Also, make sure Heavy Thrust is active before using Jump.

Upon equipping the Dragoon soul, you'll also probably have to rearrange your cross-class abilities slightly. As a Dragoon, you'll gain access to half of the cross-class abilities you had as a Lancer, but the Dragoon abilities do make up their loss. You'll still have access to Marauder and Pugilist cross-class abilities.

This is around the level when you should start thinking about grabbing the higher level Pugilist/Marauder cross-class abilities. Marauder offers a solid "execute"-type ability that heals you and Pugilist offers a fantastic DPS buff and a utility buff that can be used to increase healing done. Both are excellent for endgame content at level 50. You can level both classes now or later, but leveling both while waiting for Duty Finder queues to pop is an excellent idea either way.

Phlebotomize, by the way, which you grabbed when you completed the level 30 Lancer quest, is an ability that is a solid DoT (damage over time) effect. You should use this on bosses or mobs that have a lot of health and keep it refreshed. It's best to use Phlebotomize after you have Heavy Thrust up, as the extra damage will affect its entire duration.



## Levels 31-35

Around this level range is when your travels begin taking you all over the map. You'll notice that by following the main story, quests will pop up as you progress. Make sure to do these quests along the way, as they grant you extra EXP you'll need to gain levels. The dungeons from here on out are quite a bit more difficult than in the earlier levels, so prepare yourself well by keeping your gear as updated as possible.

Participating in FATE events around this level is a great way to gain extra levels. You can generally find FATE parties in areas like Costa del Sol by asking around. The EXP granted from taking part in an actual party for a FATE event is much more than the EXP granted from taking part solo. This is due to the sheer number of players tagging mobs. It's well worth your time to join a FATE party all the way to level 50 if you so choose.

At level 32, you'll gain access to Brayflox's Longstop if you're current on your story quests. This dungeon, as mentioned above, is quite a bit more difficult than previous dungeons. You may want to be higher than level 32, in fact. It may also be worthwhile to ask friends or Free Company mates to join you.

At any rate, the dungeon isn't too bad if the group you are with communicates and utilizes teamwork well. Crowd control is often useful on the trash, so make sure to not hit any mobs that have been put asleep by White Mages or Black Mages. Make sure to prioritize adds for the first boss and prioritize Queer Bubbles for the second boss (these surround players). The final boss will consist of a lot of movement on the tank's behalf, so make sure to stay out of poison clouds and stay behind the boss or at its flank at all times.

At level 34, you'll gain a powerful DPS cooldown called Blood for Blood. This increases your damage done by 20% (more when you have the trait), but also increases your damage taken by 25% for 20 seconds. This is incredibly useful during boss fights in dungeons, but you'll need to be cautious about when you use it. Don't use it if you are notice you're taking a large amount of AoE damage.



It's often best used near the beginning of a fight, but don't use it too soon. You don't want to pull aggro from the tank. Make sure to use abilities like Phlebotomize when it is up as well, since it will buff the DoT's damage for as long as it lasts.

An excellent DPS cooldown rotation used on a boss fight around this level might look something like the following:

Heavy Thrust [initiate from flank] -> Blood for Blood (off GCD) -> Phlebotomize -> Jump -> True Thrust -> Vorpal Thrust -> Life Surge (off GCD) -> Full Thrust

After completing Brayflox's Longstop and finishing up a bunch of story and side quests in Costa del Sol and in Wineport, you'll have to face the primal Titan. This fight is very similar to the Ifrit fight and requires the use of the Duty Finder. The primal fights, by the way, all occur again at level 50 as much harder fights, so familiarize yourself with the mechanics well.

### Primal Titan Tips and Strategies

Titan is quite a bit more difficult than Ifrit, however, namely due to his Landslide attack that will target a party member and shoot out a column-like effect that must be avoided quickly in order to dodge a wheel of earth that will knock you off the platform entirely and kill you. It's best to utilize your strafe hotkeys (if you're a PC user) in order to move away from the column quickly enough. The animation for Landslide can be a bit lagged depending on what server you are on, so prioritize moving away from it above everything else.

There is also a ground effect in Phase 1 where Titan will jump up into the air. You should run away from the center of the room towards the red circles, but not enter the circles. Stop just before the red starts and remain there for a second until Titan leaps down. This minimizes the damage you take during this part of the fight.

In Phase 2, you'll have to kill Titan's heart. Killing it quickly enough is simple as long as both DPS players and the tank are all alive and killing it. You should not have to use your Limit Break here. You'll also need to avoid Landslide still and also free players who are caught inside Granite Gaols. The Gaols can be targeted and killed. Prioritize Landslide, the Gaols and then the heart during this phase.



In Phase 3, the AoE damage increases, so don't be afraid to help your healer out with self-healing abilities and even a Hi-potion or two. Pop your DPS cooldowns here and your Limit Break. You'll need to still worry about Landslide, Granite Gaols and new circle effects that deal damage to two players at a time, but as long as all of the players are alive at this point, you should have a win on your hands.

### Levels 36-40

Upon hitting 35, make sure to stop by Ser Alberic to grab the next Dragoon quest. This one is called "Lance of Fury" and will grant you the ability called Elusive Jump. This is both an enmity (threat) dump ability as well as an ability you can use to escape danger and/or remove Heavy and Bind effects from yourself. It leaps you backward. It has a 180-second cooldown, however, so make sure to use it wisely.

Around level 35, you'll gain access to an optional dungeon called The Sunken Temple of Qarn. This dungeon is quite difficult for its suggested level and features fights that involve mechanics that require good communication and special positioning. There will be objects that will require interaction at precise times. You may wish to gain an extra level or two as well as maximize your gear from drops in Brayflox's Longstop before attempting Qarn. The dungeon is worth doing, especially since the mobs are requirements for the Grand Company hunting log.

Alternatively, you can run FATE events around Coerthas Central Highlands and proceed with your story quests and side quests in the area. There are quite a few options for this level range. Running dungeons often provides the best gear, but even the quest reward gear is a decent alternative. Just make sure to fill in any gaps with crafted gear and/or vendor gear that is appropriate for your level.

You'll gain access to a second optional dungeon around level 38. The prerequisite quest for this one is found in Ul'dah. This dungeon is called Cutter's Cry and is much simpler and more straightforward than The Sunken Temple of Qarn. It's worth doing this one a time or two for gear since it is more straightforward.



At level 38 you'll also learn Disembowel, which is the second ability in a new combo you'll now be able to execute. It pairs with Impulse Drive, which has the positional requirement of attacking from a mob's rear. This combo complicates the Dragoon rotation quite a bit, but it makes it much more interesting as well. Getting the hang of the new rotation can take some practice.

Disembowel puts up a debuff on the enemy that reduces their piercing resistance by 10% for 20 seconds. Piercing resistance allows you to do more damage as well as any Archers/Bards in the party. This makes it worthwhile to put up, especially after you get the trait for it at level 48 that makes it last longer. You may find that it's not worthwhile until you do reach level 48, but it may be a good idea to become accustomed to the combo during these earlier levels.

Including DPS cooldowns and assuming you are fighting a boss enemy and can position yourself appropriately, the new rotation including Disembowel will look something like this:

Impulse Drive [initiate from rear] -> Disembowel [move to flank] -> Heavy Thrust -> Blood for Blood (off GCD) -> Phlebotomize -> Jump -> True Thrust -> Vorpal Thrust -> Life Surge (off GCD) -> Full Thrust

Always be sure to prioritize AoE ground effects when completing your rotations and moving into position during fights. Even if your rotation takes some concentration, you never want to lose focus on the fight around you. Situational awareness is a must! This is why practice is often best when it comes to learning new rotations. If you learn them well and they become second nature, you'll always be able to focus on the battlefield.



## Levels 41-45

At level 40, make sure to stop in with Ser Alberic and pick up "Unfading Skies", which is the new Dragoon quest. This quest grants you the ability Spineshatter Drive, which is a secondary stun/interrupt ability that does more damage than Leg Sweep. The stun doesn't last as long (only 2 seconds), but due to the higher damage, you should prioritize Spineshatter Drive above Leg Sweep when interrupting enemies. Having two interrupt abilities comes in very handy during some fights.

FATE events in Coerthas Central Highlands continue to be excellent EXP around these levels. There are a few story quests and side quests still to take part in, but around these levels is when quests overall do tend to slow down. You will have dungeons to run, of course, but you may run into the point where FATE events, hunting logs and Leves are your main sources of EXP all the way to level 50. Some of the longer, more difficult FATE events offer a solid amount of EXP at these levels.

At level 41, you'll gain access to a new dungeon that's required in order to progress with the main story quest. This one is called The Stone Vigil and is a dungeon full of elemental dragon fights that require some careful positioning and a few mechanics. During the second boss, you may be asked to fire a cannon that is part of the fight. The final boss fight is fairly simple, just be sure to watch out for AoE ground effects that will happen throughout the battle.

Upon reaching level 42, you'll gain a new Lancer ability called Doom Spike. Finally, you can AoE! This AoE has a rather high TP cost of 160 TP, but will cause enemies in a straight line in front of you to take a decent chunk of burst damage. Make sure to use Heavy Thrust before AoEing in order to gain the damage buff as well as let your tank gain sufficient threat. If enemies are too spread part, you may find that it's better to still take them down individually.



Another new dungeon, Dzemael Darkhold, unlocks at level 44. This one is optional, but offers some great rewards (including currency used for level 50 gear). It has some tricky fights, however. For the first portion of the dungeon, you'll have to be aware of a special "All-Seeing Eye" mob that will randomly cast AoE damage. You can stand near the large Crystal Veils to lessen this damage. During the first boss fight in Dzemael Darkhold, you'll have to huddle near Crystal Veils in order to kill the eye and avoid a powerful AoE attack.

Around level 44, you'll also be able to take on the third primal-- Garuda. This fight requires the party to protect four stone pillars. To do this, you'll assist in taking down Razor Plume adds that spawn during the fight as well as help take down Garuda herself. There will also be AoE effects you'll need to dodge. The boss will randomly disappear and reappear while readying a huge AoE attack. Hide behind the stone pillars to lessen the amount of damage you take from this.

When Garuda nears Phase 2, she'll ready an Aerial Blast. Everyone must hide behind the stone pillar with the most amount of health left in order to survive this attack. Phase 2 then begins and the AoE damage assault continues with less space to move around in. Blow your DPS cooldowns during this phase and continue to avoid whatever damage you can.

At level 45, stop in with Ser Alberic for the new Dragoon quest "Fatal Seduction". You'll be tasked with slaying a dragon. As a reward, you'll be granted Power Surge, which is a useful DPS cooldown that increases the damage dealt by a single Jump or Spineshatter Dive by 50%. This should be used on Jump due to the fact that Jump does more damage than Spineshatter Dive. Use it when other cooldowns such as Blood for Blood are active for even more damage.

After completing the above quest, you then gain the next Dragoon quest immediately, which is called "Double Dragoon". This quest is worth doing as soon as possible upon reaching level 45 since it rewards you with three pieces of blue-quality endgame gear. The three pieces rewarded are the headpiece, hands and legs. The set is completed upon finishing the level 50 Dragoon quest. This set is far better than other gear alternatives you have around this level. As a plus, the set is also very awesome looking.



## Levels 46-50

Upon reaching level 46, you'll gain access to Ring of Thorns, which is another new Lancer ability that adds to your AoE arsenal. Ring of Thorns is also part of a combo chain when used immediately after Heavy Thrust. This makes it an especially effective way to begin AoEing. Ring of Thorns also does damage to everything that is near you without any positional requirements, so you can use it while mobs are still fairly spread out.

To maximize damage during an AoE pull, use Heavy Thrust while the tank is gathering everything up, follow up through Ring of Thorns then begin spamming Doom Spike until everything is dead or until Heavy Thrust needs to be reapplied. It's probably not worth it to use Ring of Thorns against a single enemy, but it's a nice way to deal with adds during boss fights that require a bit of AoE. Dragoons excel at burst AoE such as dealing with adds.

At level 47, you'll unlock another optional dungeon called The Aurum Vale. This one also rewards some decent gear pieces and is a dungeon focused on lots of poison and lots of nasty status effects. It's also full of boss encounters that feature Malboro/Morbol enemies. There are some tricky mechanics in this dungeon, but it's overall a little easier than Dzemael Darkhold. Make sure to maximize your gear before entering any of these last couple of dungeons.

The last couple of levels before you reach level 50 are often a little slow unless you are taking advantage of FATE parties. If you find yourself lacking for EXP, don't hesitate to join in a party and quickly reach that endgame goal. Alternatively, Leve quests, dungeons and hunting log objectives are also options.



## Getting Started With Endgame

Congratulations on level 50! You'll want to celebrate by earning your last Dragoon ability as well as some shiny armor.

The new Lancer ability you learn at level 50 is Chaos Thrust. This is your final combo ability that chains to the end of the Impulse Thrust -> Disembowel combo. Chaos Thrust adds in another DoT effect which makes the combo more worthwhile. The combo then becomes Impulse Thrust -> Disembowel -> Chaos Thrust. It's only worth recasting when you need to refresh both Disembowel and the Chaos Thrust DoT.

The level 50 Dragoon quest is called "Into the Dragon's Maw" and is offered by Alberic. It rewards the blue chestpiece that completes your first level 50 armor set as well as Dragonfire Dive, which is a very powerful fire-based AoE ability that looks awesome. It has a 3 minute cooldown, however, so you'll want to be careful when you use it. It's worth using on single target boss fights simply due to how powerful it is.

Your final single target rotation on long fights (assuming use of DPS cooldowns) then looks something like this:

Heavy Thrust [initiate from flank] -> Blood for Blood (off GCD) [move to rear] -> Impulse Drive -> Disembowel -> Chaos Thrust -> Internal Release (off GCD) -> Phlebotomize -> Life Surge (off GCD) -> Dragonfire Dive -> Power Surge (off GCD) -> Jump -> True Thrust -> Vorpal Thrust -> Full Thrust

**Note.** Only refresh Heavy Thrust when you need the buff. Only refresh the Impulse Drive -> Disembowel -> Chaos Thrust combo when you need the Disembowel debuff as well as the Chaos Thrust DoT.

This rotation may differ based on how the recast times line up exactly and will change based on whether you need to interrupt abilities, etc.



At this time, you're able to take part in the level 50 dungeons as well as begin progress to enter The Binding Coil of Bahamut, which is the current endgame raid. You'll want to begin by tackling Hardmode Ifrit, Titan and Garuda in order to obtain relic gear. You'll also want to farm the three level 50 dungeons. Prioritizing Amdapor Keep is probably your best bet, as it will grant you the highest amount of Tomes of Mythology. Tomes of Mythology are used to purchase endgame gear.





# LANCER ACTION (SKILL) AND TRAIT INFORMATION

## Lancer Actions (Skills)

*These are the active abilities and attacks a Lancer gains access to. Abilities gained through quests are also listed.*

### **True Thrust**

Type: Weaponskill

Level Obtained: 1

Cost: 70 TP

Description: Delivers an attack with a potency of 150.

This is your first basic attack. You'll use it to begin roughly half of the Lancer/Dragoon combos.

### **Feint**

Type: Weaponskill

Level Obtained: 2

Cost: 80 TP

Description: Delivers an attack with a potency of 120.

Additional Effect: Slow +20%

Duration: 10s (20s with Enhanced Feint trait)

This is a weaker attack that also debuffs a single enemy and causes them to attack slower and cast abilities at a slower pace. It's generally not necessary, but useful in a pinch if the enemy you're facing packs quite the punch.



### **Vorpal Thrust**

Type: Weaponskill

Level Obtained: 4

Cost: 60 TP

Description: Delivers an attack with a potency of 100.

Combo Action: True Thrust

Combo Potency: 200

This is the second ability to the first combo you gain access to. The borders of this ability will flash with a dotted line when you've initiated the combo. Simply cast True Thrust then follow up with Vorpal Thrust to complete the combo. Never use this ability without first using True Thrust.

### **Keen Flurry**

Type: Ability (90s cooldown)

Level Obtained: 6

Cost: None

Description: Increases parry rate by 50% (80% with Keener Flurry trait).

Here's one of the Lancer's survivability cooldowns. Use this when you're being attacked by more one than one enemy or when your health starts quickly dropping when up against a single physical damage-dealing mob. It's also handy in a pinch while in a dungeon if you end up doing a bit of off-tanking.

### **Impulse Drive**

Type: Weaponskill

Level Obtained: 8

Cost: 70 TP

Description: Delivers an attack with a potency of 100. 180 when delivered from behind target.



Due to this ability's placement requirement and higher TP cost, it's generally not going to see much use until level 38 when it becomes the first ability used in a new combo.

### **Leg Sweep**

Type: Ability (30s cooldown, 20s with Enhanced Leg Sweep trait)

Level Obtained: 10

Cost: None

Description: Delivers an attack with a potency of 130.

Additional Effect: Stun

Duration: 3s

This is your stun/interrupt ability that can be used to stop an enemy from casting most spells and ground effect abilities. It's off the global cooldown, but must be used extremely quickly in order to successfully interrupt most abilities. It can also be used as a stun if you need to quickly get away from an enemy.

### **Heavy Thrust**

Type: Weaponskill

Level Obtained: 12

Cost: 70 TP

Description: Delivers an attack with a potency of 100.

170 when delivered from a target's flank.

Flank Bonus: Increases damage dealt by 10%

Duration: 12s (20s with Heavier Thrust trait)

This is a attack that gains a damage bonus and gives you a damage increase buff if you attack from a mob's flank, which is its side. It's best to keep up the buff as often as possible, but you won't gain the buff unless you do attack from the flank. While solo, initiate combat from the flank when possible or use Heavy Thrust when the enemy is readying a ground effect attack. In a party, attack from the side whenever possible.



### **Piercing Talon**

Type: Weaponskill

Level Obtained: 15 – Quest reward for "A Dangerous Proposition" obtained from Ywain, Lancer guildmaster, in the Lancers' Guild in Gridania

Cost: 130 TP

Description: Delivers a ranged attack with a potency of 120.

This is your one and only ranged attack. It works great for ranged tagging, pulling and attacking while running from ground effects, but beware its rather high TP cost.

### **Life Surge**

Type: Ability (90s cooldown, 60s with Enhanced Life Surge trait)

Level Obtained: 18

Cost: None

Description: Ensures critical damage for first non-magic action used while Life Surge is active. Damage dealt will be absorbed as HP, up to 10% of maximum HP.

Duration: 10s

This is your first self-healing ability. Save this for your highest-damaging attack whenever possible for the largest heal possible. It can also be used when damage cooldowns are popped and you are looking to maximize your damage.

### **Invigorate**

Type: Ability (120s cooldown)

Level Obtained: 22

Cost: None

Description: Instantly restores 300 TP (500 TP with Exhilarate trait).

This is a handy cooldown you can use when you run out of TP during a fight. This will generally be during long boss fights or fights with multiple adds.



### **Full Thrust**

Type: Weaponskill

Level Obtained: 26

Cost: 60 TP

Description: Delivers an attack with a potency of 100.

Combo Action: Vorpal Thrust

Combo Potency: 300

This is your final move for the True Thrust -> Vorpal Thrust combo you start with. The combo then becomes True Thrust -> Vorpal Thrust -> Full Thrust.

### **Phlebotomize**

Type: Weaponskill

Level Obtained: 30 – Quest reward for "Proof of Might" obtained from Ywain, Lancer guildmaster, in the Lancers' Guild in Gridania

Cost: 90 TP

Description: Delivers an attack with a potency of 170.

Additional Effect: Damage over time

Potency: 20

Duration: 18s

This is a damage over time (DoT) effect that's best used on longer fights. Use after the Heavy Thrust combo to maximize the damage from it.

### **Blood for Blood**

Type: Ability (80s cooldown)

Level Obtained: 34

Cost: None

Description: Increases damage dealt by 20% (30% with Enhanced Blood for Blood trait) and damage suffered by 25%.

Duration: 20s



This is a powerful DPS cooldown you should save for when you know you won't be in any danger of being killed.

### **Disembowel**

Type: Weaponskill

Level Obtained: 38

Cost: 60 TP

Description: Delivers an attack with a potency of 100.

Combo Action: Impulse Drive

Combo Potency: 220

Combo Bonus: Reduces target's piercing resistance by 10%

Duration: 20s (30s with Exenterate trait)

Pairing this with Impulse Drive debuffs the enemy and enables Lancers and Archers to do more damage to it by lowering its piercing resistance. This combo probably isn't necessary in short fights, but during boss fights it may be useful to keep Disembowel up, especially if the party has both a Lancer/Draagoon and an Archer/Bard.

### **Doom Spike**

Type: Weaponskill

Level Obtained: 42

Cost: 160 TP

Description: Delivers an attack with a potency of 160 to all enemies in a straight line before you.

This is your main AoE (area-of-effect) attack that should be used when there are multiple enemies close together. AoE attacks always cost more TP, however (especially as a Lancer/Draagoon), so make sure to keep an eye on it while AoEing.

### **Ring of Thorns**

Type: Weaponskill

Level Obtained: 46



Cost: 120 TP

Description: Delivers an attack with a potency of 100 to all nearby enemies.

Combo Action: Heavy Thrust

Combo Potency: 150

This is another AoE attack that doesn't have a positional requirement, but does less damage than Doom Spike. Pair it with Heavy Thrust in order to maintain the damage buff and increase its damage. Afterwards, follow up with Doom Spike if the enemies are grouped enough to do so.

### **Chaos Thrust**

Type: Weaponskill

Level Obtained: 50

Cost: 60 TP

Description: Delivers an attack with a potency of 100.

Combo Action: Disembowel

Combo Potency: 160

Combo Bonus: Damage over time

Potency: 2

Duration: 30s

This is the third attack to the Impulse Drive -> Disembowel combo, turning the combo into Impulse Drive -> Disembowel -> Chaos Thrust. It's worthwhile to complete the combo at the start of boss fights due to the DoT effect. Maintain the combo to keep up both the DoT effect and Disembowel's debuff, but make sure to use other combos as well.



## Lancer Traits

*These are passive attribute bonuses and bonus effects the Lancer gains while leveling.*

- **Enhanced Strength I**  
Level Obtained: 8  
Description: Increases strength by 2.
- **Enhanced Feint**  
Level Obtained: 14  
Description: Extends Slow duration inflicted by Feint to 20 seconds
- **Enhanced Strength II**  
Level Obtained: 16  
Description: Increases strength by 4.
- **Keener Flurry**  
Level Obtained: 20  
Description: Improves Keen Flurry parry rate increases to 80%.
- **Enhanced Strength III**  
Level Obtained: 24  
Description: Increases strength by 6.
- **Enhanced Leg Sweep**  
Level Obtained: 28  
Description: Shortens Leg Sweep recast time to 20 seconds.
- **Enhanced Life Surge**  
Level Obtained: 32  
Description: Shortens Life Surge recast time to 60 seconds.



- **Exhilarate**  
Level Obtained: 36  
Description: Increases the TP restored by Invigorate to 500.
- **Heavier Thrust**  
Level Obtained: 40  
Description: Extends Heavy Thrust duration to 20 seconds.
- **Enhanced Blood for Blood**  
Level Obtained: 44  
Description: Improves Blood for Blood damage increase to 30%.
- **Exenterate**  
Level Obtained: 48  
Description: Extends Disembowel duration to 30 seconds.

## Dragoon Actions (Skills)

*These are the Dragoon actions you will get as a Dragoon in addition to everything from Lancer.*

### Jump

Type: Ability (60s cooldown)

Level Obtained: 30 – Quest reward for "Eye of the Dragon" obtained from Ywain, Lancer guildmaster, in the Lancers' Guild in Gridania

Cost: None

Description: Delivers a jumping attack with a potency of 180. Returns you to your original position after the attack is made. Cannot be executed while bound.



The basic Jump is the one you'll want to use every time you're able to do so to maximize damage. Make sure to use Jump after all of your important Lancer buffs and debuffs are rolling.

### **Elusive Jump**

Type: Ability (180s cooldown)

Level Obtained: 35 – Quest reward for "Lance of Fury" obtained from Alberic, Dragoon questgiver, in Observatorium in Coerthas Central Highlands

Cost: None

Description: Executes a jump to a location 15 yalms behind you, while removing any Heavy or Bind effects.

Additional Effect: Reduces enmity

This jump should only be used in an emergency. It can be a great way to clear debuffs or escape from combat. If you notice your enmity (threat) is too high on a hard-hitting boss, you can also use it to lower it.

### **Spineshatter Dive**

Type: Ability (180s cooldown)

Level Obtained: 40 – Quest reward for "Unfading Skies" obtained from Alberic, Dragoon questgiver, in Observatorium in Coerthas Central Highlands

Cost: None

Description: Delivers a jumping attack with a potency of 170. Cannot be executed while bound.

Additional Effect: Stun

Duration: 2s

This is your second ability that serves as a stun/interrupt. Use it similar to how you utilize Leg Sweep, but prioritize this one as it does more damage.



### **Power Surge**

Type: Ability (180s cooldown)

Level Obtained: 45 – Quest reward for "Fatal Seduction" obtained from Alberic, Dragoon questgiver, in Observatorium in Coerthas Central Highlands

Cost: None

Description: Increases the damage dealt by a single Jump or Spineshatter Dive by 50%.

Duration: 10s

This is a cooldown to increase the damage of your damage-dealing jump abilities. Try and save it for Jump, as it does more initial damage. Use it as often as possible, but pair it with other cooldowns like Blood for Blood whenever possible.

### **Dragonfire Dive**

Type: Ability (300s cooldown)

Level Obtained: 50 – Quest reward for "Into the Dragon's Maw" obtained from Alberic, Dragoon questgiver, in Observatorium in Coerthas Central Highlands

Cost: None

Description: Delivers a jumping fire-based attack with a potency of 250 to all nearby enemies. Cannot be executed while bound.

This is your super-powerful AoE attack with a long cooldown. It should be used as often as possible when AoEing. It's also worth using on single target fights due to how powerful it is. Make sure to pair it with DPS cooldowns like Blood for Blood whenever possible.



## RECOMMENDED LANCER/DRAGOON GEAR LIST AND PLAY GUIDES

### Recommended Leveling Gear List And Gearing Tips

In order to perform well while solo and especially in a party, it's important to keep your gear updated as possible while leveling. This becomes vital after level 30 or so, when the dungeons start becoming more difficult. As a Lancer/Dragoon, you want to prioritize gear with Strength and Critical Hit Rating whenever possible. Determination and Skill Speed are also decent, but Critical Hit Rating ups your damage significantly in comparison.

Dexterity and Accuracy are both also decent. Dexterity lets you deal more critical strikes and Accuracy gives you an easier time hitting enemies that are higher in level to you. Vitality is important, but not as important as DPS stats in most cases.

Your best source of gear will generally be drops from dungeons, as these tend to have a better spread of stats. You can also pick up upgrades with Grand Company seals or pick up crafted items. Crafted items aren't always worthwhile until level 50 due to how quickly you will level, but if you know a crafter or are working on leveling crafting yourself, they make fantastic options. Be sure to grab HQ crafted items whenever possible, but for the purposes of this list, I will only list the basic, non-HQ stats below.

Quest rewards tend to be the same items that can be purchased off vendors. These items work well in a pinch. In short, take upgrades wherever you can get them. Every couple of levels, take a look at your gear and reevaluate your options.



You'll often have to choose between gear that's a little heavier armored and gear that's not as armored but has more pure DPS stats. Depending on what style of gameplay you prefer, you may lean toward either option. In most cases, with a solid dungeon group and a tank who knows what they are doing, you will want to favor the pure DPS stats. When solo, however, you may wish to equip items with more Defense and Vitality. The choice is yours.

Below is a list of recommended gear upgrades listed for each level range as well as information on where items can be obtained.

### Levels 1-10

During these early levels, most of the gear you'll obtain from quests is perfectly fine and will be the best you can get. From the level 1 Lancer quest, you'll get a Weathered Spear, which will last you until level 5 when you do the second Lancer quest and pick up a Bone Harpoon as a reward.

For the rest of the your gear, use whatever you have available and that you obtain from quests. If you are leveling Lancer as a secondary class, you'll need to be a little creative and either pick pieces off a vendor, crafted gear or use gear you saved from leveling your first classes.

Equip the Ring of Fidelity you received when first beginning your character. At level 8 and level 9, if you want to pick up some early jewelery, you can grab a Copper Gorget and a Copper Ring from your friendly Goldsmith. These are crafted. Lancer/Dragon weapons are made by Carpenters.

There isn't one particular crafting class that can make all of the Lancer/Dragon armor, since some pieces are made by Leatherworkers and others by Armorers. Both crafts have some good pieces for this level range including these items.

#### **Fingerless Leather Gloves** – Hands

Required Level: 5 – Stats: 8 Defense, 8 Magic Defense, Strength +1, Dexterity +1



Source: Crafting – Leatherworker or quest reward

**Leather Eyepatch** – Head

Required Level: 5 – Stats: 8 Defense, 8 Magic Defense, Strength +1, Dexterity +1

Source: Crafting – Leatherworker or quest reward

**Leather Crakows** – Feet

Required Level: 5 – Stats: 8 Defense, 8 Magic Defense, Strength +1, Dexterity +1

Source: Crafting – Leatherworker or quest reward

**Leather Belt** – Waist

Required Level: 8 – Stats: 8 Defense, 8 Magic Defense, Strength +1, Dexterity +1

Source: Crafting – Leatherworker or quest reward

**Bronze Haubergeon** – Body

Required Level: 8 – Stats: 16 Defense, 8 Magic Defense, Strength +1

Source: Crafting – Armorer or quest reward

**Bronze Sollerets** – Feet

Required Level: 8 – Stats: 12 Defense, 6 Magic Defense, Strength +1

Source: Crafting – Armorer or quest reward

**Bronze Chain Coif** – Head

Required Level: 8 – Stats: 12 Defense, 6 Magic Defense, Strength +1

Source: Crafting – Armorer or quest reward

**Leather Mitts** – Hands

Required Level: 8 – Stats: 9 Defense, 9 Magic Defense, Strength +1, Dexterity +1

Source: Crafting – Leatherworker or quest reward

**Leather Wristbands** – Bracelets

Required Level: 8 – Stats: 0 Defense, 0 Magic Defense, Strength +1, Dexterity +1



Source: Crafting – Leatherworker or quest reward

**Hard Leather Pot Helm** – Head

Required Level: 8 – Stats: 9 Defense, 9 Magic Defense, Strength +1, Dexterity +1

Source: Crafting – Leatherworker or quest reward

**Leather Leggings** – Legs

Required Level: 8 – Stats: 9 Defense, 9 Magic Defense, Strength +1, Dexterity +1

Source: Crafting – Leatherworker or quest reward

**Bronze Sallet** – Head

Required Level: 10 – Stats: 9 Defense, 9 Magic Defense, Strength +1, Dexterity +1, Vitality +1, Accuracy +1

Source: Crafting – Armorer or quest reward

**Leather Jacket** – Body

Required Level: 10 – Stats: 13 Defense, 13 Magic Defense, Strength +2, Dexterity +1, Vitality +1, Accuracy +1

Source: Crafting – Leatherworker or quest reward

**Leather Jackboots** – Feet

Required Level: 10 – Stats: 9 Defense, 9 Magic Defense, Strength +1, Dexterity +1, Vitality +1, Critical Hit Rating +1

Source: Crafting – Leatherworker

*These weapons are also available during this level range.*

**Ramhorn Harpoon** – Weapon

Required Level: 10 – Stats: 8 Physical Damage, 7.04 Auto-attack, Strength +2, Vitality +1, Accuracy +2

Source: Crafting – Carpenter



## Levels 11-20

*Note: From this level range and onward, I will include jewelery and weapons in the list below.*

### **Copper Ear Cuffs** - Earrings

Required Level: 11 - Stats: 0 Defense, 0 Magic Defense, Strength +1, Dexterity +1

Source: Crafting - Goldsmith

### **Hard Leather Harness** - Body

Required Level: 12 - Stats: 14 Defense, 14 Magic Defense, Strength +2, Dexterity +2, Vitality +1, Skill Speed +2

Source: Crafting - Leatherworker or quest reward

### **Hard Leather Hunting Belt** - Waist

Required Level: 12 - Stats: 9 Defense, 9 Magic Defense, Strength +1, Dexterity +1, Vitality +1

Source: Crafting - Leatherworker or quest reward

### **Bronze Barbut** - Head

Required Level: 12 - Stats: 14 Defense, 7 Magic Defense, Strength +1, Vitality +1, Determination +1

Source: Crafting - Armorer or quest reward

### **Bronze Mitt Gauntlets** - Hands

Required Level: 12 - Stats: 14 Defense, 7 Magic Defense, Strength +1, Vitality +1, Skill Speed +1

Source: Crafting - Armorer or quest reward

### **Hard Leather Caligae** - Feet

Required Level: 12 - Stats: 10 Defense, 10 Magic Defense, Strength +1, Vitality +1, Dexterity +1, Determination +1



Source: Crafting – Leatherworker

**Hard Leather Subligar** – Legs

Required Level: 12 – Stats: 14 Defense, 14 Magic Defense, Strength +2, Dexterity +2, Vitality +1, Determination +1

Source: Crafting – Leatherworker or quest reward

**Feathered Harpoon** – Weapon

Required Level: 12 – Stats: 9 Physical Damage, 7.92 Auto-attack, Strength +2, Vitality +1, Skill Speed +2

Source: Quest reward

**Hard Leather Armguards** – Hands

Required Level: 13 – Stats: 11 Defense, 11 Magic Defense, Strength +1, Dexterity +1, Vitality +1, Accuracy +1

Source: Crafting – Armorer or quest reward

**Bronze Spear** – Weapon

Required Level: 14 – Stats: 10 Physical Damage, 9.33 Auto-attack, Strength +2, Vitality +2, Accuracy +2

Source: Crafting – Carpenter or quest reward

**Hard Leather Eyepatch** – Head

Required Level: 14 – Stats: 11 Defense, 11 Magic Defense, Strength +1, Dexterity +1, Vitality +1, Critical Hit Rating +1

Source: Crafting – Leatherworker or quest reward

**Fingerless Hard Leather Gloves** – Hands

Required Level: 15 – Stats: 12 Defense, 12 Magic Defense, Strength +1, Dexterity +1, Vitality +1, Determination +1, 2 Materia slots

Source: Crafting – Leatherworker or quest reward



**Aetherial Iron Spear** – Weapon

Required Level: 15 – Stats: 12 Physical Damage, 11.2 Auto-attack, Strength +2, Vitality +3

Source: Copperbell Mines

**Iron Spear** – Weapon

Required Level: 16 – Stats: 11 Physical Damage, 10.26 Auto-attack, Strength +2, Vitality +2, Critical Hit Rating +3, 2 Materia slots

Source: Crafting – Carpenter or quest reward

**Brass Gorget** – Necklace

Required Level: 16 – Stats: 0 Defense, 0 Magic Defense, Strength +1, Dexterity +1, Accuracy +1

**Decorated Bronze Barbut** – Head

Required Level: 17 – Stats: 17 Defense, 8 Magic Defense, Strength +2, Determination +1, Vitality +1, 2 Materia slots

Source: Crafting – Armorer

**Decorated Bronze Mitt Gauntlets** – Hands

Required Level: 17 – Stats: 17 Defense, 8 Magic Defense, Strength +2, Vitality +1, Skill Speed +2, 2 Materia slots

Source: Crafting – Armorer

**Hard Leather Belt** – Waist

Required Level: 17 – Stats: 11 Defense, 11 Magic Defense, Strength +1, Dexterity +1, Vitality +1, Critical Hit Rating +1, 1 Materia slot

Source: Crafting – Leatherworker or quest reward

**Hard Leather Wristbands** – Bracelets

Required Level: 17 – Stats: 0 Defense, 0 Magic Defense, Strength +1, Dexterity +1, Accuracy +1



Source: Crafting – Leatherworker or quest reward

**Goatskin Mitts** – Hands

Required Level: 17 – Stats: 12 Defense, 12 Magic Defense, Strength +2, Dexterity +2, Vitality +1, Skill Speed +2, 2 Materia slots

Source: Crafting – Leatherworker

**Goatskin Leggings** – Legs

Required Level: 17 – Stats: 12 Defense, 12 Magic Defense, Strength +2, Dexterity +2, Vitality +1, Skill Speed +2, 2 Materia slots

Source: Crafting – Leatherworker

**Brass Ring** – Ring

Required Level: 18 – Stats: Strength +1, Dexterity +1, Accuracy +1

Source: Crafting – Goldsmith

**Goatskin Pot Helm** – Head

Required Level: 18 – Stats: 13 Defense, 13 Magic Defense, Strength +2, Dexterity +2, Vitality +1, Skill Speed +2, 2 Materia slots

Source: Crafting – Leatherworker or quest reward

**Iron Vambraces** – Hands

Required Level: 19 – Stats: 18 Defense, 9 Magic Defense, Strength +2, Vitality +2, Determination +1, 2 Materia slots

Source: Crafting – Armorer

**Iron Lance** – Weapon

Required Level: 20 – Stats: 13 Physical Damage, 12.82 Auto-attack, Strength +3, Vitality +3, Determination +2, 2 Materia slots

Source: Crafting – Carpenter and quest reward



**Iron Sallet – Head**

Required Level: 20 – Stats: 14 Defense, 14 Magic Defense, Strength +2, Dexterity +2, Vitality +2, Accuracy +2, 2 Materia slots

Source: Crafting – Armorer

**Goatskin Brais – Legs**

Required Level: 20 – Stats: 19 Defense, 19 Magic Defense, Strength +2, Vitality +2, Dexterity +3, Determination +2, 2 Materia slots

Source: Crafting – Leatherworker

**Goatskin Armguards – Hands**

Required Level: 20 – Stats: 14 Defense, 14 Magic Defense, Strength +2, Dexterity +2, Vitality +2, Skill Speed +2, 2 Materia slots

Source: Crafting – Leatherworker

**Goatskin Jacket – Body**

Required Level: 20 – Stats: 19 Defense, 19 Magic Defense, Strength +3, Dexterity +3, Vitality +3, Critical Hit Rating +3, 2 Materia slots

Source: Crafting – Leatherworker

**Goatskin Eyepatch – Head**

Required Level: 20 – Stats: 14 Defense, 14 Magic Defense, Strength +2, Vitality +2, Dexterity +2, Critical Hit Rating +2, 2 Materia slots

Source: Crafting – Leatherworker and quest reward

**Goatskin Leg Guards – Legs**

Required Level: 20 – Stats: 14 Defense, 14 Magic Defense, Strength +2, Vitality +2, Dexterity +2, Critical Hit Rating +2, 2 Materia slots

Source: Crafting – Leatherworker



**Voyager's Belt** – Waist

Required Level: 20 – Stats: 12 Defense, 12 Magic Defense, Strength +1, Vitality +1, Dexterity +1, Determination +1, 1 Materia slot

Source: Crafting – Leatherworker

**Aetherial Iron Lance** – Weapon

Required Level: 20 – Stats: 14 Physical Damage, 13.81 Auto-attack, Strength +4, Vitality +4

Source: Random Leve chest

**Doctere's Fork** – Weapon

Required Level: 20 – Stats: 15 Physical Damage, 14 Auto-attack, Strength +4, Vitality +4, Critical Hit Rating +3, Skill Speed +5

Source: Final boss in Halatali

**Levels 21–30**

*Note: From this level range and onward, only items with optimal stats will be added. Gear become more and more focused as you gain levels. Remember: Take all upgrades as you can get them, even if they do not appear on this list. There is nothing wrong in vendor gear if the stats are better than what you have!*

**Storm Private's Harpoon** – Weapon

Required Level: 21 – Stats: 15 Physical Damage, 13.20 Auto-attack, Strength +4, Vitality +4, Accuracy +5

Source: Maelstrom Grand Company seals (there are versions for each GC)

**Goatskin Breeches** – Legs

Required Level: 22 – Stats: 45 Defense, 45 Magic Defense, Strength +4, Vitality +3, Accuracy +4, 2 Materia slots

Source: Crafting – Leatherworker



**Aetherial Iron Guisarme** – Weapon

Required Level: 23 – Stats: 16 Physical Damage, 15.79 Auto-attack, Strength +4, Vitality +5

Source: Random Leve chest

**Iron Elmo** – Head

Required Level: 23 – Stats: 32 Defense, 32 Magic Defense, Strength +2, Vitality +2, Skill Speed +2, 2 Materia slots

Source: Crafting – Armorer

**Goatskin Belt** – Waist

Required Level: 23 – Stats: 14 Defense, 14 Magic Defense, Strength +2, Dexterity +2, Vitality +2, Critical Hit Rating +2, 1 Materia slot

Source: Crafting – Leatherworker

**Iron-plated Jackboots** – Feet

Required Level: 23 – Stats: 16 Defense, 16 Magic Defense, Strength +2, Vitality +2, Dexterity +2, Accuracy +2

Source: Crafting – Armorer

**Iron Scale Greaves** – Feet

Required Level: 23 – Stats: 32 Defense, 32 Magic Defense, Strength +2, Vitality +2, Determination +1, 2 Materia slots

Source: Crafting – Armorer

**Iron Scale Fingers** – Hands

Required Level: 23 – Stats: 32 Defense, 32 Magic Defense, Strength +2, Vitality +2, Critical Hit Rate +2, 2 Materia slots

Source: Crafting – Armorer



**Iron Scale Mail** – Body

Required Level: 23 – Stats: 45 Defense, 45 Magic Defense, Strength +4, Vitality +3, Accuracy +4, 2 Materia slots  
Source: Crafting – Armorer

**Reinforced Iron Sallet** – Head

Required Level: 23 – Stats: 16 Defense, 16 Magic Defense, Strength +2, Vitality +2, Dexterity +2, Accuracy +2, 2 Materia slots  
Source: Crafting – Armorer

**Crimson Tide** – Weapon

Required Level: 24 – Stats: 17 Physical Damage, 14.96 Auto-attack, Strength +5, Vitality +5, Accuracy +6, Determination +3  
Source: Final boss of The Thousand Maws of Toto-Rak

**Fingerless Goatskin Gloves** – Hands

Required Level: 25 – Stats: 17 Defense, 17 Magic Defense, Strength +3, Dexterity +3, Vitality +2, Accuracy +3, 2 Materia slots  
Source: Crafting – Leatherworker and quest reward

**Aetherial Silver Fork** – Weapon

Required Level: 26 – Stats: 17 Physical Damage, 15.87 Auto-attack, Strength +5, Vitality +5  
Source: Random Leve chest

**Aetherial Steel Halberd** – Weapon

Required Level: 28 – Stats: 19 Physical Damage, 17.73 Auto-attack, Strength +6, Vitality +6  
Source: Chest in Haukke Manor



**Tidesplitter** – Weapon

Required Level: 28 – Stats: 19 Physical Damage, 18.75 Auto-attack, Strength +6, Vitality +7, Critical Hit Rating +6, Skill Speed +8

Source: Final boss in Haukke Manor

**Storm Private's Spear** – Weapon

Required Level: 30 – Stats: 20 Physical Damage, 18.67 Auto-attack, Strength +7, Vitality +7, Determination +6

Source: Maelstrom Grand Company seals (there are versions for each GC)

**Levels 31-40**

**Aetherial Steel Spear** – Weapon

Required Level: 31 – Stats: 20 Physical Damage, 18.67 Auto-attack, Strength +7, Vitality +7

Source: First boss in Brayflox's Longstop

**Flame Sergeant's Ear Cuffs** – Earrings

Required Level: 32 – Stats: 1 Defense, 1 Magic Defense, Strength +3, Dexterity +3, Determination +3

Source: Immortal Flames Grand Company seals (each GC has its own version)

**Aetherial Steelclad Boots** – Feet

Required Level: 32 – Stats: 28 Defense, 28 Magic Defense, Strength +4, Dexterity +4, Vitality +4

Source: Drop in Brayflox's Longstop

**Aetherial Heavy Steel Spear** – Weapon

Required Level: 34 – Stats: 21 Physical Damage, 20.72 Auto-attack, Strength +8, Vitality +8



Source: Random Leve/dungeon chest. Some of these items are found off chests when completing Leves, others are found in random chests during dungeons of the appropriate level.

**Shellsplitter** – Weapon

Required Level: 35 – Stats: 24 Physical Damage, 22.4 Auto-attack, Strength +9, Vitality +9, Accuracy +12, Determination +6

Source: Adjudicator in Sunken Temple of Qarn

**Aetherial Linen Trousers** – Legs

Required Level: 35 – Stats: 45 Defense, 45 Magic Defense, Strength +8, Dexterity +8, Vitality +8

Source: Drops in Sunken Temple of Qarn

**Aetherial Linen Turban** – Head

Required Level: 35 – Stats: 31 Defense, 31 Magic Defense, Strength +5, Dexterity +5, Vitality +5

Source: Random chest in Brayflox's Longstop

**Aetherial Mythril Gorget** – Earrings

Required Level: 35 – Stats: 1 Defense, 1 Magic Defense, Strength +4, Dexterity +4

Source: Dungeon drop

**Aetherial Yarzonshell Harpoon** – Weapon

Required Level: 37 – Stats: 24 Physical Damage, 21.12 Auto-attack, Strength +9, Vitality +9

Source: Random Leve chest

**Aetherial Mythril Ring** – Ring

Required Level: 37 – Stats: 1 Defense, 1 Magic Defense, Strength +4, Dexterity +4

Source: Dungeon drop



**Aetherial Boarskin Subligar** – Legs

Required Level: 37 – Stats: 47 Defense, 47 Magic Defense, Strength +8, Dexterity +8, Vitality +9

Source: Drops in Cutter's Cry

**Aetherial Boarskin Wristbands** – Bracelets

Required Level: 37 – Stats: 1 Defense, 1 Magic Defense, Strength +4, Dexterity +4

Source: Dungeon drop

**Aetherial Boarskin Harness** – Body

Required Level: 37 – Stats: 47 Defense, 47 Magic Defense, Strength +8, Dexterity +8, Vitality +9

Source: Dungeon drop

**Penance** – Waist

Required Level: 38 – Stats: 32 Defense, 32 Magic Defense, Strength +4, Dexterity +4, Vitality +5, Determination +3, Skill Speed +6

Source: Last boss in Cutter's Cry

**Aetherial Mythril Elmo** – Head

Required Level: 38 – Stats: 69 Defense, 69 Magic Defense, Strength +5, Vitality +6

Source: Cutter's Cry

**Poacher's Hat** – Head

Required Level: 38 – Stats: 37 Defense, 37 Magic Defense, Strength +5, Dexterity +5, Vitality +6, Critical Hit Rating +8, Determination +4

Source: Final boss in Cutter's Cry

**Serpent Sergeant's Bracers** – Hands

Required Level: 39 – Stats: 37 Defense, 37 Magic Defense, Strength +5, Dexterity +5, Vitality +6, Determination +6

Source: Order of the Twin Adder Grand Company seals (each GC has its own version)



**Gridanian Fork** – Weapon

Required Level: 39 – Stats: 27 Physical Damage, 25.2 Auto-attack, Strength +10, Vitality +11, Critical Hit Rating +15

Source: Twin Adder Grand Company seals (there are versions for each Grand Company at this level)

**Aetherial Mythril Ear Cuffs** – Earrings

Required Level: 40 – Stats: 1 Defense, 1 Magic Defense, Strength +4, Dexterity +4

Source: Dungeon drop

**Storm Sergeant's Tabard** – Body

Required Level: 40 – Stats: 71 Defense, 36 Magic Defense, Strength +9, Vitality +10, Determination +9

Source: Maelstrom Grand Company seals (each GC has its own version)

**Levels 41–50**

**Wyvern Spear** – Weapon

Required Level: 41 – Stats: 30 Physical Damage, 29.6 Auto-attack, Strength +11, Vitality +12, Determination +8, Skill Speed +17

Source: Last boss of Stone Vigil

**Serpent Sergeant's Choker** – Neck

Required Level: 41 – Stats: 1 Defense, 1 Magic Defense, Strength +4, Dexterity +4, Determination +5

Source: Order of the Twin Adder Grand Company seals (each GC has its own version)

**Silver Tricorne** – Head

Required Level: 43 – Stats: 36 Defense, 35 Magic Defense, Strength +6, Dexterity +6, Vitality +6, Accuracy +9

Source: Crafting – Leatherworker



**Serpent Sergeant's Jackboots** – Feet

Required Level: 43 – Stats: 42 Defense, 42 Magic Defense, Strength +6, Dexterity +6, Vitality +7, Determination +7

Source: Order of the Twin Adders Grand Company seals (each GC has its own version)

**Serpent Sergeant's Spear** – Weapon

Required Level: 44 – Stats: 33 Physical Damage, 29.04 Auto-attack, Strength +12, Vitality +13, Critical Hit Rating +20

Source: Twin Adder Grand Company seals (there are versions for each GC)

**Buccaneer's Shirt** – Body

Required Level: 44 – Stats: 63 Defense, 63 Magic Defense, Strength +10, Vitality +9, Accuracy +15, 3 Materia slots

Source: Dungeon drop

**Flame Sergeant's Pot Helm** – Head

Required Level: 44 – Stats: 45 Defense, 45 Magic Defense, Strength +7, Vitality +7, Skill Speed +11

Source: Immortal Flames Grand Company seals (each GC has its own version)

**Storm Sergeant's Hose** – Legs

Required Level: 44 – Stats: 63 Defense, 63 Magic Defense, Strength +11, Dexterity +11, Vitality +12, Skill Speed +18

Source: Maelstrom Grand Company seals (each GC has its own version)

**Drachen Armet** – Head

Required Level: 45 – Stats: 68 Defense, 34 Magic Defense, Strength +8, Vitality +8, Accuracy +14, Determination +6

Source: This is a reward for completing the level 45 Dragoon class quest. This is part of the Artifact set that is the first level 50 Dragoon set.



**Drachen Gauntlets** – Hands

Required Level: 45 – Stats: 68 Defense, 34 Magic Defense, Strength + 8, Vitality +8, Determination +9, Skill Speed +10

Source: This is a reward for completing the level 45 Dragoon class quest. This is part of the Artifact set that is the first level 50 Dragoon set.

**Drachen Breeches** – Legs

Required Level: 45 – Stats: 96 Defense, 48 Magic Defense, Strength +12, Vitality +13, Critical Hit Rating +15, Skill Speed +22

Source: This is a reward for completing the level 45 Dragoon class quest. This is part of the Artifact set that is the first level 50 Dragoon set.

**Drachen Greaves** – Feet

Required Level: 45 – Stats: 68 Defense, 34 Magic Defense, Strength +8, Vitality +8, Accuracy +10, Skill Speed +14

Source: This is a reward for completing the level 45 Dragoon class quest. This is part of the Artifact set that is the first level 50 Dragoon set.

**Aetherial Rubellite Ring** – Ring

Required Level: 47 – Stats: 1 Defense, 1 Magic Defense, Strength +6

Source: Dungeon drop

**Canopus Guisarme** – Weapon

Required Level: 47 – Stats: 36 Physical Damage, 35.52 Auto-attack, Strength +13, Vitality +14, Accuracy +23, Determination +11

Source: Dungeon drop

**Aetherial Raptorskin Armguards** – Hands

Required Level: 47 – Stats: 50 Defense, 50 Magic Defense, Strength +7, Dexterity +7, Vitality +8

Source: Drops in The Aurum Vale



**Aetherial Raptorskin Jacket** – Body

Required Level: 47 – Stats: 70 Defense, 70 Magic Defense, Strength +12, Dexterity +12, Vitality +13

Source: Drops in Aurum Vale

**Aetherial Cobalt Sallet** – Head

Required Level: 47 – Stats: 50 Defense, 50 Magic Defense, Strength +7, Vitality +7, Vitality +8

Source: Coincounter in Aurum Vale

**Aetherial Electrum Ear Cuffs** – Earrings

Required Level: 47 – Stats: 1 Defense, 1 Magic Defense, Strength +6, Dexterity +6

Source: Dungeon drop

**Rubellite Choker** – Neck

Required Level: 48 – Stats: 0 Defense, 0 Magic Defense, Strength +5, Skill Speed +7

Source: Crafting – Goldsmith

**Rubellite Ring** – Ring

Required Level: 49 – Stats: 0 Defense, 0 Magic Defense, Strength +5, Skill Speed +8

Source: Crafting – Goldsmith

**Rubellite Earrings** – Earrings

Required Level: 49 – Stats: 0 Defense, 0 Magic Defense, Strength +5, Skill Speed +8

Source: Crafting – Goldsmith

**Aetherial Hart Guisarme** – Weapon

Required Level: 49 – Stats: 36 Physical Damage, 35.52 Auto-attack, Strength +13, Vitality +14

Source: Random dungeon/Leve chest



## Level 50 – Gearing Tips

There are five levels of gear when you hit level 50:

1. Artifact gear – These are the blue class pieces you'll gain when completing your level 45/50 class quests. Level 50 Grand Company gear and some crafted gear is comparable.
2. Amdapor Keep drops
3. Darklight gear – This set costs Allagan Tomestones of Philosophy, which you'll get from running level 50 dungeons (see chart below)
4. Artifact +1 gear – This set costs Allagan Tomestones of Mythology. It's essentially an upgraded look of the Artifact set with better stats, of course.
5. Allagan gear – This gear drops from Coil of Bahamut

To work your way to the top level of gear, you'll need to start the beginning. Grab any level 50 gear you can in order to maximize your performance as you begin level 50 dungeons and the 8-man raids that are required to progress your story quests (as always, prioritize a weapon).

### The following level 50 dungeons drop these currencies.

Castrum Meridianum – 100 Allagan Tomestones of Philosophy

The Praetorium – 100 Allagan Tomestones of Philosophy

The Wanderer's Palace – 50 Allagan Tomestones of Philosophy

Amdapor Keep – 80 Allagan Tomestones of Philosophy and 40 Allagan Tomestones of Mythology

### Level 50 Beginning Gear List

*Note: There are many possible sources of gear and many places to get gear at level 50. This list will get you started and give you an idea of what's to come.*

**Drachen Mail** – Body

Required Level: 50 – Stats: 98 Defense, 50 Magic Defense, Strength +14, Vitality +15, Critical Hit Rating +16, Determination +16



Source: This is a reward for completing the level 50 Dragoon class quest. This is part of the Artifact set that is the first level 50 Dragoon set.

**Behemoth Helm** – Head

Required Level: 50 – Stats: 51 Defense, 51 Magic Defense, Strength +8, Dexterity +8, Vitality +8, Critical Hit Rating +10, Determination +9

Source: 5 Behemeth Horns that are obtained from receiving a Silver award or better in the Behemeth FATE event.

**Thundercloud** – Weapon

Required Level: 50 – Stats: 37 Physical Damage, 34.53 Auto-attack, Strength +13, Vitality +14, Accuracy +24, Determination +11

Source: 5 Behemeth Horns that are obtained from receiving a Silver award or better in the Behemeth FATE event.

**Storm Lieutenant's Trident** – Weapon

Required Level: 50 – Stats: 38 Physical Damage, 37.49 Auto-attack, Strength +15, Vitality +17, Skill Speed +25

Source: Maelstrom Grand Company seals (each GC has its own version)

**Lominsan Officer's Overcoat** – Body

Required Level: 50 – Stats: 50 Defense, 98 Magic Defense, Strength +13, Vitality +14, Accuracy +23, Skill Speed +16

Source: Maelstrom Grand Company seals (each GC has its own version)

**Lominsan Officer's Cap** – Head

Required Level: 50 – Stats: 36 Defense, 70 Magic Defense, Strength +8, Dexterity +8, Vitality +8, Accuracy +14, Skill Speed +10

Source: Maelstrom Grand Company seals (each GC has its own version)



**Lominsan Officer's Gloves** – Hands

Required Level: 50 – Stats: 36 Defense, 70 Magic Defense, Strength +8, Dexterity +8, Vitality +8, Determination +10, Skill Speed +10

Source: Maelstrom Grand Company seals (each GC has its own version)

**Darksteel Mitt Gauntlets** – Hands

Required Level: 50 – Stats: 60 Defense, 33 Magic Defense, Strength +11, Vitality +11, Accuracy +13, Determination +6

Source: Crafting – Armorer

**Darksteel Sollerets** – Feet

Required Level: 50 – Stats: 60 Defense, 33 Magic Defense, Strength +11, Vitality +11, Accuracy +9, Determination +9

Source: Crafting – Armorer

**Darksteel Tassets** – Waist

Required Level: 50 – Stats: 52 Defense, 28 Magic Defense, Strength +8, Vitality +8, Accuracy +10, Skill Speed +7

Source: Crafting – Armorer

**Gryphonskin Choker** – Neck

Required Level: 50 – Stats: 0 Defense, 0 Magic Defense, Strength +8, Dexterity +8, Accuracy +7, Determination +7

Source: Crafting – Leatherworker

**Rose Gold Ear Screws** – Earrings

Required Level: 50 – Stats: 0 Defense, 0 Magic Defense, Strength +8, Dexterity +8, Accuracy +10, Determination +5

Source: Crafting – Goldsmith



**Raptorskin Wristbands** – Bracelets

Required Level: 50 – Stats: 0 Defense, 0 Magic Defense, Strength +5, Dexterity +5, Accuracy +7

Source: Crafting – Leatherworker

**Imperial Operative Choker** – Neck

Required Level: 50 – Stats: 0 Defense, 0 Magic Defense, Strength +6, Dexterity +6, Critical Hit Rating +9, Determination +4

Source: Crafting – Goldsmith

**Obelisk** – Weapon

Required Level: 50 – Stats: 37 Physical Damage, 34.53 Auto-attack, Strength +20, Vitality +19, Accuracy +23, Skill Speed +16

Source: Crafting – Blacksmith

**Imperial Operative Wristlets** – Bracelets

Required Level: 50 – Stats: 0 Defense, 0 Magic Defense, Strength +6, Dexterity +6, Critical Hit Rating +6, Skill Speed +9

Source: Crafting – Goldsmith

**Hetairoi Jackboots** – Feet

Required Level: 50 – Stats: 72 Defense, 38 Magic Defense, Strength +10, Vitality +11, Accuracy +11, Critical Hit Rating +15

Source: Second boss (Demon Wall) in Amdapor Keep. This set is part of the Dragoon-specific set that drops from level 50 4-man dungeons.

**Peltast Ring** – Ring

Required Level: 50 – Stats: 1 Defense, 1 Magic Defense, Strength +8, Accuracy +8, Skill Speed +11

Source: Random chest in Amdapor Keep



**Ifrit's Harpoon** – Weapon

Required Level: 50 – Stats: 39 Physical Damage, 39.52 Auto-attack, Strength +18, Vitality +19, Accuracy +18, Fire Resistance +10, Determination +10

Source: Drop from Hardmode Ifrit. This is an 8-man fight that unlocks are you complete your level 50 story quests.

**Darklight Harpoon** – Weapon

Required Level: 50 – Stats: 38 Physical Damage, 36.48 Auto-attack, Strength +15, Vitality +17, Determination +17, Skill Speed +18

Source: Level 50 dungeon drop

**Darklight Helm** – Head

Required Level: 50 – Stats: 75 Defense, 41 Magic Defense, Strength +12, Strength +14, Accuracy +11, Determination +11

Source: 496 Allagan Tomestones of Philosophy

**Darklight Bracelet Of Striking** – Bracelets

Required Level: 50 – Stats: 1 Defense, 1 Magic Defense, Strength +9, Critical Hit Rating +12, Determination +6

Source: 375 Allagan Tomestones of Philosophy

**Darklight Sollerets** – Feet

Required Level: 50 – Stats: 75 Defense, 41 Magic Defense, Strength +12, Vitality +14, Accuracy +11, Determination +11

Source: 495 Allagan Tomestones of Philosophy

**Darklight Cuirass** – Body

Required Level: 50 – Stats: 105 Defense, 57 Magic Defense, Strength +20, Vitality +22, Determination +18, Skill Speed +19

Source: 825 Allagan Tomestones of Philosophy



**Darklight Trousers** – Legs

Required Level: 50 – Stats: 105 Defense, 57 Magic Defense, Strength +20, Vitality +22, Accuracy +19, Determination +18

Source: 825 Allagan Tomestones of Philosophy

**Darklight Tassets** – Waist

Required Level: 50 – Stats: 65 Defense, 35 Magic Defense, Strength +9, Vitality +10, Critical Hit Rating +9, Determination +8

Source: 375 Allagan Tomestones of Philosophy

**Darklight Gauntlets** – Hands

Required Level: 50 – Stats: 75 Defense, 41 Magic Defense, Strength +12, Vitality +14, Determination +11, Skill Speed +11

Source: 495 Allagan Tomestones of Philosophy

**Darklight Band of Striking** – Ring

Required Level: 50 – Stats: 1 Defense, 1 Magic Defense, Strength +9, Critical Hit Rating +9, Skill Speed +12

Source: 375 Allagan Tomestones of Philosophy

**Darklight Earrings Of Striking** – Earrings

Required Level: 50 – Stats: 1 Defense, 1 Magic Defense, Strength +9, Accuracy +9, Critical Hit Rating +12

Source: 375 Allagan Tomestones of Philosophy

**Darklight Choker of Striking** – Neck

Required Level: 50 – Stats: 1 Defense, 1 Magic Defense, Strength +9, Accuracy +12, Critical Hit Rating +9

Source: 375 Allagan Tomestones of Philosophy



## RECOMMENDED LANCER/DRAGOON BUILDS



hen it comes to choosing a "build" for a Lancer or Dragoon, there are actually two things to keep in mind. You'll need both an attribute build, which is how you choose to organize your stats, and a cross-class build that constitutes which extra skills you have access to. These skills can make a large difference when solo and when taking part in group activities like dungeons and raids. Both of these builds matter more at level 50, of course.

### Choosing an Attribute Build

You're allowed to allocate a certain number of stats, or attributes, while leveling. As a Lancer or Dragoon it is recommended to place every point in Strength if you are able to do so. Strength is the number one source where all your damage comes from, so you should never skimp on Strength.

You also want to prioritize Strength when choosing between gear upgrades. Defense and Magic Defense do not matter to you in a group situation, but Strength is vitally important in order to do more DPS (damage per second). You should also focus on Strength when deciding on what Materia to place in your gear.

Vitality is important to a Dragoon/Lancer's survivability, but only to a certain point. Vitality naturally occurs on gear quite often, and since Dragons and Lancers wear naturally heavy armor, survivability generally won't be a huge issue. Take Vitality as it comes naturally, but never focus on Vitality instead of Strength.

Dexterity is another stat that often appears in Lancer/Dragoon gear. It is definitely worthwhile, since it ups our chances of dealing critical damage, but it's never better than Strength. Again, take it as it naturally comes on gear, but never focus on it primarily. Dexterity also ups a Lancer/Dragoon's chance to parry, which is helpful when solo.



The same goes for Accuracy. You'll need a certain amount of Accuracy in order to hit boss enemies in level 50 raids, but plenty of it will generally appear on most level 50 gear naturally. Accuracy is helpful while leveling if you find yourself taking on enemies that are higher in level than your character, but other than that it is not necessary while leveling at all.

For secondary stats, focus on Critical Hit Rating whenever possible. Determination ups all damage by a small amount and is decent, but Critical Hit Rating ups a Dragoon's damage by a lot more. Skill Speed is another secondary stat that has a minimal effect for a Lancer/Dragoon. It is decent, but not better than Critical Hit Rating. Skill Speed lowers the global cooldown a little bit, but not by a significant amount currently.

### Choosing a Cross-Class Build

As a Lancer, you have plenty of options for good cross-class skills. You may not want to spend too much leveling up other classes, but it's always a good idea to level up Marauder and Pugilist, since these are the two classes you'll have access to as a Dragoon. Pugilist has some great self-healing and DPS cooldowns while Marauder offers some additional self-healing tricks. Other solid options include Conjurer for a self-heal with a cast time and a buff and Archer for a DPS cooldown and an attack that gives you a Critical Hit Rating buff.

When you change jobs and become a Dragoon, you'll have to choose between the Marauder and Pugilist options. It's not a bad idea to level both classes to around 30, as you'll gain some nice abilities you can make use of at level 50 and even before that point. Prioritize getting to level 26 in Marauder for an execute-type ability that grants a self-heal and level 30 in Pugilist for a great DPS cooldown that grants Critical Hit Rating.

When you choose which skills to allocate, you may want to switch these skills up depending on whether you are solo or in a dungeon group. While leveling a Lancer, you may choose to run with Cure and Protect while solo, for example, but when you enter a dungeon, you should consider dropping both and picking up a DPS cooldown or two, since you will aid your team more by doing more DPS during boss fights. As a Dragoon, you shouldn't need to worry about this too much, as your selections will be more limited.



# LANCER/DRAGOON SOLO GAMEPLAY GUIDE



hen a Lancer or Dragoon is playing solo, there a number of things to consider. First off, you will want to figure out how to do as much damage as possible while still remaining healthy and not falling easily in combat. You will want to best balance out how much damage you do and lessen the amount of damage you take and/or find ways to heal yourself when start taking a significant amount of damage.

Thankfully, since Lancers and Dragons are extremely sturdy and can even serve as off-tanks on occasion, they generally do not need to worry about adjusting any gear when switching between group gameplay and solo gameplay. You may wish to switch out your cross-class skills when solo, however. If you find you take a lot of extra damage, toss in some survivability skills.

Consider slotting in skills like Cure or Protect from Conjurer and Foresight and Bloodbath from Marauder. Other great survivability options include Second Wind and Featherfoot from Pugilist. Personally, I loved running with Cure and Protect on my Lancer since Protect upped my survivability in a simple, half-hour buff and Cure gave me the ability to completely heal myself between fights when necessary. I would often find myself tanking low level FATE boss enemies and would even be able to heal myself during combat using Cure. It was fantastic.

As you gain more levels, however, and change jobs into a Dragoon, you'll be forced to pick skills from Pugilist and Marauder. While it's completely viable and not a bad idea to remain as a Lancer solo while leveling above level 30, I personally find combat as a Dragoon much more fun due to Jump and Elusive Jump. If you choose to remain a Dragoon while solo, be sure to slot in skills like Second Wind from Pugilist and Bloodbath and Mercy Stroke from Marauder.



Mercy Stroke is incredibly useful if timed correctly. If you need health, wait to use Mercy Stroke until you know the mob will die from it. Use it, and gain a free self-heal! Regaining your health between fights while out of combat, of course, is always a viable option.

While solo, you'll also have to learn to use your positional abilities like Heavy Thrust and Impulse Drive. It's much easier to use these abilities with a tank. First off, don't even worry about keeping up your Impulse Drive -> Disembowel -> Chaos Thrust combo while solo unless it is going to be a very long fight and you are able to open combat from behind the enemy or strafe behind it when they are charging up a ground AoE effect.

Even in that situation, it may be better to use those ground AoE effects to keep up Heavy Thrust, as this will grant you a much more immediate damage boost. It's also easier to strafe to the flank (side) of an enemy than behind it completely. Try and open up a solo fight whenever possible with a Heavy Thrust from the side, as this will give you that damage boost immediately and help you end the fight quick.

There will be times when you cannot use Heavy Thrust at all, and that's okay. Use your other combos and abilities as necessary, and if it is going to be a long fight, don't forget about your DPS cooldowns. When solo, you may often find yourself concentrating on your survivability over your DPS, and that's perfectly fine. Stay out of ground AoEs and make sure to use survivability cooldowns and self-heals if you ever need to. Make sure to only use Keen Flurry on bosses that do straight physical damage. You cannot parry a magical spell. This is where cooldowns like self-heals and Foresight come in handy.

Since Life Surge only has a 1-minute recast time, you will most likely find yourself using it first when you are dropping health while solo. Use it on a strong combo attack every time you use it. Don't forget to also make use of Potions and Hi-potions whenever necessary. They can literally save your life. Food is also useful, since it ups your stats and gives you a boost to EXP gained.



You should also use the time when you solo on your Lancer/Dragon to practice avoiding AoE ground effects as well as your stun/interrupt abilities. You'll have access to two-- Leg Sweep and Spineshatter Dive. Prioritize Spineshatter Dive first as it does more damage, but is on a longer cooldown. Most AoE ground effects can be interrupted, even from boss monsters, but you'll need to be extremely quick to interrupt many of them.

Since the ground effects hurt less from mobs out in the world, it's an excellent time to practice using your interrupt whenever possible while solo. They are both off global cooldown (GCD), so you won't need to pause your attacks to pull off an interrupt, but timing often matters when using an off-GCD ability, especially when experiencing latency issues. This is why it's good to practice interrupting.

Try and time off-GCD abilities for one second or 1.5 seconds after using a main ability. I find this gives the game enough time to process the main ability and plenty of time to fire off the off-GCD ability before the full 2.5 seconds are up. If you use an off-GCD ability too soon after using a main ability, it will sometimes not fire off right away, especially if you frequently experience latency issues. Instead of ferociously mashing buttons, it's sometimes better to just wait a second and then use the ability.

**As far as how to quickly level while solo, there are three tips for leveling fast in FFXIV.**

**ARR.**

1. Keep current with your story scenario quests and class quests. This includes running dungeons when necessary, which can take a little time, but are extremely worthwhile.
2. Keep your gear as current as possible. The quicker you kill things, the faster you'll level. You'll also be able to contribute more in a dungeon run with updated gear, which will make the run smoother and faster. Gear matters!
3. If you ever find yourself a little behind level-wise, consider joining a FATE party. FATES are the quickest way to level currently. You can literally gain multiple levels in an hour by joining a large group of players who are farming FATE events. Don't hesitate to ask in General chat for an invite to a FATE party.



# LANCER/DRAGOON GROUP GAMEPLAY GUIDE



hile playing with other players in a dungeon group or open-world group, it's important to always be respectful, courteous and communicative. If you are ever unsure of what to do, be honest and tell your group. They will fill you in. Everyone was a beginner once, so never feel bad about admitting you are new to the game or to MMORPGs in general.

In a dungeon, a Lancer/Dragoon is a DPS character, which means they are responsible for dealing as much damage to enemies as they can without causing harm to themselves or the group. In most cases, this means following the lead of your tank and maintaining your DPS rotation unless adds (extra mobs that often spawn during boss fights) need to be killed, AoE effects need to be avoided or fight mechanics require some special actions from party members. Fight mechanics should always be prioritized. This means that you should always move out of AoE effects and stay behind enemies unless asked to do otherwise.

You will generally want to make sure you have a balanced assortment of cross-class abilities while in a dungeon group. You probably won't need to slot Cure or Protect if you have them, but skills like self-heals and DPS cooldowns can be very important. The healer is often too busy to heal DPS during a hectic fight, so helping the healer out with a self-heal ability of even a Hi-potion can turn a wipe into a victory.

While fighting, wait for the tank to engage and attack the target that they are attacking first. Don't AoE unless you notice that the entire party is AoEing. If your group's casters decide to utilize crowd control (CC), you'll notice that certain mobs will be put to "sleep" and little bubbles will animate above their heads. Don't attack these mobs until the tank does so.



During every fight, make sure to make use of Heavy Thrust and engage from the flank (side) of enemies to keep the buff active at all times (unless the single mob left alive is about to die). It's often a good idea to open up with Heavy Thrust since it gives you a nice buff and gives the tank a little time to position mobs before you go all-out.

It's often a good idea to keep an eye on the enmity bars during a dungeon run to make sure you don't over-threat the tank. There are two ways to do this. You can watch the symbols on the sides of the enemy frame or you can watch the class symbols next to the party frame. On the enemy frames, you will see that each enemy has a colored symbol. If the symbol is green and square, that means you are not pulling threat from the tank. If it turns orange and into a triangle, you are nearing pulling aggro. If it turns into a red circle, that means the enemy has turned to you and will be attacking you. You don't want this in most cases.

Alternatively, if you look at the class symbols to the side of the party frames, you will see that underneath each class symbol is a small, white bar. These are enmity bars. The tank's bar should be the longest. If ever the bar under your own name approaches the tank's, this means that you're close to pulling threat from them. Learn to keep an eye on these bars.

Damage-over-time effects like Phlebotomize may not be that useful on trash mobs (the mobs that aren't bosses) due to how quickly trash often dies. Likewise, you may not find that the Impulse Drive -> Disembowel -> Chaos Thrust combo is useful on trash. It will be useful on boss fights, however, especially if you have an Archer/Bard in your group.

On bosses, you will want to focus on fight mechanics first and foremost, but also make sure to use all of your DPS cooldowns in order to maximize your damage. Most fights will have a certain ideal time in order to go all-out in DPS. In many of the fights in FFXIV: ARR, that time will be during the period when the boss has less than 20% health or so. Fights will often be hectic during this period, and it's often a great time for a Limit Break as well.



The Lancer/Dragoon Limit Break is one of the best in the game, so you will usually get asked to use it. Drag the ability to your hotbar and use it when asked to do so or at the last portion of the fight when the Limit Break bars are full. The final boss of a given dungeon is usually the best time to use a Limit Break. Some dungeons allow you to use it on multiple bosses, but others are much shorter.

You may get asked to help interrupt during a boss fight. If so, save your Leg Sweep and Spineshatter abilities for the mechanic you need to interrupt. Your interrupts are nice since they are off the global cooldown (GCD), but if you have a Paladin or Gladiator in the group, they may want you to not interrupt at all since theirs is on a much shorter recast time. Stuns and therefore interrupts have diminishing cooldowns, which means that if too many are used, the mob will become immune to them.

Since players are still very new to the game and learning their classes still, you'll sometimes run into cases where you'll end up off-tanking trash due to the tank not being able to hold enmity (threat) on all of the targets at once. It's better for you to take damage than your group's healer or a squishy caster, so feel free and try and save your partymates if they are facing trouble. You are quite heavily-armored and have a lot of health for a DPS class.

You can also toss out a quick stun and pop your survivability cooldowns while off-tanking to help ensure a victory. Dungeon runs aren't always perfect, but the Lancer/Dragoon is a very versatile class. Versatility often has its uses.



## GUIDE TO FARMING GIL



il can be challenging to come by in FFXIV: A Realm Reborn. While leveling, gil is never too much of an issue, but at level 50 when the quests stop, you may find yourself quickly broke, especially if you're hitting dungeons and raids hard and have to pay for repair bills. As a Lancer/Draagoon, you have some great options, however, especially since you kill quick and are particularly sturdy in combat.

### Earning Gil Through Crafting and Gathering

The first option you have is to take up crafting. Leveling crafting can be pretty tedious, but by focusing on selling items as you make them and ensuring they are all High Quality, you should be able to earn some gil back as well as gain levels quickly. High Quality items are really the secret to leveling crafting up fast. You get EXP bonuses every time you successfully raise a crafted item's Quality, even if the item itself does not turn out High Quality. This means that you should focus on making every item as high in Quality as possible, even the lower level materials like ingots and thread.

You'll also want to focus on crafting Leves as much as possible. These grant you a large chunk of EXP as well as gil. Make sure your Leve turn-ins are High Quality whenever possible, as this gives you a huge boost in EXP. Some Leves even let you turn in multiple turn-ins, which can give you around one-third of a crafting level for every turn-in. The Grand Company supply missions are also a decent chunk of crafting EXP, but you can only do these daily.

Another tip for leveling your crafting quickly for gil-making purposes is to make sure you're wearing the best crafting gear as possible. If you can craft any pieces with Craftsmanship, CP and Control, craft them, make sure they're High Quality and equip them. If you can't make your own crafting gear, buy it off the Market Board. It's generally much cheaper than combat gear, and will help you a ton while crafting.



Crafted gear that's level 40 or above is where the real money in crafting is. If you can manage to get a crafting class up to level 50, sell anything that new level 50 players will be looking for in order to start running dungeons. Make sure most of these items are High Quality. Also, be sure to advertise your skills. Players will always need a level 50 crafter to meld Materia in their new, fancy gear. Be that crafter, and earn a little cash for doing so.

Some raw crafting materials like fleece and webs that are needed for Weavers sell extremely well on the Market Board. Ore and wood from Mining and Botany also may sell well on some servers. Elemental shards like the ones needed for crafting also tend to be strong-selling items, since many players concentrate on crafting and crafting only. If you're not a crafter, you can generally sell these shards safely, since they often drop off mobs.

### Earning Gil Through Leves and Dungeons

The other option for quickly earning gil is to take part in Guild Leves and Leves. The higher level of Leves you take part in, the more money you make. They won't net you as much EXP as you'd get from farming FATE events (if you're still leveling), but the cash bonus of Leves is worthwhile if you find yourself strapped. You should be able to pound out quite a few Leves quickly as a Lancer/Dragon.

If you haven't completed all of the optional side quests you ran into while leveling, you should also go back and do all of these. They all reward gil so they are definitely worth doing. Do them on another class you are interested in leveling if you have a good amount of them left. All of the story quests reward gil as well, so complete your main story as soon as you can.

Some level 50 dungeon drops like the rare pets, also sell extremely well. As you run dungeons, watch for rare items to drop and sell them for a nice profit. Some of the FATE pets are also decent to sell. When in doubt, check your Market Board and see what rare items such as dungeon drops are selling for.



If you're experienced in running level 50 dungeons and the Hardmode Primal fights, you can sometimes also get paid to come into a run and teach new level 50 players how to win the fight and contribute to the run. It's generally a little easier for tanks or healers to sell their services, but an experienced, knowledgeable DPS can often be an asset as well. If you're interested in helping others out in this nature, pair up with a tank friend and give this a try. Alternatively, you can level up the Paladin or Warrior class and give tanking a go yourself.

In general, making gil is all about watching and taking note of what is in high demand on your server. Some servers have a better economy than others, of course, so it pays to watch the Market Board. Pay attention to what players are buying and what they are asking for in FC chat and in General chat. Filling in those gaps is always the best way to make money in any game.