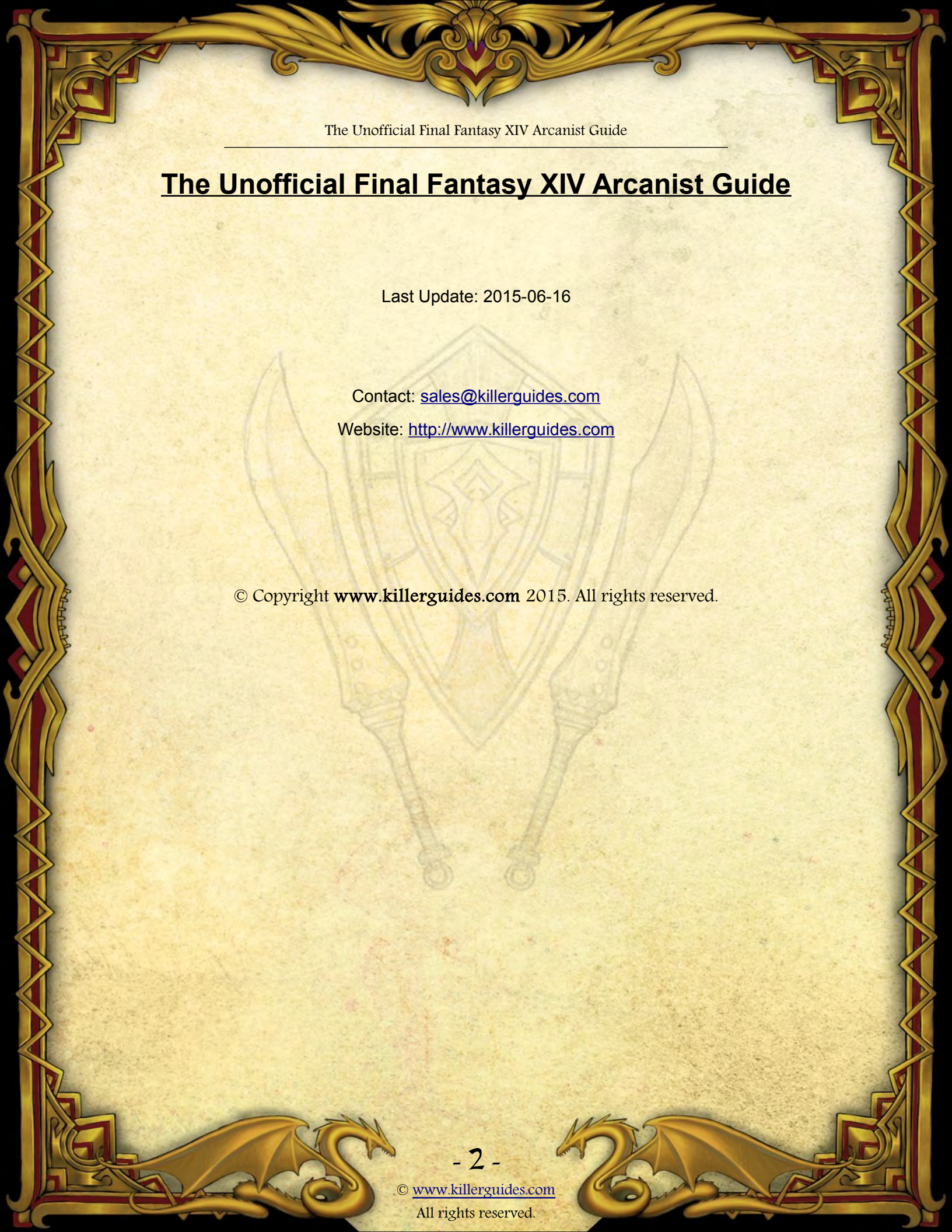


Professional strategies and insider tips!



THE UNOFFICIAL FINAL FANTASY XIV: A REALM REBORN ARCANIST GUIDE

Our unofficial strategy guides are sold exclusively on
www.killerguides.com



The Unofficial Final Fantasy XIV Arcanist Guide

The Unofficial Final Fantasy XIV Arcanist Guide

Last Update: 2015-06-16

Contact: sales@killerguides.com

Website: <http://www.killerguides.com>

© Copyright www.killerguides.com 2015. All rights reserved.

IMPORTANT

The Short Version.

This document is a single-user license. Please don't copy or share it.

The Long Version.

This document is seeded. In cases of copyright infringement this information will be used to track down the user ID that was used to acquire the document.

Upon your purchase of the document you agreed to the Terms and Conditions of Killer Guides (<http://www.killerguides.com/terms-and-conditions>). In case you redistribute this document or parts thereof without our written permission a contractual fine of up to \$10,000 applies.

If you bought or received this document free of charge from any other party, you can report them on our contact page (<http://www.killerguides.com/contact>). We reward reports that help to track down a case of copyright infringement with **up to \$100.**

© Copyright **www.killerguides.com** 2015. All rights reserved. Final Fantasy XIV: A Realm Reborn is a registered trademark of Square Enix in the U.S. and/or other countries. All other trademarks are the property of their respective owners.

Table of Contents

| | | | |
|---------------------------------------|----|--|----|
| Important..... | 3 | Playing the Arcanist in a Party..... | 31 |
| The short version..... | 3 | Grouping Strategies Before Level 30.. | 32 |
| The long version..... | 3 | Grouping Strategies After Level 30.... | 34 |
| Leveling Guide..... | 5 | Recommended Builds and Stat Emphasis | |
| Introduction..... | 5 | | 34 |
| Leveling 1-10..... | 6 | Gil Farming Tips..... | 37 |
| FATE Party Grinding..... | 7 | End Game Gearing..... | 39 |
| Leveling 11-20..... | 9 | Beginning the Gear Grind..... | 41 |
| Leveling 21-30..... | 12 | Castrum Meridanum and The | |
| Leveling 31-40..... | 15 | Praetorium..... | 43 |
| Leveling the Arcanist 41-50..... | 19 | The Wanderer's Palace, The Bowl of | |
| Arcanist Skills and Traits Guide..... | 22 | Embers Hard Mode and Amdapor | |
| Arcanist Skills..... | 22 | Keep..... | 44 |
| Traits..... | 25 | Relic Weapons and Other Assorted | |
| Summoner Skills..... | 27 | Business..... | 45 |
| Scholar Skills..... | 28 | The Final Stages of the Game..... | 46 |
| Arcanist Strategies..... | 29 | Binding Coil of Bahamut..... | 46 |
| Overview..... | 29 | Closing Thoughts..... | 47 |
| Playing the Arcanist Solo..... | 29 | | |

LEVELING GUIDE

Introduction

The Arcanist, or ACN, is a versatile damage dealing Disciple of Magic class that also utilizes pets. Their main source of damage is from damage over time abilities, or DoTs, that continue to damage the enemy after their application. Arcanists also enjoy access to a wide variety of debuffs, or spells that decrease the stats and effectiveness of enemies. As a result of these damage options, the Arcanist is considered a back line, ranged damage dealer. It is absolutely true that the Arcanist can be an effective party healer as well. However, the duty finder currently does not support Arcanists queueing up as one. In a full party formed on your own, though, Arcanists can certainly play the role of healer as well. This becomes particularly true at later levels, when the Arcanist can shift to the role of Scholar.

However, the existence of their pets changes this somewhat. Throughout the course of the game, Arcanists gain access to two different pets. These summoned creatures can aid the Arcanist and their party by providing additional damage and protection. Both of these pets are variants of the iconic pet from Final Fantasy XI, named Carbuncle. One of these, the Emerald Carbuncle, provides additional damage and bonuses to the Arcanist's damage of time spells. The other, Topaz Carbuncle, is a tank of sorts. It features increased enmity attacks and added survivability traits for the Arcanist. It is not suggested for Arcanists to attempt to fill the role of a tank in any party setting, though.

As a result of these multiple roles and varied skill options, there are a lot of misconceptions about how best to play the Arcanist job. When playing solo, there really is not an issue. However, when in a party, it is important to remember that unless otherwise stated, the primary function of the Arcanist is to deal damage. That said, there are a number of tricks available to the Arcanist that makes the leveling process from 1-50 and questing much easier than for some other jobs. Also, people who are familiar with pet classes from other massively

multiplayer online role playing games might assume that the Arcanist is able to solo difficult monsters effectively. This is not an entirely false assumption. However, the optimum path for leveling and experiencing the game for Arcanists is not all that different from the path that any other job would take.

Leveling 1-10

Progressing from levels 1-10 is very much a solo endeavor. However, there are some specific circumstances when grouping can be a benefit, particularly from levels 5-10. Also, defeating monsters at this level is very simple to do, so feel free to experiment with techniques, tactics and anything else that suits your fancy. Players new to the Arcanist job will likely feel like their attack power is somewhat low when compared to other classes. This is true to begin with, but fear not. The damage that Arcanists can dish out will ramp up as players increase their level. However, it will not ever rival that of more direct damage oriented jobs, particularly on short fights. The real benefit of the Arcanist is the debuffs they bring to party play and extended fights.

While some of these skills will not be available at level 1, obviously, the general rotation for defeating monsters while leveling looks like this.

Miasma > Bio > Ruin until defeated.

Your Carbuncle should always be out and will assist you on the target. Miasma places a debuff on the target that reduces their movement speed, which is why it is typically the first cast. If cross classes are available, it is a good idea to take the Aero skill from Conjurer to boost direct damage while soloing. However, this is not necessary.

For the first five levels, Arcanists should focus on completing any of the beginning quests that are still available, and also completing the beginning entries in the hunting log. These initial entries are often spread throughout the beginning areas, and are often easy to find. These quick diversions can yield a great deal of experience. Also, do not underestimate the

speed of chaining enemies as a method for leveling. By grinding out enemies that are at least the same level as the Arcanist job level, players achieve a chain bonus if they can win in a short enough time frame. When combined with the other types of experience bonuses available (food, free company boosts, other job levels being higher, special items) this can often provide the quickest way to level from 1 - 5.

At level 5, a few techniques become available. The first is to level using a combination of leves and FATEs. The best places to use this approach are Red Rooster Stead in Lower La Noscea, The Bannock in Central Shroud and Scorpion Crossing in Western Thanalan. The reasons for these locations are the availability of level 5 levequests and the presence of multiple FATEs in the area.

Soloing FATEs and Leves Approach

To use this approach, simply take one of the leves from the level 5 levemete. The suggestion would be to take one that involves killing a number of monsters in succession. It is a good idea to place the difficulty slider on the leve as high as possible, since the level gap does not make a major difference at this point, and chain bonuses are certain to occur when fighting monsters above your job level. However, it's a good idea to carry a few potions, just in case.

Next, leave the levemete and travel outside the outpost where the leve is gotten. Initiate the levequest and begin. However, take note of any FATEs that pop up in the vicinity. If any show up, abandon the leve until the FATE is completed. The experience from FATEs at this point far outweigh any speed completion bonuses for the leve. By doing leves in this fashion, level 10 can be gained in short order.

FATE Party Grinding

For those who either have no leve allowances, or for those who prefer party play, FATE parties are another speedy option for leveling from 5-10. The best places to do this at level 5 are southwest of Black Brush Station in Central Thanalan, or south of Red Rooster Stead in Lower La Noscea. To attempt leveling in this fashion, simply travel to these zones and shout for a FATE party.

Partying for FATEs has a number of advantages, and an Arcanist plays into these strengths quite well. For starters, Arcanists can tag monsters in a FATE quite effectively by using the tab key to cycle through targets and casting *maisma* on them as fast as possible. When claiming targets this way, your party will get full experience for every monster killed. Also, at later levels, *Carbuncle* obtains an area of effect wind spell that is perfect for claiming large groups of monsters.

Also, parties allow Arcanists to benefit from the increased kill speed of DPS classes while they build their own power level. By using healing magic and tagging monsters, your party will certainly perform enough actions at every FATE to maximize the reward for completion. Also, damage dealers will be free to attack indiscriminately, due to the Arcanist healing them between fights and during more difficult encounters. This makes the process of FATE grinding in a party quite appealing to Arcanists.

It should be noted that this approach is typically only faster than the first method when a chocobo whistle is used. Without the availability of a mount to travel from FATE to FATE, the travel time mitigates the experience gain of this process considerably. Also, it is quite common to arrive on foot to a FATE, only to witness the end of the FATE at that point. Since so many parties travel between FATEs with mounts, that is really the only way to effectively compete with them at this point.

If you choose to party in this fashion, there is a macro that is useful. Macros are scripts of commands that are run with the push of one button. Since FATEs can be chaotic and difficult to navigate due to the clutter of players and monsters on the screen, a macro can help with the most important job an Arcanist will have in this setting, namely healing.

`/ac "Physick" <mo>`

`/ac "Physick" <me>`

This will allow you to attempt to heal your mouseover target. If there is no mouseover target, the command will heal the Arcanist instead. That way, in a FATE, players can simply hover over their target and press this button, instead of trying to click on a target to heal before firing up the healing spell. This can also be used as the primary healing button for players as they solo through quests and monster killing, freeing up the action bar for other cross skills or attack options.

Leveling 11-20

At the point a player hits level 10, it is important that they take a moment and catch up on the requisite class quests. While this is not directly linked to the leveling process, these quests end up unlocking various skills and items that are truly important to life as an Arcanist. For example, the level 15 quest is the way that players gain the ability to use Summon II, which gives access to the second type of Carbuncle summon. Since players are generally close to the guild at this point, it is a good idea to head back to Guildmaster Thubrygeim at the Arcanist's guild in Limsa Lominsa at this point. However, some people choose to wait until level 15, and then complete both class quests in rapid succession.

Regardless of individual choice, players should plan on making the trip at level 15. The Topaz Carbuncle is a wonderful asset while engaging in solo play, due to the "tank" nature of the summon. The quests required are quite simple and should pose no real challenge to players. This is not always the case with class quests, as some will become quite difficult. However, enjoy the ease of completion for the time being, and make sure that these quests are completed by the time players are level 15.

As for continuing with the leveling process, levels 11-15 are more of the same. However, leve grinding while engaging in solo FATEs becomes less effective, due to the respective amount of experience gained for each successful leve completion. Most players find it more efficient to turn to FATE grinding exclusively at this point. However, the leve/solo FATE strategy works well enough in the Vesper Bay region by Horizon. The FATEs that spawn

between Vesper Bay and Horizon offer substantial amounts of experience, and are well suited for solo play. Since the area that these pop up in are also the exact areas that the Horizon leves require players to travel to, this is a great combination for leveling regardless of the diminished experience point totals for each leve.

For those who prefer FATE grinding exclusively, parties often form by Swiftperch in Western La Noscea, Moraby Dry Docks in Lower La Noscea and just north of Bannock in Central Shroud. These look and feel much like the FATEs that took players from levels 5–10. Simply shout for a party, join up and tag every monster possible while throwing heals on your party members. This is a chaotic but highly efficient method for leveling any job, and will quickly become the primary means for experience point gains at later levels. It is also the only viable source of Grand Company seals to date. Therefore, players should expect to do quite a bit of this from this level forward.

For reasons that will become clear shortly, it is also a good idea to spend some time tracking down kills on the hunting log before level 15. While it is entirely possible to do this at a later date, there are a variety of excellent ways to level from 15–20. These methods do not involve a lot of travel, and therefore make it difficult for players to accumulate the required kills through the normal course of their play. Since players will want access to future hunting logs, the 11–20 log must be completed. Also, at level 20, the completion bonus can offer a boost to the higher levels. So, players should make sure that they try to stay current on their hunting log during this part of the leveling phase.

At level 15, things begin to get interesting. For starters, players now have access to Aleport FATE parties in Western La Noscea. Currently, this is one of the best stages to FATE grind in the game. Players can expect to make the level 15–20 run in under two hours with a good party. For that reason alone, it is suggested that players utilize this tremendous source of experience points as soon as possible. Some people have reported successful parties as low as level 12. The limiting factor is not the level of the FATE, but the willingness of people to invite low levels to their party. However, Arcanists do well in this regard due to their ability to heal

party members. So, there is no harm in attempting to get into an Aleport FATE party earlier than level 15. While damage dealers might have a difficult time with contributing enough to get credit for the encounter, Arcanists can perform quite well, even when at a multiple level disadvantage.

Also, dungeons become possible through duty finder at level 15. These will not give players nearly the experience per hour that FATE grinding in Aleport will grant them. However, the access to higher functioning weapons and armor are particularly important for solo Arcanists, given that at this level, monster killing speed is somewhat low. Having the best possible weapons, then, is an important goal. These weapons are always found in dungeons.

Therefore, players will have to make a decision. It is is easy enough to basically skip levels 15–20 through the use of Aleport FATEs. At that point, nothing prevents players from queueing up in duty finder and working to improve their gear. Other people might choose to improve their gear from levels 15–20 by leveling in dungeon groups, knowing that once they hit level 20, their gear will be in top form. There is no “correct” answer to this question. However, conventional wisdom would state that players should level as quickly as possible, and Aleport FATEs are too beneficial to pass on.

If this is the choice for a player, it is important to at least visit a merchant at level 20 with the intention of upgrading the Arcanist’s gear. The level 20 class quest is not an easy one, and players will find it difficult to complete while wearing starter gear. Furthermore, players will eventually want to join dungeon parties, and this can be a frustrating experience when a player’s gear is not up to the task. Fortunately, gear at the vendor is not entirely expensive, and even newer players should be able to finance their upgrades once they hit level 20.

Leveling 21-30

Before continuing on with the leveling process, it is worth a mention that the level 20 Arcanist job quest can pose some difficulties for people. "Pincer Maneuver," the quest given at level 20 by the Arcanist guildmaster, is the first real test that many Arcanists see in Final Fantasy XIV. However, with a little planning and a few tips, this quest can be easily completed and not interrupt the leveling process too greatly.

During this quest, there is an instanced battle where the Arcanist is assaulted by a number of enemies. The important thing to do at this point is to have the Topaz Carbuncle ready, and to stand right next to it while fighting the enemies. This will allow the Topaz Carbuncle to grab the attention of the enemies through the use of its area of effect attack. By doing this, the Arcanist is free to heal the Topaz Carbuncle and to focus on the enemies instead of keeping themselves alive.

It is also important to note that some of the enemies utilize ranged attacks. This can get lost in the chaos and confusion of the battle. It is important for players to be aware of where the attacks are coming from, and make good decisions regarding splitting away to engage ranged attackers and staying next to the Topaz Carbuncle. However, through the use of these tactics, the fight should pose no lasting issues to the player. If, after a number of attempts, the fight is still too much to handle, players can level up to 24 before returning and attempting the fight again. This can often make the difference for players who struggle.

Fortunately, the level 25 job quest poses no real threat. The next major struggle for Arcanists regarding quests is the level 30 job quest. Until then, players should return to the level grind content in the knowledge that after they complete the level 20 job quest, the process should be seamless and uninterrupted.

Once players return to leveling, there are a few options for locations and strategies. The first thing to take note of is the levels of dungeons that open up through the story quests. If this is not a players first time through, they can access three dungeons through duty finder as soon as they hit the requisite level. These dungeons are.

Halatali, level 20-23

Thousand Maws of Toto-Rak, level 24-27

Haukke Manor, level 28-31

If this is a player's first time through, they should obviously be completing the story quests so that these dungeons are unlocked in due course. The first trip through dungeons are a great way to gain both experience through hunting logs and completion bonuses, and upgrades to gear. If this is a second job or later, it is a good idea to access these dungeons at least once to fill out the hunting log and to take a chance at some gear. For adept parties, repeated clears of these dungeons can be a legitimate source of experience, particularly when players find themselves at the low end of a dungeon's level range.

Remember, though duty finder, Arcanists can only queue up as a damage dealing class. That means it is a good idea to avoid using Topaz Carbuncle, as it makes tanking a difficult affair with the increased threat that it provides. However, do not be afraid to supplement healing when required. If players form their own party, Arcanists are still more than capable of being a primary healer for a group at this level. Also, some tanks will prefer the extra coverage of a Topaz Carbuncle, so it is a good idea to communicate with your party and summon accordingly.

Assuming the story quests are up to date and dungeons are not required to advance the story, FATE grinding in a party is still the fastest method of leveling in this range. For levels 20-25, there is only one place to go. East and West of Quarrymill in South Shroud has 6-8 FATES that pop up regularly. Parties are always farming this area, and the experience gain is similar to Aleport, or even better when things hit a nice rhythm. Since the pace here is fast and furious, a few tips for maximizing FATE grinding are appropriate here.

If you feel that you've done enough to cap your contribution to a FATE, feel free to leave and head to another one. Players will begin to see the rhythm of how FATES pop up, and can often anticipate the location or general area of the next one in line. Depending on how quickly groups are completing the FATES, leaving a minute early can often mean the difference between arriving at the next FATE in time or missing it. So, pay attention to your contribution to the FATE and leave when it makes sense to do so.

Teleport. By setting home points in central locations, players can teleport and save a lot of time when traveling between FATES. The gil cost might be too much for using the direct teleport, but the return spell is free. Take advantage of it. Also, someone in your party might have a teleport spell to use, but this will not take hold if you have mounted already. If you get messages that "one or more party members cannot teleport" when you're on your bird, make sure to wait 30 seconds before mounting up after the next FATE. Often, a teleport that will save considerable amounts of time is on the way.

Damage Over Time Spamming. When not required to heal, players should make it a point to simply stack Bio and Miasma on targets, then cycle to the next target and repeat. While many monsters will certainly die before these spells take full effect, these are the primary sources of an Arcanist's contribution to the FATE. If players can find monsters that are not in the heat of the battle, and will thereby live a little bit longer, those should be prioritized.

When In Doubt, Heal. Healing has a significant impact on a player's contribution to the FATE. Therefore, it is usually easier to heal players than it is to damage monsters, particularly at lower levels. Particularly when the FATE involves battling a large boss type monster, the best strategy is to focus on keeping damage over time spells on the boss, and then chain casting heals on the person who has the boss monster's attention.

For the purposes of doing FATES, players can stay in South Shroud all the way to level 30. However, it is a good idea to consider leaving at 27-28 to travel to Costa Del Sol. Eastern Thanalan is also a good place, due to a chain FATE that allows players to gain considerable experience. Players will have to decide, based on the quality of their party, whether the travel is merited or not. No matter which route is chosen, be sure to plan on heading back to the guild

at level 30. Also, this is the point where advanced jobs become an option, so be prepared to level another job to 15 in order to unlock the advanced jobs and their skills. A level 15 Conjurer is required to unlock the Scholar job, while a level 15 Thaumaturge is required for access to the Summoner advanced job.

Leveling 31-40

At this point, the first thing that Arcanists should attempt is to complete the level 30 quest at the Arcanist's guild. This is for two reasons. First of all, completion of this quest gives the player a better weapon, and also access to the skill "Bane." Second, and arguably more importantly, completion of this quest allows for the unlocking of two new jobs, Scholar and Summoner. These jobs require a level 30 in the Arcanist job, as well as level 15 in another job. There is no reason not to unlock one or both of these jobs, as their power levels up in conjunction with the Arcanist's job level. Therefore, the additional utility and power granted by these jobs are an important part of leveling to 50.

To begin, the level 30 quest is given at the Arcanist's guild in Limsa Lominsa, just like all of the other quests. The beginning of the quest line involves running various errands, much like the other quests. However, the level 30 encounter that players run into towards the end of the quest line is significantly more difficult than previous quests. To succeed in this quest, a variation of the typical strategy is required.

Using the Topaz Carbuncle, players should begin the first phase of this fight by staying within the circle of protection and using the Topaz Carbuncle to keep the pirates off of themselves. Damage should be dealt to Hirkskat primarily, since that opponent has the ability to heal. After that is complete, simply apply all of the damage over time spells available to one pirate, then repeat on another. Casting ruin is a waste of time.

Eventually, the captain will appear. Have the Topaz Carbuncle draw the attention of the captain while the remaining pirates are dealt with, then battle the captain. Eventually, by following these strategies and staying within the protective circle, the battle should be won. Problems arise when pirates are not effectively controlled, or when players forget to move out of the areas where damaging effects happen.

Remember, if this quest presents too great of a difficulty, players can feel free to go level on FATEs until level 34. The additional skills and hit points can often make the difference between success and failure. Any levels after 34 will not assist in any way, since the player will by level synced down to that point.

Once players have completed this quest, there are some loose ends to tie up. At this point, by leveling Conjurer to level 15, players can gain access to the quest to unlock the Scholar job. This job is used by equipping the soul crystal in the appropriate slot on the gear window. Similarly, by leveling Thaumaturge to 15, players can gain access to the Summoner job. These all have their own skills and abilities, which either alter the role of the Arcanist to that of a healer and support character, or significantly enhance the Arcanist's ability to deal damage. However, these jobs all increase in level with the Arcanist, so by leveling Arcanist to 50, players have access to all three jobs at max level. Also, experience gained while using these advanced jobs applies to the Arcanist job. Therefore, there is no penalty in experimenting with these jobs and the utility they provide.

The recommendation, then, is to gain all three jobs as soon as possible. The leveling process to take Conjurer and Thaumaturge to 15 is a short one, particularly with the FATE party option. In fact, players can often level both jobs to 15 in under 3 or 4 hours total. This small time investment is a small price to pay for the flexibility and utility of the advanced jobs. Also, trips through dungeons will be made easier by utilizing the advanced jobs, and will allow the player to learn their way around the roles they will likely be filling during the endgame.

Upon completing all of that side business, it is time to continue the level grind to 40. For the first part of this range, the best place to do this is Costa Del Sol, in Eastern La Noscea. The routine for leveling is the same as before, using a FATE party and moving to the various FATES as they pop up. Costa Del Sol is packed with FATES, and also people forming parties for them. As a job with access to healing magic, FATE parties will be easy to come by and always provide the most experience per hour. In fact, this is true for every job of any type. It is just all that much easier for the Arcanist.

For people who become sick of the grind, dungeons are available at this level range as well. Remember, while Arcanists cannot queue up in duty finder as a healer, they can effectively heal a party. Because of this, forming a party through the use of general chat or the shout function is a great way to speed up the dungeon party forming process. Shouting for parties in Costa Del Sol is a great way to do this.

However, if you have followed the suggestions to this point, there is another alternative. Players can absolutely queue up on duty finder as a healer when they are utilizing the Scholar soul crystal. Since parties typically end up waiting on healers for their party's formation, the wait time for healers is generally non-existent. This makes dungeon running a somewhat viable leveling path for Arcanists who are comfortable doubling as a Scholar.

The dungeons available for levels 30-40 are:

Brayflox's Longstop: Levels 32-34

The Sunken Temple of Qarn: Levels 35-37

Cutter's Cry: Levels 38-40

Two words of caution on dungeons at this point. First of all, this guide assumes that the story line quests are completed. If they are not, these take priority, since they offer access to all of these dungeons through the course of their completion. Following the quest around the world is more important than FATE grinding at that point. Second, the difficulty of dungeons

becomes more significant at this point. For Arcanists, this means healing a group of random players might become difficult if these players are less than skilled or undergeared. For that reason, it might make more sense to queue up in the duty finder as a damage dealer, in spite of the additional wait time. That is, unless Scholar has been unlocked.

For those who are simply FATE grinding, Costa Del Sol will dry up around level 35. At this point, the quests will be offered in conjunction with the Summoner and Scholar jobs. That is another reason why it is a good idea to take a break at level 30 and achieve both unlocks. After these quests are completed, there are two suggested places for FATE grinding. These are south of Wineport in Eastern La Noscea, and Camp Dragonhead in Coerthas Central Highlands. However, take note! If a PS3 or a low end computer is the method by which a player experiences Final Fantasy XIV, Camp Dragonhead might not be a good idea. There are a large number of people in the zone at almost all times, and as such, lag and computer performance issues abound. For these people, Wineport is the suggestion, as well as Upper La Noscea and South Shroud for those who prefer a solo approach to leveling.

Other than that, the progression is to simply continue doing what we've done to this point. Unfortunately, there is very little variance in the optimum ways to level in Final Fantasy XIV. For those who wish to experience the world and take their time, leveling can be done in any number of ways. For those who want to experience the endgame as quickly as possible, the only real option is to join a party and FATE grind, while adding in an occasional dungeon run. This is a great time to play with skill setups and to develop a unique playstyle leading into the later stages of the game.

Leveling The Arcanist 41-50

Congratulations! At this point, the end is in sight. However, as anyone with experience with these types of games would suspect, the levels become longer and the tasks become more difficult now. Since the job specific quests lead into some of the aspects of the endgame of Final Fantasy XIV, the strategies for their completion do not fit into this guide. However, do take the time to remain up to date with them. The suggestion for Arcanist is to do both Summoner and Scholar job specific quests. The skills are significant improvements and add quite a bit to the player's tool box. Also, there is absolutely no reason not to enjoy the experience point benefit of completing these quests below level 50. Remember, at level 50, all questing done on a job is effectively worthless.

For leveling purposes, there are three remaining dungeons that players can choose to explore while progressing. While there are a great many other dungeons available at level 50, these are for purposes of endgame content and not designed for players who are still accumulating experience. The remaining leveling dungeons are:

The Stone Vigil: Levels 41-43

Dzemaal Darkhold: Levels 44-46

The Aurum Vale: Levels 47-49

As always, it is good practice to queue up for at least one completion of these dungeons, particularly if players have done a good job keeping up with the hunting log. The bonus experience and company seals obtained through the natural course of these dungeons makes them worth the time invested. Also, the bonus gear is always a plus, though FATE grinding does not require top notch gear.

For FATEs, most people head to Mor Dhona and the area known as Revenant's Toll. This is actually an option for players as low as level 37, and this is particularly so for Arcanists due to their healing abilities. As stated before, Arcanists are always welcome in FATE parties, and healing combined with repeatedly firing off damage over time abilities is a great way to ensure

a gold medal in each one. Another option for FATEs is Camp Bluefrog in Northern Thanalan. Some groups even rotate between Revenant's Toll and Camp Bluefrog, depending on a number of factors. However, you will be spending a large portion of the remaining grind in Northern Thanalan regardless of your choice at this stage.

At level 42, head to the Cerulean Processing Plant in Northern Thanalan. This is, effectively, your last stop. From this point forward, leveling and company seal grinding will always be done here. While there are certainly other options available to the solo player, this is the option that the community most often utilizes, and as such, it is the most likely to be efficient in terms of finding a party and jumping in quickly. For those who grow tired of this area, forming a FATE group and traveling to another area is always an option. After all, through the process of FATE grinding, players have likely stumbled across areas where level 42–50 FATEs pop up. However, unless players bring their own parties to these areas, they are unlikely to find groups with regularity.

While this has been stated before in other parts of the guide, it is vital at this point to get caught up on the job quests. It is also a necessity to advance the story quest through to the conclusion, if players have not already done so. Since so much of the endgame is tied to the completion of these quests and the areas they unlock, there is no better time to finish these up. After all, these quests often yield experience points, which will be worthless at level 50. So, be sure to take a moment or two and complete any story quests yet incomplete, and also to tighten up the hunting log for Arcanist. They will never be worth anything at level 50, and players will have to complete them anyway.

Also, this is a good time to start investing in gear. While much of the gear gained to this point is likely obsolete, gear found in these later dungeons can help players reach the entry requirements for the beginnings of the endgame encounters. That means that equipment gained in dungeons at this point will likely serve a purpose other than allowing heals in a FATE to hit for a few extra points. It makes sense, then, to take a little more time with gear collection and materia socketing during this phase, as it will save time later.

Finally, if players have not leveled a Disciple of the Hand job to at least 25, this is the point when they should. The level 25 requirement is linked to socketing materia, which becomes increasingly important at this stage of the game. Players will ultimately want to have goldsmithing, blacksmithing and armorer up to level 25, to allow for the socketing of materia into all of their equipment. Since this guide almost ignores the use of leves, they can be utilized extensively for this purpose. Be sure to take advantage of the ridiculous number of company seals that players will have accumulated to this point in FATEs and purchase the experience boosting items from the Grand Company Quartermaster. This makes the leveling process much quicker.

If players follow all of these suggestions, they should reach level 50 in short order, and have a great foundation to begin their endgame experience. Hopefully, players will have met a few friends through the FATE grinding sessions and even joined a free company. These social groups become more important as players begin their quests at level 50 for Artifact Armor, and also begin to take on some of the game's most difficult encounters. As always, continue to be polite, know your role in a group and enjoy playing one of the game's most diverse and utility packed jobs.

ARCANIST SKILLS AND TRAITS GUIDE

The following is a list of all the skills applicable to Arcanist, and also to the advanced jobs Summoner and Scholar. There is no discussion of cross skills and builds in this section. Also, unless otherwise noted, the skill is acquired by simply reaching the appropriate level. Please keep in mind, all of the Arcanist skills are available to both Summoner and Scholar. Even though the role of the Scholar is a healer and party support character, they also retain the damage abilities of the Arcanist to be used when appropriate. Since the Summoner is designed to deal damage anyway, these skills are more obviously beneficial to them.

Arcanist Skills.

- **Ruin**
Deals unsuspected damage with a potency of 80. Obtained at Level 1.
- **Bio**
Deals unsuspected damage with a potency of 40 for 18 seconds. Obtained at Level 2.
- **Physick**
Restores target's HP. Obtained at Level 4.
- **Summon**
Summons a caster-type pet to fight by your side. Obtained at Level 4.
- **Backdraft**
(Pet Action) Deals Wind damage with a potency of 80. Obtained at Level 4.
- **Gust**
(Pet Action) Deals Wind damage with a potency of 90. Obtained at Level 4.

- **Aetherflow**
Restores 20% of maximum magic points. Additional Effect: Aetherflow. Obtained at Level 6.
- **Energy Drain**
Deals unsuspected damage with a potency of 150. Only available when under the effect of Aetherflow. Obtained at Level 8.
- **Miasma**
Deals unsuspected damage with a potency of 20. Obtained at Level 10.
- **Virus**
Reduces target's STR and DEX by 15%. Obtained at Level 12.
- **Summon II**
Summons a tank-type pet to fight at your side, named Topaz Carbuncle. Obtained through quest available at level 15.
- **Gouge**
(Pet Action) Delivers an attack with a potency of 70. Available at Level 15.
- **Shining Topaz**
(Pet Action) Delivers an attack with a potency of 70 to all nearby enemies. Available at Level 15.
- **Sustain**
Sacrifices 10% of own maximum HP to restore 8% of summon's HP over a period of 10 seconds. Cannot execute if HP is below 10%. Available at Level 18.
- **Downburst**
(Pet Action) Deals Wind damage with a potency of 80 to target and all enemies nearby it. Available at Level 20.

- **Curl**
(Pet Action) Decreases damage taken by pet by 20%. Available at Level 20.
- **Resurrection**
Resurrects target after hit points reached 0. Available at Level 22.
- **Bio II**
Deals unsuspected damage with a potency of 35 over 30 seconds. Available at Level 26.
- **Bane**
Spreads a target's Bio, Bio II, or Miasma to all nearby enemies. The duration of these spells is equal to the time remaining on the original cast. If under the effect of Aetherflow, 15% chance that Bio, Bio II, or Miasma duration resets. Obtained through a quest available at Level 30.
- **Eye for an Eye**
Erects a magicked barrier around a single party member or pet for 30 seconds. Barrier Effect: 20% chance that when barrier is struck, the striker will deal 10% less damage for 20 seconds. Available at Level 34.
- **Ruin II**
Deals unsuspected damage with a potency of 80. Additional effect: Blind for 10 seconds. Available at Level 38.
- **Storm**
(Pet Action) Delivers an attack with a potency of 60. Additional effect: Stuns target for 2 seconds. Available at Level 40.
- **Shining Emerald**
(Pet Action) Extends duration of damage over time effects already cast by the master by 15 seconds. Available at Level 40.

- **Rouse**
Increases Cure magic potency and damage dealt by pet by 40%. While roused, pet will be immune to stun, sleep, bind, heavy, paralysis and disease. Available at Level 42.
- **Miasma II**
Deals unsuspected damage with a potency of 20 to all nearby enemies. Additional effect: Damage over time to all enemies with a potency of 15 for 10 seconds. Additional effect: Disease for 15 seconds. Available at Level 46.
- **Shadow Flare**
Envelops a designated area in a veil of magicked shadows, dealing damage with a potency of 25 to any who enter. Available at Level 50.

Traits:

Traits are passive skills that grant bonuses to certain abilities or stats that are beneficial to the Arcanist. These typically focus on increasing the intelligence attribute, as well as the potency of specific spells. Since the Arcanist seems to have the most tools in their skill list, it only makes sense that they would also have the most traits.

- **Aetherdam**
Allows the stacking of one Aetherflow. Available at Level 8.
- **Enhanced Intelligence**
Increases intelligence by 2 points. Available at Level 14.
- **Enhanced Intelligence II**
Increases intelligence by 4 points. Available at Level 16.
- **Maim and Mend**
Increases base action damage and HP restoration by 10%. Available at Level 20.

- **Aetherdam II**
Allows the stacking of up to two Aetherflows. Available at Level 20.
- **Enhanced Pet Actions**
20% chance of increasing spell speed by 20% when pet deals critical damage. Lasts 8 seconds. Available at Level 24.
- **Supervirus**
Adds 15% intelligence and mind enfeeblement to Virus. Available at Level 28.
- **Enhanced Intelligence III**
Increases intelligence by 6. Available at Level 32.
- **Energy Siphon**
Doubles the amount of MP restored by Energy Drain. Available at Level 36.
- **Maim and Mend II**
Increases base action damage and HP restoration by 30%. Available at Level 40.
- **Aetherdam III**
Allows the stacking of up to three Aetherflows. Available at Level 40.
- **Enhanced Eye for an Eye**
Shortens Eye for an Eye recast time to 120 seconds. Available at Level 44.
- **Enhanced Rouse**
Shortens Rouse recast time to 60 seconds. Available at Level 48.

Summoner Skills.

When using the Summoner soul crystal, the following abilities are available, as well as all of the original Arcanist skills. These five abilities are all unlocked through completing quests.

- **Summon III**
Summons an attacker style pet to fight by the side of the summoner. Available at Level 30.
- **Fester**
Causes the wounds afflicted by Bio, Bio II and Miasma to fester, dealing damage with a potency of 100 for each effect. Can only be used when the original spells were cast by the player, and when the summoner is under the effect of Aetherflow. Available at Level 35.
- **Tri-Disaster**
Deals damage with a potency of 30 to all nearby enemies. Additional effect: Blinds enemies for 20 seconds. Available at Level 40.
- **Spur**
Increases both the magic and physical attack power of the player's summoned companion by 40% for 20 seconds. Available at Level 45.
- **Enkindle**
Commands summon to use a signature attack. Available at Level 50.

Also, switching to the Summoner soul crystal alters the pet actions available with each summoned monster. However, these do not significantly alter the strategy of using each pet, and are focused on improving the combat effectiveness of the pet.

Scholar Skills.

Again, these skills are all available through the completion of quests from the same NPC that gave the original Scholar quest.

- **Succor**

Restores target hit points with a potency of 300. Additional effect: Creates a barrier around the target that nullifies incoming damage equal to the amount healed. When critical healing occurs, damage nullification is doubled for 30 seconds. Available at Level 30.

- **Succor II**

Restores own hit points and the hit points of all nearby party members with a potency of 150. Additional effect: Creates a barrier around the target that nullifies incoming damage equal to the amount healed. When critical healing occurs, damage nullification is doubled for 30 seconds. Available at Level 35.

- **Leeches**

Removes a single detrimental effect from the target. Available at Level 40.

- **Sacred Soil**

Creates an area of effect where party members only suffer 90% of all incoming damage for 15 seconds. Additional effect: 20% chance that the next Succor II cast will cost no magic points for 15 seconds. Can only be used while under the effects of Aetherflow. Available at Level 45.

- **Lustrate**

Restores 20% of target's hit points. Can only be used while under the effects of Aetherflow. Available at Level 50.

Also, switching to Scholar changes the two summoned pets to a healing and a party support pet. The pet actions available reflect this change, and increase the healing powers of the Scholar or their party attribute increasing skills.

ARCANIST STRATEGIES

Overview

The Arcanist is not the most powerful damage per second job in Final Fantasy XIV. In fact, many would consider the damage output of the Arcanist to be low when compared to other Disciples of Magic. However, there are two primary advantages to the Arcanist job that makes them a powerful job. First, they have an unbelievably large array of useful skills to choose from. Second, their damage comes primarily from damage over time abilities that can be cast and forgotten for a time. The combination of these allows the Arcanist to be a highly successful solo character as well as a welcome addition to any party.

However, these factors can also make the Arcanist a confusing job to get a feel for. When solo, the dynamic of having a pet makes for some difficult choices. Should the pet tank for the Arcanist? Should the pet help damage the enemy instead? What cross skills complement the inherent skills of the Arcanist best? Obviously, the answers to these questions can be complicated and depend on the player's desired outcome for the job.

Playing The Arcanist Solo

At the lowest levels, the Arcanist plays very much like any other Disciple of Magic plays. Since the young Arcanist has not yet had the opportunity to learn the varied skill set that end game Arcanists enjoy, gameplay is fairly straightforward. For most encounters, the Arcanist should simply fire off all of their damage over time abilities, and then spam Ruin until the enemy is defeated. Since there is only one Carbuncle pet to choose from, and it is a damage-based pet, there is no real choice here either.

However, there are two important things to note about playing solo. First of all, Arcanists can heal. This is a hugely important skill to utilize while soloing, since self heals reduce time spent waiting to fight, and also allows the Arcanist to take on much tougher enemies than other jobs that lack self heals. Second, every solo Arcanist should consider taking

on Conjurer as their primary cross class. The reason for this choice is mainly to gain access to Aero as a damage spell and Protect as a defensive spell. Both of these spells makes low level solo play a much easier proposition than before. That said, nothing is particularly difficult for low level solo Arcanists. Players will simply feel like the time spent to defeat enemies is lengthy if they do not take Aero as a cross skill.

This all changes dramatically at level 15. At this point, Arcanists gain access to Topaz Carbuncle, which serves as an effective tank for the player. This allows players to have their pet take damage while they damage the enemy and heal the pet. If the player is careful to make sure that the pet retains the attention of the enemy, players can chain monsters of a higher level than their current level. This makes solo monster grinding a viable option for experience point gain, and also allows for easy farming of crafting materials.

All of these elements also make Arcanists a great choice for solo FATE grinding. In a FATE, Arcanists can have their Topaz Carbuncle take on enemies for them without risking themselves. Since there are often waves of enemies in a FATE, this adds an extra measure of safety to the experience for the Arcanist that other jobs simply do not enjoy. Also, when dealing with higher level fates than the current job level, Arcanists can gain contribution points to a FATE by using their heal spell on other characters. Since heals will not be resisted and will not draw the attention of enemies when used correctly, this is a safe and consistent way to participate in higher level FATEs alone.

At level 30, the Arcanist can open up two additional advanced jobs, both with unique implications for solo play. The Scholar, while a fantastic addition to parties for both the healing and party enhancement abilities it offers, does little to increase the solo effectiveness of the Arcanist. However, the Summoner is a completely different story. By choosing to use Summoner as a job, the Arcanist gains access to more powerful summoned monsters with both damage and tank properties. No matter what approach or outcome the solo Arcanist is attempting to achieve, Summoner will likely offer a benefit.

For the story quests, Arcanist is a great choice due to their survivability and their pet mechanics. So, in that regard, the Arcanist is a great choice for just about every solo outcome. That said, if farming materials at the end of the game is the intention, there are better choices than the Arcanist. They simply do not have the raw damage that other jobs bring, and are therefore limited in their ability to kill monsters quickly. However, if a player's farming requires them to fight more difficult monsters that take longer to dispatch, Arcanist is a great bet. They should also be quite effective in player vs. player scenarios, due to their slows, stuns and damage reflect mechanics at later levels.

However, like most jobs in Final Fantasy XIV, players will ultimately find themselves wanting to play in a group. Many of the things that make Arcanist such a wonderful job for solo play make them difficult to manage in a group. A group does not want an Arcanist pet to tank for them, and if Arcanists spend too much time trying to do both damage and healing, they often fail at both. This can be frustrating for both the Arcanist and the party. For those reasons, there are a number of things that good Arcanists will have to do in order to succeed at both solo and party play. Fortunately, with a few considerations, it is easy to transition between solo and group play. Also, the Arcanist job is more than capable of bringing utility and performance to a party settings as well as a solo experience.

Playing The Arcanist In A Party

Playing as an effective Arcanist in a Party is a little more complicated than playing solo. When playing solo, the Arcanist can utilize a number of methods to accomplish their goal, and their ability to heal themselves and their pet makes most solo encounters quite simple. In that way, an Arcanist may have 3 or 4 successful methods to get the job done, from allowing their pet to take all of the incoming damage to playing more like a damage dealing job and taking the damage themselves. Truly, Arcanists are a versatile solo class.

They are also a versatile group job. That said, their versatility often makes finding a niche or rhythm in a group difficult, and can often create problems for the group. For example, tank pets are extremely useful in solo situations. However, when playing with a legitimate tank job in a party, the pet often simply makes the tank's job more difficult by distracting enemies and moving them out of position. In this way, a well meaning Arcanist might cause additional difficulties for the group when they are simply trying to help out. Coordinated, highly skilled parties can effectively utilize the Arcanist's ability to off tank monsters in a group setting, but many cannot.

This is further complicated by the Arcanist's respective ability to deal damage. Since the Arcanist is usually queueing up for a group as a damage dealing job, that is the expectation for their performance. However, Arcanists often suffer in their ability to deal damage, due to their exceptionally diverse skill set. Many groups, when faced with an encounter where burst damage or high output is required, fail due to the Arcanist. This leads to a generally poor reputation for Arcanists outside of people who have played the job extensively.

Fortunately, there are many ways to mitigate these issues and to become a highly valued addition to any party. These strategies also become increasingly diverse and powerful after the Arcanist has leveled to 30, and therefore has access to the Summoner and Scholar advanced jobs. However, even prior to level 30, there are a few quick ideas that allow the Arcanist to shine when played by a skilled player.

Grouping Strategies Before Level 30

Prior to level 30, there are a few things that Arcanists can do to improve their performance. The first is to make sure that gear is always up to date and appropriate for their job. This means gear with intelligence and mind boosts are important, and every bonus stat point should be placed into intelligence. Also, weapons from dungeons are extremely powerful when compared to those available outside of them and through quests. Therefore, Arcanists can take a little bit of time to upgrade their gear and often outperform higher damaging jobs who have not.

Cross class skills are another area where the Arcanist can get a large benefit. For example, every Arcanist that is going to spend time doing damage in a group should likely take the cross class spell Aero. The bulk of the Arcanist's damage comes from damage over time abilities, which lose effectiveness when enemies die quickly. Since early dungeons often feature enemies with lower hit points, these spells not staying active for the full duration really hinder the Arcanist's damage output. By taking Aero, Arcanists gain access to a direct damaging spell that outperforms their skill Ruin. This makes them comparable to a direct damage caster with a pet and damage over time abilities as well.

Another area for Arcanists to improve their performance in parties is with their use of skills. First of all, unless otherwise requested by the tank, always have a damage dealing companion out for every battle. There is typically no reason for the Arcanist to split tanking duties with the actual tank, and the extra damage supplied by the pet is not to be overlooked. Second, make it a point to use damage over time abilities on every monster in the fight. While some tanks are not capable of holding the monster's attention while they are all being damaged, most damage over time abilities will not pull monsters off of any but the most inefficient tanks. Therefore, stacking damage over time spells on all monsters before switching to direct damage spells is a good idea, and a way to help the party advance more quickly.

A final area for party help that will not show up in the form of damage is healing. When not assigned to a healing role in a party, the Arcanist should not forget that they can also heal party members. One situation that stands out quite obviously is when a damage dealer pulls a monster off of the tank. Often, the primary healer is in a rhythm with the tank's hit points, and has a difficult time healing the burst of damage to the damage dealing player. A quick heal from the Arcanist can often keep them alive while the primary healer adjusts to the new situation. This saves valuable time for the group, and healers will enjoy having the Arcanist around!

Grouping Strategies After Level 30.

After level 30 is attained and the advanced jobs are unlocked, the Arcanist's job becomes much easier to understand. When playing as a Summoner, their job is to do damage. Their pets and abilities lend themselves to this duty, and any gap that existed prior to level 30 in their ability to do damage is pretty much negated. While there are certainly imbalances between jobs and their ability to do damage, Summoners are quite competitive with any of the other jobs. Similarly, when playing as a Scholar, the primary job is to heal. Pets become more healing and party oriented, and the skills that are available give the player all of the tools they could need to accomplish this task. The whole affair is remarkably straightforward and simple when compared to the life of an Arcanist prior to level 30.

However, the true strength of all of these jobs is their diversity, and utility considerations should not be overlooked. While Summoners should not become tanks or healers, and Scholars should not neglect their healing duties while trying to squeeze additional damage out of their job, the ability to heal is always important. No matter what, even when the Arcanist is not a primary healer, never forget that a quick heal is always available for a party member in need. Often, these patch heals will do more to help a group maintain their pace and success rate than any amount of extra damage would.

Recommended Builds And Stat Emphasis

The stats and builds required for playing an Arcanist at prime efficiency are dependent on the role of the Arcanist. Also, once advanced jobs enter into the mix, there are multiple directions that an Arcanist can take in order to be successful. However, there are some universal considerations that can help guide statistic and skill choices no matter what role an Arcanist takes on.

Any gear that adds Strength or Dexterity is a wasted slot. It bears mentioning that Vitality is not included in this analysis. Strength and Dexterity offer almost no use to an Arcanist, but Vitality will increase the player's hit points. This is particularly useful when there are a lot of mechanics in an encounter that act as a consistent source of damage. Extra hit points will never feel like a waste. That said, for no reason should any Arcanist prioritize Vitality over any of the casting stats.

The casting stats are Intelligence, Mind and Piety. Intelligence is going to offer the most benefit to Arcanists that focus on doing damage. This is due to the fact that most of these damaging skills are modified based on a player's total Intelligence. For those who seek to heal, Mind is their statistic of choice. Piety impacts the ability of the Arcanist to regenerate magic points, and would seem like a logical point of emphasis for the job. However, due to the skill Aetherflow, this stat is less valuable than it would be for other casters. That said, like Vitality, it is never truly a wasted statistic. However, do not prioritize Piety over Intelligence and Mind.

Since most early gear choices offer both Intelligence and Mind in a combination, there is really no problem with an Arcanist requiring multiple sets of equipment at the lower levels. However, it is important to have the end goals in mind when starting an Arcanist on the leveling path, due to the availability of bonus points. When players level up, they are awarded bonus statistic points to enter into the category of their choice. If a player is going to focus on playing Scholar at the high levels, these points should all go into Mind. If, on the other hand, the player is going to focus on Summoner, Intelligence should be chosen for these points. This saves the player from having to reallocate these points at a cost to them when they hit that point in their leveling path.

As one might assume, Intelligence is the statistic for Summoners and Mind for Scholars. However, there is one secondary statistic that would impact Materia choices and might influence a gear decision. That stat is Critical Chance. Both Summoners and Scholars benefit from Critical Chance, though Scholars benefit from this to a greater extent. This is due to many of their healing abilities having a special secondary effect that only triggers when the spell hits for critical values. Therefore, any time an Arcanist can get Critical Chance on their equipment

without sacrificing other values, they should do so. Other secondary statistics, such as Accuracy, are more specific to certain roles than Critical Chance. Therefore, if a player wants to have versatility between jobs without carrying excessive amounts of extra gear, they can focus on Critical Chance for secondary statistics.

As for skill builds, there is really not a lot of options available that significantly alter the playstyle of the Arcanist, even when dealing with the advanced jobs. Prior to level 30, players have a variety of options available to them. Obvious choices for both solo and party play are Protect, Raise and Aero. Obviously, priority will be given to skills that enhance the Arcanist's chosen role and playstyle. Players should consider staying away from any additional skills from melee classes or skills that improve defense. After all, when they are involved in an encounter that requires damage absorbing abilities, they are likely going to elect to use their pet as a tank.

At level 30, Arcanists are limited to 5 cross skills when they use Summoner or Scholar as their advanced job. This also limits their choices to the cross category skills of Conjurer and Thaumaturge. Some of these skills, such as Aero and Thunder, really do not add anything to the Arcanist's arsenal at this advanced stage in the game. The skills that a Summoner has will outperform these cross skills in most situations, and Scholars will likely be healing more than damaging monsters. This leaves the skill choices to Raise, Stoneskin, Protect, Cure, Surecast and Swiftcast. For the five that are chosen, the recommendation is to take all of them except cure, no matter what role the Arcanist fills. The only exception to this is if players elect to remain Arcanists and not use an advanced job. However, that decision is often misguided and leads to a decrease in performance anyway. A player who chooses to do this would likely have a specific objective in mind, and they would choose their skills accordingly.

Gil Farming Tips

There are quite a few ways to farm gil in FFXIV: A Realm Reborn. However, before the guide moves into farming as an Arcanist, there should be a discussion of ways to make gil without farming. This is because these methods can be done with any class, and are often the absolute most efficient way to make gil in the game today. Therefore, an Arcanist can certainly use them, and there is no requirement to level any other crafting or gathering class to make them work. Therefore, these strategies are perfectly appropriate for this guide.

The first method for making gil without farming is to utilize the Auction House. Of course, this is an easy and obvious statement to make, and it is entirely useless without more guidance and direction. However, there are some extremely easy ways to make gil with a minimal time investment by utilizing the Auction House. In order to do so, a player must realize one very important fact. Most players do not realize that non player characters often sell a wide variety of items that they do not know about. Out of ignorance or convenience, players often purchase items on the Auction House that they could purchase much cheaper from a vendor.

On the other side of that equation, enterprising players can use this to their advantage. This strategy is not a set formula, since servers vary from one another. However, by following this basic formula, players can find sweet spots where they can sell items every day at a 500% markup from the vendor price.

First, select a level range. 20-30, 30-40 and 40-50 often give the most profit, with the lower two ranges being ideal. The reason is that players in this range often are not aware of the nuances of the game just yet. Next, look at the auction house for gear in that range. Write down any that are not currently for sale, or that cost a large amount of gil. After that is complete, travel to the areas that are appropriate for questing in that level range. Often, there are two or three outposts that are within a five minute ride from each other. Vendors at these points will often sell the equipment that was just looked at on the Auction House. Purchase any that seem to be a profit, then return to town and list them. Usually, these can be listed at five times the price they were just purchased for or more.

Many of the other methods for making gil off of the Auction House involve the crafting of equipment from a Disciple of the Hand job. However, since this is an Arcanist guide, there is no room for tips on doing that. It is worth mentioning, though, that there is no real way to make the millions of gil that players are currently making with crafting professions without crafting. The only reason this is mentioned is that any Arcanist that is using their high level job to make money should consider using that time to level a crafting profession. For people who absolutely hate the idea of doing that, there are some other ways to maximize gil acquisition while playing the Arcanist.

First, when questing up to level 50, always take the gil rewards. Items can be found in dungeons, and as a healer, Arcanists are always in demand. Particularly for quests after level 30, when the Arcanist can enter a dungeon as a Scholar and be almost guaranteed an instant party, these gil bonuses from questing are a significant source of income. In fact, many people report that they have 300-500,000 gil upon reaching max level. This can almost eliminate the need for farming gil, since the player will have all that they need to enjoy the game, and the best gear is almost always available through dungeons and encounters.

There are some targets that a player can select that will allow them to farm gil at a reasonable rate. An obvious one is the elemental spirit monsters, since they drop elemental crystals. Crystals are a fairly significant source of income for many people, since high level crafters need them in a substantial quantity. However, it should be noted that any gathering job will be able to gain crystals in a much quicker fashion than the Arcanist can by killing monsters. It is a viable source of gil for an Arcanist in a financial pinch though.

The farming opportunity with the highest upside, but also the most variability and inconsistency across servers, is the farming of high quality crafting components. Many of the levequests that higher level crafters use to finish off their leveling path benefit greatly in terms of experience and gil rewards by using high quality materials. Therefore, these materials often carry a high premium on the Auction House. It will take some individual research to determine which of these items are able to be sold for a profit. Any listing of crafting levequests can allow

for the player to determine which items are on this list. Then, extensive killing of monsters that drop these items can often yield 5000 gil or more per item dropped. Since Arcanists are so adept at killing monsters in rapid succession, due to their pets taking all of the damage for them, this is an efficient and effective way to make a good amount of gil in a session of play.

Even better, and where the Arcanist shines, is to do this for the purpose of leveling a player's own Disciple of the Hand profession. Since high quality turn ins of levequest target items yield substantial gil and experience rewards, a high level Arcanist can use the leveling process as a way to make money, if they farm all of the high quality items themselves. Think of it this way: if a player is willing to pay 5000 gil for each item, they likely make close to that on the turn in. If an Arcanist uses these items themselves, they will make slightly less on each turn in. However, they will also gain a high level Disciple of the Hand job in the process, and all of the gil making opportunities that come with it. Therefore, the best course of action for an Arcanist that wants to farm for gil is often to farm crystals and high quality items for their own use.

If none of these approaches to gil farming interest a player, there are a few target items that serve as bottlenecks for the leveling of crafting professions. These items are not available in sufficient quantity or from a vendor, so players that wish to level their jobs must purchase them in bulk from the Auction House. One of these items is fleece, for weavers. By heading down south of Camp Dragonhead and repeatedly killing the Ornerly Karakul that are found there, players will receive 1 to 3 fleece each kill. Even at a low rate of sale, the amount of fleece that can be gathered in a session will net the Arcanist a significant amount of gil.

End Game Gearing

Before the end game gearing progression is discussed, it is important to understand a few tips that will allow for a smoother transition from the leveling path of an Arcanist into the end game. First, it is important to choose a focus. While it was possible to have a variety of roles as a leveling Arcanist, even while utilizing the same gear, that is much less of an option at level

50. The reason for this is that the encounters and dungeons that follow are much more difficult than the content up to this point. In prior settings, a player's output did not have to be at the top end of a job's potential in order to advance. Quests and dungeons, with a few exceptions, were all quite easy to muddle through.

In the end game, for those who have no experience with massively multiplayer online role playing games, each level of progression can be seen as a kind of gear and skill check. What that means is that encounters are designed so that jobs must be performing to a certain level in order to succeed. This provides an experience for the player where they are able to succeed at a specific level of content until they achieve a high enough gear profile, and then they can advance to the next. If a player's gear is not sufficient, or a player's skill level is too great of a hindrance to their performance, they cannot.

For that reason, players will want to pay attention to the exact profile of their gear as it relates to their chosen role. Secondary stats, such as Critical Chance, must be considered at this point. Therefore, Materia choices will reflect the optimum profile for a given job. Also, there is a significant amount of game time required to collect the required gear. While a person could certainly collect gear for multiple roles, it is much easier to do so when one role is able to clear the entirety of the game's content. Because of these elements, Arcanists should choose at this point whether they want to focus on Summoner or Scholar.

Certainly, some of the gear that is gathered will lend itself to both jobs. Also, a high level of Summoner gear will surely allow the Arcanist to move back in content and function well as a Scholar. However, parties will expect that a player has both the gear and the skill required for the clearing of this content. So, at this stage of the game, a player should decide which role is the most fun for them, or which role allows them to feel the most proficient and comfortable in a group.

Also, there are a few things that should be considered before beginning the level 50 content. While the quest line takes players right to the beginning of the endgame, it is absolutely possible and even somewhat likely that there are “holes” in a player’s gear. This is due to quest rewards being variable based on player’s choice and also the randomness of item drops in dungeons. It makes sense, in the few levels leading up to level 50, that a player should spend some time in the last possible dungeons before max level in order to collect some more powerful equipment.

On top of that, certain slots, such as jewelry, do not experience as frequent of updates as other slots. It is entirely within expected happenings for players to end up at level 50 wearing some awful rings and earrings. A quick trip to the Auction House can allow players to acquire significant upgrades in the areas where their equipment is lacking. Jewelry is a great place to start looking. Also, if a player is a member of a Free Company, a quick shout out in chat can often lead to players in the Company who can make some starting level 50 equipment for a young Arcanist. These few steps will make the trip into the initial level 50 dungeons and encounters much more successful. Remember, players should keep in mind the role they envision for themselves and their Arcanist when selecting this gear. Also, do not go crazy with gil spending at this point. All of this gear will be replaced in fairly short order.

Beginning the Gear Grind

Assuming that the Arcanist has a good idea of what they’d like to do in the endgame, and have taken care to make sure that their gear is acceptable for what lies ahead, the first thing to do is clear Cape Westwind. This is an instance that can be queued for in Duty Finder, and involves a fight against a single boss. Depending on the amount of MMORPG’s that a player has experience with, there are a few terms that will be new to players.

- **Off Tank** - Since most party encounters from here on will involve 8 players, the composition of most parties involves two tanks. The primary tank, or Main Tank, is the tank that draws the attention of the target. The off tank will alternate with the main tank when required, pick up the attention of any targets that join in to the fight, and contribute damage to the main target when they have nothing else to do. If the Arcanist is going into the party as a healer, it will be important to know which tank is primarily the responsibility of the Arcanist for healing.
- **Mechanics** - Mechanics are the way that the fight throws curve balls at a party. For example, an encounter might have the boss throw exploding orbs at the group when its hit points reach 75%. The party should be aware of this, and take measures to avoid this mechanic when appropriate. Again, as a healer, it is exceptionally important to know when the mechanics are going to occur, since heavy damage usually follows thereafter.
- **Adds** - A type of mechanic where additional monsters swarm the party. While most Arcanists will not ever have to deal with adds directly, they could conceivably be asked to help tank them with a pet. Also, healers will need to know when these adds come into the fight, since heavy damage is a possibility. Even damage dealers should be aware of the timing, so that they can switch targets and destroy the adds as quickly as possible.

These are the main types of things to know moving forward. Usually, party play in dungeons to this point should provide a basic familiarity with these terms. However, since it is entirely possible to level all the way to 50 through FATEs, these definitions should serve to help bring anyone unfamiliar with them up to speed.

Cape Westwind involves a two-tank, two-healer setup. The boss fight has some mechanics where adds swarm the party, and also some mechanics where damage is spread throughout the party. The adds come when the target is at 60% health, and the firebombs can come at any time. These are just like any other damaging attack, in that they leave a red circle on the ground. However, lag and other factors can make people forget to move out of range in time, so healers should be wary when the firebombs come out.

Since Cape Westwind only involves one fight, and since that fight is fairly simple, this encounter should pose no real problems for players. A party without the optimum setup can absolutely be successful, so any real gear tweaking can be done after this stage. However, there is no gear available for completing this phase, so it is really just a necessary step to acclimate the player to the fundamentals of endgame party play, and also to advance the quest line.

Castrum Meridanum and The Praetorium

These two dungeons are the first real opportunity for players to begin their advanced gear grind. The first, Castrum Meridanum, does not drop any loot for players and is primarily filled with trash mobs. However, it rewards players with 100 Philosophy Tomestones upon completion. This is the currency by which players can purchase Darklight level gear, which players will want in every possible slot by the end of these early stages. This gear is significantly more powerful than any previous gear, and is the reason quite a few players at level 50 spend a great deal of time repeating Castrum Meridanum. There are three bosses to fight in this dungeon, with the last boss involving a two phase fight.

In The Praetorium, again, there is no loot available to players. However, both Castrum Meridanum and The Praetorium are required to advance the story quest and unlock the next level of gearing up. This dungeon is very different than Castrum Meridanum, in that it involves no trash mobs. Instead, a rapid succession of boss fights with time to rest in between is the format for this encounter. There are six total bosses, with the last boss being a two part fight. Each part involves three phases.

For gearing up, it is suggested that players complete both of these encounters as quickly as possible. For those with a Free Company and experienced players, there is very little need to actually acquire Darklight gear prior to completing these dungeons. However, if players are stuck, clearing Castrum Meridanum can allow for Darklight gear in slots where a player is lacking. By turning in Philosophy Tomestones to Auriana in Revenant's Toll, players can accumulate this necessary gear. To put this into perspective, a full suit of Darklight armor costs 5,010 Tomestones. This could conceivably be achieved by running Castrum Meridanum or The Praetorium 50 times.

The Wanderer's Palace, The Bowl of Embers Hard Mode and Amdapor Keep

However, at some point in the grind, players will begin to find that these two encounters are trivial. At that point, they should begin to queue for The Wanderer's Palace. This dungeon is not part of the main story line, and rewards players with 50 Philosophy Tomestones for completion. However, in spite of the reduced reward, this dungeon also drops loot. The drops include item level 55 shields and armor for a bunch of other slots. This armor is very good, and can contribute to players progression in a significant fashion. While The Wanderer's Palace is a more difficult dungeon, it is perfectly clearable before players have full Darklight armor. When comfort is achieved with Castrum Meridanum and The Praetorium, the recommendation is to jump in to The Wanderer's Palace.

However, do not immediately begin queueing up for The Bowl of Embers Hard Mode and Amdapor Keep. The Bowl of Embers Hard Mode has a chance to drop a player's item level 60 weapon, which makes life during the grind much easier. As a result, players will want to jump right in as soon as they can. Unless they have a powerful group of friend though, this is not a good idea. Amdapor Keep, similarly, is attractive to players due to the fact that it drops Mythology Tomestones, which are used for even more upgrades. The gear that drops from Amdapor Keep is usually a substantial upgrade for players. If gear is not up to the task though, parties will reach the Demon Wall and be unable to continue. This is an encounter that is often considered a hard gear check, meaning that everyone will need sufficient gear in order to succeed.

So, the recommendation is to repeat The Wanderer's Palace, Castrum Meridanum and The Praetorium, while looking for groups to do The Bowl of Embers Hard Mode until the weapon drops for players. At that point, Amdapor Keep is a great option to continue the gear grind, even though it is not part of the story line.

Relic Weapons and Other Assorted Business

When these encounters become trivial, it is time to progress yet again. Players should then begin the “A Relic Reborn” quest, which ends in the acquisition of the Arcanist’s relic weapon. This weapon is an iconic, defining item in the game, and a goal for many players. However, to get through the next phases of this quest, players must defeat two difficult encounters. These encounters, Hydra, and the Dhorme Chimera, are skill checks for the players in that a party must work together in a competent fashion to succeed, even if their gear is top quality. At this point, players should hopefully have a group of people they trust to play with, and if they don’t, they should consider hooking up with an established Free Company.

After that, or even before since there is no linear requirement, players can attempt The Howling Eye Hard Mode. Like The Bowl of Embers Hard Mode, this fight allows players a chance to gain a weapon upgrade. This time, it is an item level 70 item. Priority should be placed on obtaining this weapon as soon as possible, since it will make the rest of the encounters that much easier to complete.

Titan Hard Mode is next, but there is a lot to do before attempting that fight. For starters, every player in the group should have an average item level of 65 before attempting this fight. In other fights, players could be carried through the fight by advanced players, especially in certain roles such as damage dealers. At this point, carrying undergeared and underskilled players is no longer an option. Players should focus on maximizing their gear, leveling any support jobs that allow for materia and crafting opportunities, and continuing to accumulate gear through Philosophy and Mythology Tomestones before continuing. The endgame is coming to a final point soon, and as such, the encounters ramp up significantly.

Upon completing the Titan fight, players will achieve their Relic Weapon. However, the endgame is not yet over. Some of the most difficult and rewarding encounters still remain. Often, players will find themselves continuing to run groups through both The Howling Eye and Titan Hard Modes in order to gear up their entire group of adventurers for what lies

ahead. During this time, players may not be able to progress. They should continue to accumulate Tomestones from the other encounters and work on any holes in their gear. As one might expect, the final encounters in the endgame progression will require players to be as near to perfect as possible, both with their gear and their skill.

The Final Stages of the Game

Obviously, content will be added to Final Fantasy XIV at a rapid rate. However, once players have reached this stage of gearing and progression, they will be faced with the final two options available for advanced encounters and gearing. The first is that the Relic Weapon can be upgraded to a Relic Weapon +1. This is done by utilizing 900 Mythology Tomestones and by completing a quest with items purchased from these tomes. However, there is a cap for 300 Mythology Tomestones acquired per week. That means there is no real shortcut to the upgrade process, even though the process of upgrading the Relic Weapon is much easier than the acquisition of the original Relic Weapon was.

Also, AF2 armor is available for purchase with these Mythology Tomestones. It will take, just like with the Darklight armor, 5,010 Mythology Tomestones to complete a set of AF2 armor. When combined with the 900 Tomestones required for the Relic Weapon upgrade, players are looking at a minimum of 20 weeks to accumulate all of this gear. Now, there were certainly Tomestones acquired throughout the preliminary grind, but the point is that this is a significant investment to complete a character's gear. However, much like Amdapor Keep was a shortcut to the Darklight Armor requirement, there is a shortcut available at this gearing stage as well.

Binding Coil of Bahamut

This is the only "raid" instance in the game currently, and behaves much like raids in other massively multiplayer online role playing games do. Groups go through mini-dungeons, or turns, in order. Progress can be saved until the following Monday, when the server resets everyone's progress at the same time. That means that players will likely spend many attempts trying to clear this content without success. This is logical, since the Binding Coil of Bahamut is the most challenging and last piece of content in the game.

There is absolutely no reason to attempt this raid without completing a full set of Darklight gear or better. Also, every player in the group should have the item level 70 weapon from either The Howling Vale Hard Mode or Titan Hard Mode fights. Fortunately, players who can find a group to complete part of this instance will be rewarded with item level 90 gear for their trouble.

Often, Free Companies will spend a great deal of time farming the parts of this instance that they can actually complete, with the hopes that increasing the overall gear level of the group will eventually lead to further completion. This is a common practice, and will yield good results. However, between raids, players should find themselves patching up any remaining deficiencies in their gear, and they should be completely familiar and adept with their job.

Summary of End Game Gearing

1. Complete Castrum Meridianum and The Praetorium
2. Get into Amdapor Keep and repeat until all gear is item level 50 or greater
3. Complete The Bowl of Embers Hard Mode until item level 60 weapon is obtained
4. Relic Weapon quest
5. Upgrade Relic Weapon and farm The Binding Coil of Bahamut

Closing Thoughts

Some of the encounters that players face in the endgame grind are difficult. Therefore, people will have different ideas about party compositions and gear for success. Also, due to players being at vastly different points on the grind continuum, players will often find themselves with either a huge gear advantage or disadvantage with parties formed in Duty Finder. Therefore, there are a few considerations to keep in mind when running with groups in this context.

First, players may want to use specific healing combinations for certain fights. Sometimes, this means that parties will want to use people other than Scholar for them. Don't be discouraged! Simply remove yourself from the group and continue to look. Eventually, a group that is either more open minded or has more experience with the dungeon will come along.

Second, be kind to players that struggle. It is inevitable that players will sometimes have to run an encounter for the first time. That means that, in the middle of a run where players want to be quick, a player will want to see the cutscenes. They will also likely ask questions and make mistakes. Try to remember that first times in these situations can be intimidating, and a kind word can often make all the difference. Sometimes, these players go on to become much more powerful, and can become a strong ally in future endeavors.

Third, there are groups of players that use bottlenecks like Titan Hard Mode to make profit off of players. They will offer their services for a fee, and often sabotage the efforts of other groups by joining them and making mistakes. Arcanists, and any job for that matter, have a choice. They can pay for these services and enjoy the success that comes with them. Or, they can refuse to support this type of behavior. Hopefully, this is not something that most people will experience. However, it is important to know that it is out there.

Finally, do not forget to have fun! Trying to maximize progression can be exhausting, and the capping of Tomestones can feel like a job. While progression is certainly fun, there are many ways to have fun with Final Fantasy XIV: A Realm Reborn. So, don't forget to breathe a little and have some fun with this fantastic game!