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Ffxi fishing skill up guide

I give everyone permission to edit, update or change the information here. Please keep the contents clean and tidy. I reserve the right to moderate content. Author: Iconicidea. Q: Are there any angel quests? A: Yes! And they're fun. Use them to earn Fishing Guild Points, Equipment, Bait and Stacks of Fisherman's Festival! Sign up for all records of Eminence Quests soly: Menu > Quests > Target List > Fishing. (Look at them all here: Fishing (RoE)) Q: Ok... this takes too long. I'm going to get a fishing bot. What do you think of it? A: Fishing bots are lazy, stupid tools, you don't need any. Fishing skills slower than any other craft and patience is the key - but let's do this wisely. Don't get a fishing bot (unless you want to be banned). Instead, you'll get a pelican ring and stacks of Fisherman's Festival. The Pelikan Ring can be won through the Fish Ranking competition and is occasionally available with login points. The joint use of rings and foods greatly increases the capabilities. Q: Is there any equipment that increases the ability to catch? Is it worth getting? A: The Fisherman's Tunic set is highly recommended, which offers a total of +4 fishing skills. If stacked with Advanced Fishing Support, this will be +7. This helps when getting into fish above your skill level, and with some fish seems to increase the skill rate. The guild also offers items that increase fishing skill by saving guild points, but the Fisherman's Tunic Set can be easily purchased from the Action House. Q: I caught a lot of fish once. I got some good skills - then suddenly I couldn't catch anything, I mean NOTHING. A: If you have just started fishing, only 10-15 fish catch each (real) day for the first (real world) week. After that, you can catch 200 fish per day at most (that's about 16 and a half stacks). Once you reach your limit, you will get fishing fatigue and you won't get one until the day (at midnight in Japan). Q: I have no fishing fatigue, I have waited a whole game day and still can't catch a fish! What shall I do? A: This happens from time to time. I don't know what caused it, but I know how to fix it. Remove ALL Equipment > Change Your Main and Side Jobs > Then change jobs back to your favorite jobs > upgrade all fishing gear. You should now be able to catch fish. Q: If you fish with Ionis (a beneficial status effect, for adoulin-area seekers) that it increases fishing abilities for adoulin areas, is that true? A: That's wrong, and a lot of players understand nature of the Ionis status effect. It has different effects, depending on the coalition from which you get Ionis. Some coalitions offer a small skill gain in crafting, while some affect the qualification gain for combat or magic abilities, but NONE of them affect the skill rate for fishing, synergy, or chocobo digging (which are considered hobbies rather than crafts). Q: Q: Do I need to get Lu Shange's fishing rod? I hear that it is mandatory and that it takes a long time to earn. A: After level 53, this guide uses only Lu Shang's fishing rod, it's not technically mandatory, but it's INCREDIBLY frustrating (I tried) without it. I recommend you to buy it. It sells for 2-6 million Gil on most servers. You can save and buy Lu Shang's Fishing Rod much faster than completing the quest to earn it. FYI if you have nothing but fish moat carp two hours a day for two months... then you would earn Lu Shang's fishing rod. For this reason, I advise you to buy it (check out A Genuine Guide To Making Gil). Q: Do you know that this guide is outdated? EVERYONE should use this Nashmau FFXIAH Fishing tutorial instead!! A: No, this guide is not outdated, and while you can use the Nashmau Guide, it's a sad one-dimensional grind. Please read it through and let it sink in. You never leave Nashmau (a small town colored in gloomy shades). Yes, sanction will increase the food effect of Fisherman's Feast (if double food duration is selected), but with Fishing (RoE) already grants you more fisherman's feast than you could ever use. The whole point of fishing (in the game or in any other way) is to go somewhere beautiful, exotic or unusual, and fish then let the stress roll off. The Nashmau guide doesn't do that, he jumps over all the fun of fishing and makes it into sadness. A few brief notes on Lu Shang's rod: In earlier times, SE Lu Shang's skill rate on lower-level fish seemed to nerfed to prevent the power level. That is no longer the case. If you have Lu Shang's Rod, use it! 1-110. I still include the 'lower' rods, as some fishermen cannot afford or have not earned their Lu Shang's Rod. If you have up to 70 woodworking professionals, you can erode Lu Shang's Rut while you're walking (or have it repaired by NPC via the Immortal Lu Shang quest). If you critically fail the synthesizer, relax, you won't lose your Broken Lu Shang Rod. However! If you repair the rod on the ferry and put it on (zones) - your rod will be lost. Also remember - if the attempt to repair the rod and an enemy interrupt the synthesizer (by attacking you), the rod will be lost. My advice - don't fix it on the ferry (unless you'RE JUST boarded) and never fix it near enemies. In addition, you should use the /blockaid command (if not in a party) because healing spells (or can interrupt the synth and you will lose all materials. 1 to 11 - Mog Garden (pond) fishing from the pond, the target will be Moat carp with a halcyon rod with insect paste as bait. If you've just started playing and haven't unlocked your Mog Garden, you should go fishing for Moat Carp from Knightwell Pond in West Ronfaure. You can catch Moat Carp from many places, but fishing from the Mog Garden or Knightwell pond will only target Moat carp if this rod/bait combo. Other locations are not so sharp. Test element: Test element: Become Recruit ranked - at level 8, turn in a moat carp to the Fisherman Guild Master, Thubu Parohren. 10 to 14 - Selbina (dock) fishing from the dock, the target will be Greedies, with a halcyon rod and minnow bait. The Minnow bait is highly effective in targeting this fish. Alternatively, the worm bait works well (and is cheaper). Fishing from the dock, the target will be Yellow Globes. With a Hume Fishing Rod and Sabiki Rig - this is only hosted by Yellow Globes (which can sell well at the auction house). Or use the Halcyon Rod and Sabiki Rig, which targets both Yellow Globes & Bastore Sardines. If you have the alchemical fish, you should synthesize the yellow balls to poison out. Or sell them on the AH. 17 to 19 - Selbina (Dock) Fishing from the dock, the target will be Qus with a Halcyon Rod and Sabiki Rig or Lugworms as bait. Test item: To become an initiate, ranked at level 18, in a Cheval Salmon bends the Fisherman Guild Master 19 to 21 - East Ronfaure (Any Ronfaurian River) When fishing from every river in East Ronfaure, the targets are Cheval Salmon and Shining Trout with a Halcyon Rod and Fly Lure up to level 21. 21 to 27 - East Ronfaure (Anyfaurian River) Again , Fishing from the same river(s) in East Ronfaure, with a halcyon rod and a shrimp bait, your targets will be Tricolored Carp & Gold Carp up to level 27. NOTE: Shrimp baits can sometimes be hard to find. They are difficult to synthesize, expensive and only available at the auction house. If you can't get your hands on it, use insect paste for this area. 25- 31 Zeruhn mines (river bridge) Fishing from the river bridge the target will be giant catfish with a Mithran fishing rod and a sinking minnow. This fish doesn't stack, but you can catch YOU here (almost any cast) and they have a decent skill-up rate. Test item: To become a beginner - At level 28, turn in a giant catfish to Fisherman's Guild Master 31 - 35 Jugner Forest (Crystwater Spring at J-9) Fishing from the Crystwater Spring will be the target crystal bass with a halcyon fishing rod and a minnow or sinking minnow. This fish piles up and has a decent bite. 35 - 39 Qufim Island (Ice Pond at H-7) Fishing from the Ice Pond (H-7) Your goal will be Nosteau Herring with a Halcyon fishing rod or Hume fishing rod while baiting with a shrimp bait. Unfortunately, there are no (currently known) lures that only aim nosteau herring, you will also catch a lot of Tiger Cod (which you synth in Sliced Cod if you choose so). You will get bites of Black Sole from time to time, but at this level... there is no way to catch them. It's best to let them go as they can snap your line, or (not but possible) break your rod. Test item: To become an apprentice, he becomes a fisherman's guild master at level 38 in a Gugru tuna. 41 - 47 Zeruhn Mines (River Bridge) Fishing from the river Their target will be black eels using a Halcyon Rod or Hume Fishing Rod while baiting with a worm bait. Fortunately, this selection of rods and baits is very well aimed at Black Eels. 47 - 49 Beaucedine Glacier (Each Beacedinian Pond) Fishing from any pond in Beaucedine Glacier, your destination will be ice fish with a halcyon fishing rod while baiting with a Sabiki rig. If you have a fondness for Marinara Pizza, you can synthesize ice fish into anchovies (one of the many ingredients needed to make Marinara Pizza). Ice elementars usually spawn near the ponds and when fishing becomes monotonous, they kill them again and again for ice piles. It's hellu fun. Test item: To become a journeyman - At level 48, turn a Monke-Onke (Monke-Onke's only bite at night, don't fish for them during the day) to the Fisherman Guild Master. 49 - 53 Valkurm Dunes (Sea) Fishing from the Sea Your goal will be Shall Shell with a Halcyon Fishing Rod and a Robber Rig as bait. This rod and bait is pretty good at targeting Shall Shells, but you'll occasionally get other bites. Should mussels be used in several recipes and usually sell well on the AH 53 - 55 East Sarutabaruta (sea) fishing from the sea, your destination will be Bluetail and Bastore Bream, while Lu Shang's Rod and bait with minnow bait. Bluetail and Bastore Bream both do decent lyane at the AH, but honestly, I sell them for almost the same money. Instant Cash vs. a little more cash? I will leave it to you. 55 - 60 Yhoator Jungle (Uggalepih Waterfall [J-11 just to the right of Temple of Uggalepih]) Fishing from Uggalepih Waterfall Your target will be Elshimo Newts and Jungle Catfish, while Lu Shang's Rod and a frog bait. It's best to outpost warp here. Make sure you've equipped the Fisherman's Tunic Set (or better equipment) and get Advanced Fishing Support. Bladefish offer slow skill-ups, and you could technically fish up to level 71 here, but since the is not fantastic here, go to the Arrapago Reef. Bladefish can sell very well in the auction house. 64 - 72 Arrapago Reef (sea) Fishing from the sea will be your destination Rhinochimera and Mercanbaligi with Lu Shang's Rod and a Sinking Minnow. Don't be surprised by the fight Rhinochimera is giving you. They are a very big fish, but they can be easily defeated. 2/3 of your skills will come from them, the other 1/3 will come from Mercanbaligi. Make sure you are equipped with your Fisherman's Tunic Set (or better equipment) and get Advanced Fishing Support. None of the fish sells well on the Action House, but sellers give decent prices. This is the most remote fishing hole (in this guide) and the most difficult to reach, but once you know how it is a cake walk. Go to Aht Urhgan Whitegate and wait in Port Ephramad (it's the North Port, not the South Port) and wait for the Silver Sea route to Nashmau Ferry. Once you're in Nashmau, make sure you touch the Crystal Home Point so you can teleport back in your spare time. Use the North Exit (at H-6) to access The Caedarva Mire. Once in Caedarva, Mire summons a chocobo (or other mount) to escape the aggressive mobs. Drive to the hidden tunnel on the (right) side of I-9 and pass. Once there, go to the hidden tunnel (upper left corner of) I-8 and pass the arrapago reef zone at the hidden tunnel on I-6. Make sure you enable the Survival Guide so you can easily teleport back. Now that you are cast in Arrapago Reef Sneak & Invisible, then board the rundown boat (left side of H-10) and then leave it (right side of the H-10) take the downhill path and you will see a gaggle of Arrapago Apkallu. These are your friends (unless you are rather low... then they kill you too). Fish near their watering holes and you will be safe from the (more) aggressive mobs in this area. Test item: To become a craftsman, he becomes the Master of the Fisherman Guild in a Bladefish in a Bladefish. 72 - 81 North Gustaberg (Dragon Fall) Fishing from the waterfall, known as DragonFall, their target will be Gavial Fish, while Lu Shang's rod and meatballs or lizard bait will be used. I recommend the lizard bait. If you can't synthesize it, buy it. If you can't buy it... Meatballs. Make sure you're equipped with your Fisherman's Tunic Set (or better equipment) and get fishing support. Gavial Fish can sell well in the Action House, but only if they are in demand for Fishing Guild Points, if they are not currently in demand, sell them to sellers. You MUST be from the base of the Dragon Fall/Waterfall (i.e. Where the waterfall hits the ground) do not fish above. If you ignore this advice, your only skills will be in futility and frustration. To access this fishing hole (use the Survival Guide teleport option), you must travel through Dangruf Wadi, exit J-3, you will place near the Dragon Fall/Waterfall it. Even for higher-level characters, it's a good way to cross through the Wadi with Sneak and Invisible (or use items in similar effect). NOTE: I have spoken to many fishermen, and this fishing hole can become monotonous, and it Fun navigating the Wadi. When it starts to grate at your madness... You can skip it and move to the next fishing hole listed below (I've tested it, and it's not too big a store). Test item: To become a craftsman, he is ranked master of the Fisherman's Guild in a three-eyed fish. Fishing from the pier your targets will be Mercanbaligi and Ahtapot, while Lu Shang's Rod and a shrimp bait. Make sure you're equipped with your Fisherman's Tunic Set (or better gear you've earned through the guild), and also get Advanced Fishing Support. Mercanbaligi and Ahtapot do not sell well on the AH, but make sellers for decent money. Fishing from the ice pond (if in Qufim) or the sea (if in Battalia Downs) your target will be Black Sole, while Lu Shang's Rod and Bait with a sinking Minnow. Sell the black sole on the AH or make sushi out of it. Black soles are really SEs gift to the fisherman, they bite consistently and they don't have to wander to an insanely remote place. Test item: To become a veteran, he becomes the master of the Fisherman Guild in a gigantic squid in a gigantic squid. Fishing from the Dock will be your target Pterygatus while you use Lu Shang's rod and bait with Lugworms. Pterygatus do not sell on the AH, but they sellers for a good price. Test object: To become an expert, he becomes a fisherman's guild master in a tiger shark in a tiger shark. Before you can catch the tiger shark, you must purchase the Angler Almanac from the guild for 20,000 Fishing Guild Points. 99 - 108 Oldton Movalpolo's target will be armored fish, while Lu Shang's rod is used and baited with the frog bait. Make sure you are wearing fishing gear and receive Advanced Fishing Support. Armored fish do not sell on the AH, but they sell for a good price. The skill-up rate on this fish is not great, but it is better than moving directly to Cave Cherax (below), I strongly advise not to skip it. Your target will be Cave Cherax while you use Lu Shang's rod and bait with meatballs. Note that this huge lobster has a small chance to break Lu Shang's pole, but I had no breaks. Cave Cherax have a decent skill-up rate, but you get a log of line snaps. You might try to sell them on the AH, but most fishermen have Zaldon well (inside the Belly) them for a 26% chance, at Dwarf Pugils. Please note that steps 107-110 are slow. They take you 2-4 times longer than typical, not frustrated, it's just how it goes. Everything you see here, I have made myself, step by step with TWO separate characters: Grumplsittskin (Quetzalcoat - no longer active) and Glerm (semi-active on Asura). Asura). Asura).

