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## Ffxiv eureka anemos weapon guide



especially important when you make a challenge log, as this greatly shortens the time it takes to kill things. It also helps a lot in maintaining chains. Ch 11: Tasks from Krile on levels 3, 5, 13 and 17 Levels 3, 5, 13 and 17 will receive a new assignment from Krile. With these efforts, you can get extra magic lines for your Magia board, as well as use brackets on level 17. After you take a task from Krile, it will NOT appear in your to-do list. Krile basically asks you to look for Confluence somewhere in the wild by giving you a brief description of where it might be. Then nothing happens until you find confluence. Confluence locations are listed below: Level 3 task: 13.8, 20.2 Level 5 task: 24.3, 23.1 Level 13 task: 20.6, 13.9 Level 17 task: 32.7, 18.9, next go to 25.5, 16.1 with 99 anemos crystals. After finding Confluence, the taskmark reappears in Krile, and you can continue to do so and get the next magic site on your Magia board. Ch 12: Notorious Monsters (NM) and NM train Fighting NM is pretty much one thing you do in Eurma. It's practically a game because it's the main source of EXP, Anemos Crystals, Protean Crystals and Lockboxes. Different NM's are spawned according to different criteria... it usually involved killing a particular crowd in a certain weather or time. Personally, I don't care very much about most details because I only mark with people (with the exception of Pazuzu explained in Ch 15). But if you want to know the details, here's the Reddit link you're looking for: How to spawn notorious monsters in Eurekaa When you step into Eureka, you'll hear people screaming all the time for example: Lv 14 RDM Ifg Lv 12 DRG Ifg for NM train NM train group Ifm, etc. This is the cry of one player who wants to be invited to the group. Ifm means searching for members... This is what the party leader, who wants to recruit more members to his group, is crying out for. The NM train is a group of people (made up of several parties) who came together to kill certain crowds to help spawn the NM's. It's usually arranged by someone who knows when to spawn what. When NM dies, it gives you EXP, Anemos crystals, lockboxes and mendacity Toms (and sometimes glamour gear or But this is only if your level matches or is higher than the NM level. If your level is much lower than NM, you won't get crystals and lock boxes, but you'll still get a good amount of EXP even if EXP is scaled down to your level. For example, Pazuzu (level 20 NM) gives about 25K EXP to a level 18 player, but it only gives about 4-5K EXP to level 11 players. Despite the fact that NMS's EXP has been reduced if you are a low-level player, this EXP is still much better than EXP, which is deserved by killing crowds. Thus, no matter what level you are at, you should still prioritize killing NM instead of everything else. Just like the usual FATES in FFXIV, your rating on NM FATE is shared across the party. If a party is currently reaching the gold rating (because the whole party has invested in killing the NM), then as long as a party member gets a single hit on the NM to register himself, he gets the full credit of being in the party. This is why you should always be at a party. And larger parties are also more useful than smaller parties. Keep in touch that even if you're DEAD when NM is killed, as long as you hit it once and register, and as long as you're within fate's range, you'll get a full party refund. DO NOT attempt to catch your breath on your base, or you may lose your EXP and lose the NM FATE awards. Since the crowds give very little EXP compared to NM, most low-level players just follow the NM train and go to AFK (off the keyboard) to watch youtube or get coffee, while others work in crowds. As long as you're not AFK-ing longer than 9 minutes, you won't get fired for duty. In addition, since some NM's die quite quickly, you need to keep a close eye on when they were born. Thus, despite the fact that you can go to AFK, you need to check the game for 1-2 minutes 1-2 minutes that ensure that you do not lose NM. When fighting NM, it is recommended that you disable graphics from other people's physics/effects. This can be done by using the macros listed in the last chapter of this Guide (see Section 4.4). By turning off the effects of other people, you can actually see NM and his AoE attack zone without being blinded by all the bright light. A change in settings can be easily reversed by using another macro that is also listed in the last chapter. - When you joined the NM battle, be sure to click on the level sync button, otherwise you will get nothing! - Notorious Monster (NM) - Number (Level 6). - Turning off other people's physics/graphic effects reduces blinding bright light all over NM and allows you to actually see the red zones of the AoE attack in NM so you can dodge it. See the last number of macros. - After completing the NM battle, and if the NM level is not high as your level, you will be rewarded with Anemos Crystals, Anemos Anemos EXP and Mendacity Toms. If the level of NM is too high, you can still get a nice EXP. - NM train. Following the train closely is an advantage as it reduces the chances of you being killed along the way. And if you're killed, someone's likely to stiffen you in a matter of seconds. - People who are significantly lower levels (as I am pictured) are very little involved in killing the mafia to spawn the NM because the crowds are too strong. Thus, we just stand there cheering with our glow sticks and wait for the guys at the upper level to spawn NMs for us. Then we zerg-fest NM takes advantage of it. - More silly cheering from me and a few lalafels. Ch 13: The hard part is just leveling up to Eureka Very soon you will find that fighting NM is easy if you just follow the NM train in your case. Tons of Anemos crystals are dropped, and you don't have to worry about the protein. The most time-consuming thing is just leveling. After you level one category at a certain level in Eureka, all other level 70 classes automatically receive this level in Eureka as well. Therefore, you only need to go through this alignment process once. Once you have reached level 20 (current maximum level), the number of crystals benefiting from the fight against NM is maximized, and they can be acquired very quickly. Therefore, compared to atma cultivation in ARR (relic gun), Eureka stormblood actually has a lot, much easier! Zepla put forward a very good thing in his recent Eureka video on Youtube (If you don't know who Zepla is, google please. His videos are funny. I'm a big fan of his!). Zepla said that one of the biggest differences between Atma agriculture and Eureka is that Atma's cultivation was completely RNG-based... You wait for hours for fate to pop, then you get nothing. You can repeat this process 20 times, but you still have nothing... To the point where you're going crazy and you want to kill somebody. Here in Eurema, Anemos Crystals' income is not RNG-based. EXP is not RNG-based. The purchase of pazuzu feathers (see ch 15 below) is not based on RNG. In this sense, Eureka is not bad at all. For Atma, when you're done with one gun, if you want another gun for second grade, you need to start with empty FATES and repeat the nightmare. Here in Eurma, once you have received the first Anemos weapon, it is very easy to get the second. At level 20, your Anemos Crystals income level is very high, so it only takes you a few hours to hone in to get enough crystals for another Anemos weapon. Other considerations include: - Do not waste your time killing enemies that someone else has claimed, you will gain very little experience. However, you can use these enemies to keep the chain of your chain nicely. - Do not waste your time killing enemies lower than your level, you will gain very little experience, They don't chain. - Drop Drop you do to go to fight NM, which are spawning on the map, they give plenty of EXP... Much more effective than fighting the crowds. - When you are level 14+, do not waste time fighting LVL 1-3 NMS. EXP win and Anemos crystals from them are too little compared to high-level NM. If it's convenient, go kill low-level NM's as well. Otherwise, it is more important that you make sure that you do not lose the upper level NM. Ch 14: Anemos Elemental (aka Fairy) To make your level faster, you can take advantage of the Anemos element, aka Fairy. He's a green little guy who looks like heavenly Anima fairy. No one can predict where this fairy will go next. But sometimes you hear people screaming about its location, and you can take advantage of it if you're nearby. He randomly flies over the map and constantly throws a breath of savages that gives you elemental blessing and elemental EXP Up enthusiasts. These enthusiasts will last an hour and continue even if you die. Elemental Blessing (Green Fairy icon) increases your damage and restores HP over time. This buff can be clicked off by clicking on its icon at the top of the screen. Elemental EXP Up (Blue icon) gives you an exp bonus when you only fight the crowds (not with NM). This buff cannot be clicked off. The only reason to click the buff off is because if its timer is running out soon. And yet you met the fairy by chance. You'll find that you can't refresh your buffs even if you've got a new Wild Breath. Here's how to click on the old one and get a new one. - The fairy throws Breath of the Wild One, which pushes all players within its range. - The blue icon (top of the screen, second from right) is EXP Up. - The green fairy icon is an accident buff/HP recovery over time (It can be clicked off). Ch 15: The final phase of the acquisition of the Pazuzu and Pazuzu Feathers I355 Anemos weapon requires (1) a +2 gun and (2) 3 Pazuzu Feathers. Pazuzu Feathers is, of course, acquired from Pazuzu (level 20), which is eureka's current strongest NM. He was born x7.4, y21.7. You need to be at least level 19 to get feathers from him. The 4 criteria for spawning Pazuzu are: (1) At least 20-40 Shadow Wraith died. (2) The weather is currently gale. (3) There are currently no other national organisations etc. on the map. (4) Pazuzu has not been killed in the last hour. Shadow wraiths occur only at night (19.10 - 6:00 Eorzean time) at the entrance to the Pazuzu spawning place. Here's how to predict when Pazuzu can spawn, you'll need a Eureka NM Tracker and weather forecasting tool from the Garland Tools Database. Ideally, you want the night time to take place about 10-30 minutes before Gale arrives. This way, you will have enough time to collect the party and persuade them to kill the Wraith together. But even if. Time happens during Gale, Pazuzu can still spawn, as long as enough Wraith are killed before the end of Gale, and as long as no other NM's are on the map. The shadow Wraith (level 25) are very strong, and one Wraith can easily destroy the tank, although he uses defensive cooling. It is important that the tanks move to the fire with a magic plate to increase their defenses. It is also important that the tanks stun the Wraith when it throws something (which are all quite deadly). Each container must be connected to at least one pourer and a large number of DPS to kill the Wraith reasonably quickly. At the moment, level 20 tanks can't handle two Wraith yet. Pazuzu must be a deadly enemy. Once it is born, everyone should change the defenses of the magic board to the wind to avoid being killed too easily. Pazuzu has very deadly skills, and you should pay attention to what he throws. Healers should use Focus Target in Pazuzu to see what Pazuzu throws, even if they target the tank for healing. List of Pazuzu attacks: Camisado: Tank Buster. If you're not the main bar, stand behind Pazuzu, and you won't get hit. Boon Void: Randomly targets the player and sends an AoE attack. As long as you're not a target, all you have to do is stay behind Pazuzu (and be away from the target), and you won't get hit. D feared wind: A 360-degree AoE attack around Pazuzu. At the start of the match, he's using 1x Dread Wind. Later, when he does Dread Wind, it'll be 2x. In the closing stages of the match, every time he throws Dread Wind, it leaves with 3x. It is highly recommended to get away from Pazuzu when you see him throw the Dreaded Wind. If necessary, use Sprint. Gale Cannon: The long-range rectangle attack extends far in front of the boss. Get away from Pazuzu to avoid it. Locusts cloud: AoE centered around the boss (Out of the melee zone). After locusts cloud, Pazuzu usually throws either Gale Cannon or Grasshopper scred. Locust plague: A medium and distant attack (very large doughnut AoE) centred around the boss. Go to the melee distance or be really far away to avoid it. It's very deadly, and it's the only skill that kills most people. If necessary, use Sprint. This skill is usually given immediately after the Locusts cloud. The Locusts cloud gets everyone out of the melee distance zone, and when everyone is middle or far away, the plague of locusts kills everyone. Therefore, if you are a melee and got outside the melee zone to dodge locusts cloud, run straight back to stack the boss to dodge the plague of locusts. If you are a ranged DPS or paaler, and saw Pazuzu throw Cloud of Locust, you MUST start sprinting further or closer to preparing to dodge the Plague of Locusts. If you stay in the middle area or far away, which you can boss, yes. Hit him and die. Dark Aero: Spawns green clouds that randomly shoot AoE after a while. Get away from the clouds to avoid too many AoEs. Tartarean Storm: Spawn tornadoes that hurt and knock you out if you run into it. Gold rating from the Battle of Pazuzu guarantees you 3x Pazuzu Feathers. 3 feathers can be used to update +2 weapon (i345) Anemos Weapon (i355) Gerolt. - Calmie vs Pazuzu!!! - The main tanker Pazuzu is a lot of fun!!! Just make sure you know the mechanics well and have a qualified pourer with you! - Gold rating from the Battle of Pazuzu is guaranteed by 3x Pazuzu Feathers. - Use 3 Pazuzu Feathers to update +2 weapon Anemos Weapon. Ch 16: Useful Resources Map Eureka Eureka NM Tracker: FFXIV Weather Tracker: Eorzea Time vs Real Time is: ..... 24 Ez hours = 72 min in real life (1h 12 min) ..... 12 Ez hours = 36 min in real life ..... 6 Ez hours = 18 min in real life ..... 1 Ez hour = 3 min in real life ..... 20 Ez min = 1 min in real life ..... 10 Ez min = 30 seconds in real life ..... 5 Ez min = 15 seconds in real life Anemos Elemental Spawn Locations Map Useful Macros from Reddit: This macro turns off other people's glossy activity graphics so you can actually see the boss: NM mode/bfx party off/bfx other off/soundeffectsparty 50/soundeffectsother 20 This macro restores the normal setting: Normal mode /bfx party all /bfx other all /soundeffectsparty 100/soundeffectsother 100 OR Normal Mode /bfx party simple /bfx other simple /soundeffectsparty 100/soundeffectsother 100 This macro basically does the same thing as clicking the level sync button, when you type NM FATE: /levelsync is to turn the magic disc to the left: /magialeft Turns the magic plate to the right: /magiaright /magiaright

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