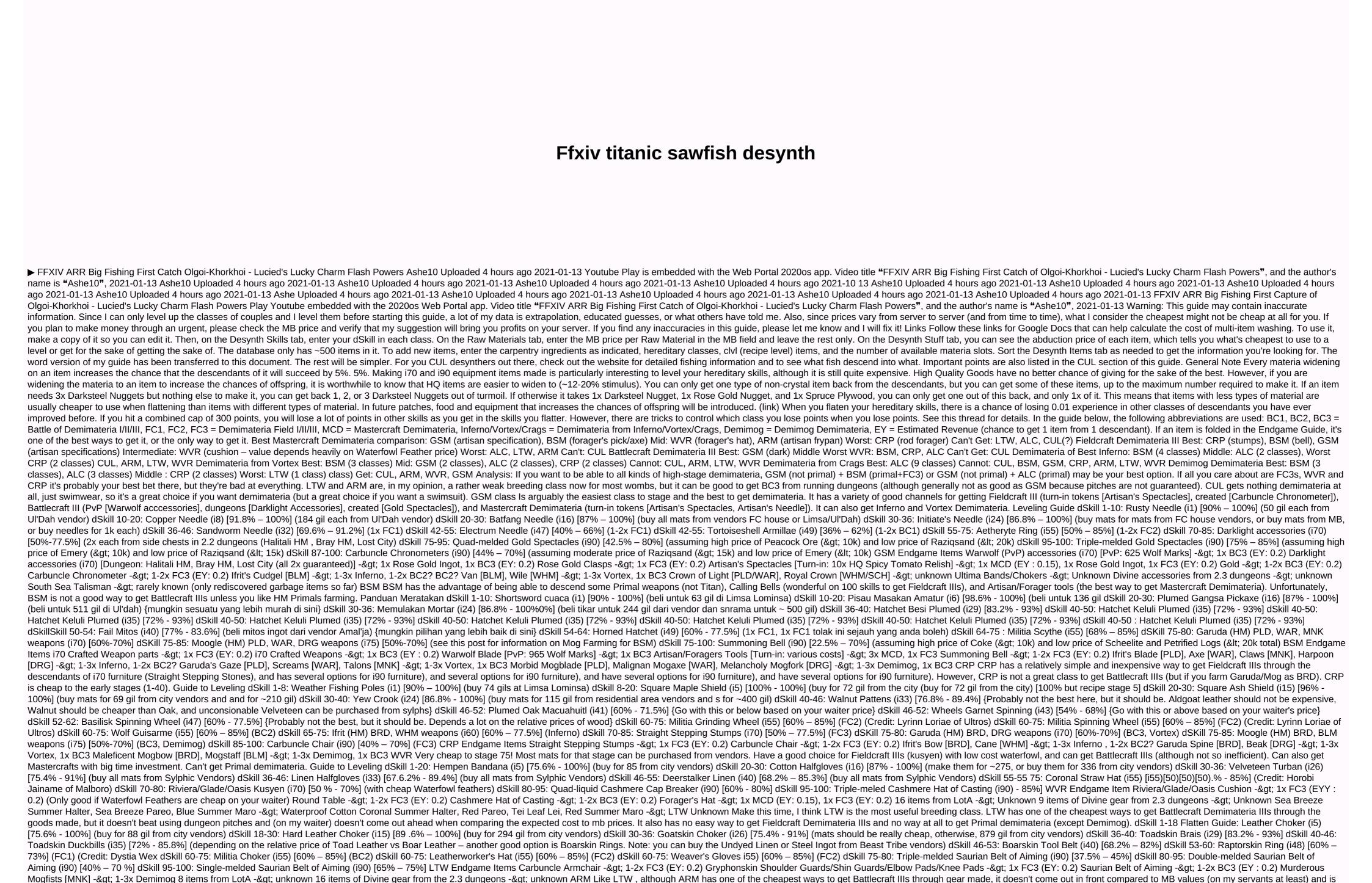
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not as good as using dungeon pitches. That said, it has the cheapest way to get Battlecraft IIIs. It has good ability to Mastercraft Demimateria (via the hereditary Artisan Frypans). Like other shield-making classes, ARM should not get Primal

demimateria. dSkill 1-10 Level guide: Weather Skillet (i1) [90% - 100%] (66 gils each from Limsa vendors) dSkill 10-20: Sallet Ganges (i8) (i8) – 100%] (buy mats from vendors and craft for ~250 gil, or buy for 283 gil from vendor) dSkill 20-30: Iron Skillet (i15) [89.6% – 100%] (craft for ~400 gil or buy for 528 gil from vendors) dSkill 10-20: Sallet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkill 20-30: Iron Skillet (i15) [89.6% – 100%] (craft for ~400 gil or buy for 528 gil from vendors) dSkill 10-20: Sallet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkill 10-20: Sallet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkill 10-20: Sallet Ganges (i8) (i8) – 100%] (craft for ~400 gil or buy for 528 gil from vendors) dSkill 10-20: Sallet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkill 10-20: Sallet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkill 10-20: Sallet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkill 10-20: Sallet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkill 10-20: Sallet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkill 10-20: Sallet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkill 10-20: Sallet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkill 10-20: Sallet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkill 10-20: Sallet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkill 10-20: Sallet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkillet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkillet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkillet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkillet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkillet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkillet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkillet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkillet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkillet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkillet Ganges (i8) (i8) – 100%] (buy mats from vendors) dSkillet Ganges (i8) (i8 vendor) dSkill 30-36: Iron Alembic (i23) [89.6% – 100%] buy mats from vendors and craft for ~530 gil) dSkill 36-45: White Skillet (i33) [67.2% – 87.6%] (buy Steel Plate from Amal'ja vendor) dSkill 45-50: Steel Frypan (i36) [74.8% – 83.6%] (buy Steel Plate from Amal'ja vendor) dSkill 50-55: Cobalt Skillet (i43) [64% – 73%] (FC1) dSkill 52-57: Hell's Kitchen (i47) [60% - 70%] (FC1) dSkill 55-65: Thermal Alembic (i50) [60] % - 77.5%] (FC2) dSkill 60-75: Wolf Scale Fingers (i55) [60% - 85%] (FC2) (Credit: Alistaire Lexander of Sargatanas) dSkill 70-80: Warwolf Kite Shield (i70) [50% - 70%] (410 Wolf Markah) (Credit: Gelesto T'ki of Moogle) dSkill 75-80: Triple-meled Wolf Markah Tass (i90) [37.5% - 4 •] (Scheelite + Terminus Putty < 20k) dSkill 80-95: Wolfram level two liquid (i90) [40% - 70%] dSkill 95-100: Single Wolfram Pox (i90) [65% - 75%] ARM Endgame Items Artisan's Frypan -> 3x MCD, 1x FC3 Warwolf Kite Shield [PvP: 410 Wolf Marks] -> 1x BC3 (EY: 0.0.0.2) Wolfram Tassets -> unknown 9 items of Divine gear from 2.3 dungeons -> alc alc unknown descent is the only way to get Demiria Crags, and he has a good ability to get other Primal Materia (especially if you are the main SCH or SMN). However, it is arguably the worst to get Fieldcraft Demimateria Battlecraft, but they are usefully limited. I believe that leveling the ALC would be one of the more irritating classes because of the number of regiments that require mid-equipment. ALC Leveling Guide dSkill 1-10: Weathered Grimoire (i1) [90% – 100%] (buy for 92 gil in Limsa Lominsa) dSkill 10-20: Whispering Maple Wand (i8) [91.8% – 100%] (buy for 240 gil from Gridania vendor) dSkill 20-30: Ash Wand (i16) [86% - 100%] (buy mats for 97 gil from vendors, synth for ~240 gil) dSkill 30-38: Yew Wand (i28) [70.2% - 91%] (buy the Growth Formula Betas from vendors) dSkill 38-44: Book of Silver (i34) [69.6% - 84%] (Probably not a great choice, but there don't seem to be any great choices here} dSkill 44-50: Wand of Tides/Tremors/Frost (i39) [66% - 78.7%] {Ditto} dSkill 47-55: Wand of Gales/Flames/Storms (i45) [54% - 70%] {Ditto} dSkill 50-70: Tane Mahuta (i50) [50% - 85%] (BC2) (Credit: Lyrinn Loriae of Ultros) dSkill 60-70: Ifrit (HM) senjata SCH (i60) [50% - 70%] (Kredit: Lyrinn Loriae of Ulstro) Ulstro) 70-80: Garuda (HM) SMN, Weapons (i70) [50% - 70%] (Credit: Lyrinn Loriae of Ultros) dSkill 75-85: Mog (HM, SMN) Whm Weapons (i75) [50% - 70%] (Credit: Lyrinn Loriae of Ultros) (see this post for information on Mog Farming for ALC) dSkill 80-100: All HM fall* (i80) [50% - 85%] (Credit: Lyrinn Loriae of Ultros) [* I recommend that you get an army of all your FC friends/friends together to raise HM Titan for a while. Have others who don't level the ALC's order on the spoils, and imagine the Demimateria Crags you got from them. Alternatively, see this post for information on Mog Farm which may also appeal to Titan Farming.] ALC Endgame Item Tane Mahuta -> 1-2x BC2 Shield Augmentation item -> 1x BC3 (EY: 0.2) Trillium Hanging Flower -> 1x FC3 (EY: 0.2) Giantsgall Weapons -> 1x BC3 (EY: 0.2) i70 SCH /SMN books -> 1x BC3 (EY: 0.2) ifrit's Codex [SCH], Will [SMN] -> 1-3x Vortex, 1x BC3 All Titan's HM falls -> 1-3x Crags Malevolent Mogwand [WHM], Mogtomes [SCH/SMN] -> 1-3x Demimog CUL The only items that CUL can breed are fish. In the endgame, CUL can be of Big Fish descent to get twelve items related to swimwear (Sea Breeze Summer Halter, South Seas Talisman, Blue Summer Maro, Waterproof Cotton, Coronal Summer Halter, Ti Leaf Lei, Red Summer Pareo, Red Summer Maro, Summer Sandals, Gold Roselle Capeline, and Oschon Roselle Capeline, and Oschon Roselle Capeline, and it's a swimsuit. Note that fish cannot be put down anywhere Demimateria except Clear Demimateria, which exists only to be sold to vendors for gil. Fish may desynth into jerungs and crystals (but never groups). All fish can give water crystals. Sand fish can also give snares /earth crystals, sky fish can also give lightning crystals, and fiery fish (Gangsa Tasik Trout and Joan of Trout) can also give fire shells/ crystals. No more fish descendants into the ais/ crystal snares. Helah to get a certain fish faster than the fishing hole is to see how your rod moves when you connect the fish. There are three types of tu, as far as I can see. A very light tug in which your rod barely moves, a powerful simple tug in which the end of your trunk is stretched (approximately 45 degrees) and makes a strain sound, and a large tug that bends your trunk more than 90 degrees and makes holes, wood sounds (and your bodyguard will go crazy, even if you're in the window (Credit: Estellios Deatras of Hyperion)). The same fish always trigger the same type of tu, but there is only a weak hook link between the snooze and ilvl forces for the first two types of tug. Lastly, this type of massive tug means you must have Fish on your online (although some Big Fish are just a simple snooze). If you connect fish you don't want, wait for the fish to disappear and overlap again (or cancel and pour again). It burns through the bait quickly, but if you use lures, you only go through ~5 an hour or so. It cheated more than double the fishing rate of my Octomammoth catch rate a lot because only two fish pulled by Pill Bigs are simple snooze, and if the mooch off Harbor Herring doesn't trigger a massive delay, it's not octomammoth. I'm very encouraged to try this. Leveling Guide dSkill 1-30: Buy increasingly expensive fish from Holasfhis (i2-i15) [86.4% – 100%] (100% catch: Southern Thanalan (Forgotten Springs), Midge Basket (mooch for Lamprey (i29)) dSkill 35-45: Lamp Marimo (i31) [69.6% – 91.2%] (100% catch: Coerthas (Exploratory Fishing Hole), Chocobo Fly) dSkill 35-50: Fullmoon Sardine (i34) [62.4% – 94.8%] (100% catch: Western La Noscea (South Umbra Isles), Iron Jig, 6am-6pm (mooch for Lamprey (i29)) dSkill 35-45: Lamp Marimo (i31) [69.6% – 91.2%] (100% catch: Coerthas (Exploratory Fishing Hole), Chocobo Fly) dSkill 35-50: Fullmoon Sardine (i34) [62.4% – 94.8%] (100% catch: Western La Noscea (South Umbra Isles), Iron Jig, 6am-6pm (mooch for Lamprey (i29)) dSkill 35-45: Lamp Marimo (i31) [69.6% – 91.2%] (100% catch: Coerthas (Exploratory Fishing Hole), Chocobo Fly) dSkill 35-50: Fullmoon Sardine (i34) [69.6% – 94.8%] (100% catch: Western La Noscea (South Umbra Isles), Iron Jig, 6am-6pm (mooch for Lamprey (i29)) dSkill 35-45: Lamp Marimo (i31) [69.6% – 91.2%] (100% catch: Coerthas (Exploratory Fishing Hole), Chocobo Fly) dSkill 35-50: Fullmoon Sardine (i34) [69.6% – 94.8%] (100% catch: Coerthas (Exploratory Fishing Hole), Chocobo Fly) dSkill 35-50: Fullmoon Sardine (i34) [69.6% – 94.8%] (100% catch: Coerthas (Exploratory Fishing Hole), Chocobo Fly) dSkill 35-45: Lamp Marimo (i31) [69.6% – 94.8%] (100% catch: Coerthas (Exploratory Fishing Hole), Chocobo Fly) dSkill 35-45: Lamp Marimo (i31) [69.6% – 94.8%] (100% catch: Coerthas (Exploratory Fishing Hole), Chocobo Fly) dSkill 35-45: Lamp Marimo (i31) [69.6% – 94.8%] (100% catch: Coerthas (Exploratory Fishing Hole), Chocobo Fly) dSkill 35-45: Lamp Marimo (i31) [69.6% – 94.8%] (100% catch: Coerthas (Exploratory Fishing Hole), Chocobo Fly) dSkill 35-45: Lamp Marimo (i31) [69.6% – 94.8%] (100% catch: Coerthas (Exploratory Fishing Hole), Chocobo Fly) dSkill 35-45: Lamp Marimo (i31) [69.6% – 94.8%] (100% catch: Coerthas (Exploratory Fishing Hole), Chocobo Fly) dSkill 35-45: Lamp Marimo (i31) [69.6% – 94.8%] (100% catch: Coerthas (Exploratory Fishing Hole), Chocobo Fly) dSkill 35-45: Lamp Marimo (i31) [69.6% – 94.8%] (100% catch: Chocobo Fishing Hole), Ch Coelacanth (i55) or Nautilus (i45)) dSkill 40-50: Giant Bass (i37) [61.6% - 82%] (100% catch: East Shroud (Sylphlands), Silver Spoon Lure) dSkill 45-55: Agelyss River), Topwater Frog) dSkill 55-70: Shall Shell (i55) [50% - 77.5%] (15% catch: Lower La Noscea (Candlekeep Quay), Northern Krill) dSkill 55-70: Mahi-Mahi (i55) [50% - 77.5%] (?%** catch: Lower La Noscea (Oschon's Torch), Yumizumo, 10am-6pm) dSkill 55-70: Coelacanth (i55) [50% - 77.5%] (100% catch + 50% Mooch: Western La Noscea (South Umbra Isles), Iron Jig-> Fullmoon Sardines, 6am-6pm) dSkill 55-70: Giant Squid (i55) [50% - 77.5%] (100% catch + 100% Mooch + 100% Streamer(moderate tug)) dSkill 70-85: Coeurlfish (i70) [50% – 77.5%] (40% catch + 100% Mooch: Upper La Noscea (Oakwood), Spinner-> Common Sculpin (light tug)) dSkill 70-85: Gigantshark (i70) [50% – 77.5%] (63% catch + ?%** Mooch: Middle La Noscea (Summerford), Floating Minnow-> Harbor Herring (moderate tug) [-> Ogre Barracuda], Clear weather /fair) dSkill 70-85: Octomammoth (i70) [50% - 77.5%] (36.6% catch + ?%** Mooch: Limsa Lominsa Lower Decks, Pillbug-> Harbor Herring (simple tug), 9am-5pm) dSkill 70-85: Any i70 fish (there are plenty of options here) [60% – 77.5%] dSkill 80-90: Sovereign Silver* (i75) [i75) 60% - 77.5%] (6% catches: Lower La Noscea (Oschon's Torch), Yumizumo (massive tug)) dSkill 85-100: Twitchbeard (i80) [60% - 77.5%] catch + ?%** Mooch: Fog (Fog), Spoonworm-> Fullmoon Sardine (tow light), 4am-6am, morning, weather) dSkill 85-100: Shark Tuna (i80) [60% - 77.5%] (?%** catch + ?%** Mooch: Eastern La Noscea (Costa del Sol), Spoonworm-> Fullmoon Sardine (tug of light), 7pm-9pm, Clear/fair weather dSkill 85-100: Mana-mana fish i80 (there are many options here) [60% – 77.5%] [* Fish indicated inevitable] [** Catch rate for ever due to weather and/or time restrictions on existing data] (Starting at 35 skills (or earlier), I strongly recommend alerting fullmoon Sardines in South Umbra Isles at night with Jig Besi as bait. You'll have a 100% chance of catching them, and if you get fish HQ, you can Mooch as well as i45 or i55 fish. Once you have a fair number of i55 fish and/or you have stopped getting CUL experience from NQ Fullmoon Sardines, finish with sardines and go on and solve all the Nautiluses you mooched up. Once they are all damaged, if your proficiency is ~55+, go on and solve your Coelacanths also obtained through Mooching. This should take you from 35 to 60 pretty quickly.) CUL Endgame Item Gigantshark (i70, assembly: <308) -=> Sea Breeze Summer Halter (8%), South Sea Talisman (10%) {Central La Noscea, Summerford, Clear/Fair, any time, Floating Minnow -> (simple tug)-> (harbor Herring -> (massive tug)-> Gigantshark [or: Harbor Herring -> (simple tug)-> Ogre Barracuda -> (massive delay)-> Gihark]} Octomammoth (i70, society: <308) -=>Sea Breeze Pareo (8%), Blue Summer Maro (10%) {Limsa Lominsa Lower Decks, no weather, 9 a.m., 5 p.m., Pill Bug -> (simple tug)-> (massive tug)-> (massive tug)-> (massive tug)-> Octomammoth) Frilled Shark (i80, society: <383,>379) -> Coronal Summer Halter (~8%), Ti Leaf Lei (~8%) {Western La Noscea, Ship Graveyard, Wind/Cloud/Overcast/Storm, 5pm-3am, Floating Minnow ->(100%)-> Wahoo ->(100%)-> Giant Squid ->(massive tug)->Ruthless Shark} Twitchbeard (i80, <348) -=>collect Red Summer Pareo (~7.5%), Red Summer Maro (~7.5%) {Kabus, Clear/Fair, 4 a.m.-6 a.m., Spoon Worm -> (light tug)-> Twitchbeard} Shark Tuna (i80, society: <348) -=> Summer Sandals (~10%) {Noscea La Timur, Costa del Sol, Clear/Fair, 7pm-9pm, Spoon Worm -> (light tug)-> Twitchbeard} Shark Tuna (i80, society: <348) -=> Summer Sandals (~10%) {Noscea La Timur, Costa del Sol, Clear/Fair, 7pm-9pm, Spoon Worm -> (light tug)-> Twitchbeard} (light tug)-> Fullmoon Sardine -> (massive tug)-> Shark Tuna} Magic Carpet (i80) -> Summer {Southern Thanalan, Sagolii Desert, Heatwave, 9am-4pm, Sand Leech -> (simple tug)-> Storm Rider -> (massive tug)-> Magic Carpet Spearnose (i80) -> Summer Sandals {The Goblet, Overcast/Kabus, 9pm-12am, Caddisfly Larva ->(massive tug)-> Toramafish (i80) -> Gold Roselle Capeline {Upper La Noscea, Oakwood, Kabus/Adil/Overcast, 5pm-7pm, Spinner -> (light tug)-> Common Sculpin ->(massive tug)-> World's largest Toramafish} Bream (i80) -> Oschon Roselle Capeline {Eastern La Noscea, South Bloodshore, Clear/Fair, 8pm-11pm, Shrimp Cage Feeder -> (massive tug)-> </308)> </308)> </308 Leech -> (tu moderate)-> Storm Rider -> (massive tug)-> Olgoi-Khorkoi} Lone Ripper (i80) -> Waterproof Cotton (~10%) {Western La Noscea, Halfstone, Gales, anytime, Heavy Steel Jig -> (massive tug)-> The Lone Ripper} Sweetnewt (i80) -> Waterproof Cotton {Lavender Beds, Fog, 11pm-3am, Midge Basket -> (?? tug)-> Ala Mhigan Fighting Fish -> (massive tug)-> Sweetnewt Armorer (i70) -> Adveous Whetstone Titanic Sawfish (i70) -> Aqueous Whetstone Chirurgeon (i70) -> Aqueous Whetstone Titanic Sawfish (i70) -> Aqueous Whetstone Titanic Sawfish (i70) -> Aqueous Whetstone Chirurgeon (i70) -> Aqueous Whetstone Titanic Sawfish (i70) -> Aqueous Whetstone Chirurgeon (i70) -> Aqueous Whetstone Chirurgeo Titanic Sawfish (i70) -> Spruce Lumber [reports say they can drop Mastercraft Demiermatia, but I believe that to be a scam Sovereign Silver* (i75) -> Venture Green Jester -> Morbol Saliva Other Big Fish -> unknown (at least one reportedly generated Minium Yield) [* The fish shown inevitably] Cheap Resources Demimateria In this section, I will try to list theoretical descendants for each descendant class Please note that this varies depending on the price of the server and I use the data from Faerie to make this calculation. Following each item's name will [i#|#s]. The first number tells the level of the item recipe. The second number tells how much materia the item slots are. Together, this lets you know the chances of a successful item. I'll just #s for i70+ items on skills 50, 75, and 100. Prices are being made using current data from Faerie, and assume you get item materials from MB, vendors, or from making your own (whichever is cheapest) and you make the items yourself. Sometimes, widening the materia to the goods will reduce the expected cost per yield for more demimateria than it increases the cost of offspring. In this case, the number of liquids will be listed. For liquid prices, I use 650 gil per trial widened (500 is the cheapest garbage materia price of Carbonized Things). [Warning: Sections are still running; still working results for Demimateria IIIs (getting very high variants in results); also, it's necessary to do research on Demimateria Is before definitively saying what works (both ilvl minimal and whether ilvl affects unknown opportunities, but very data suggests that ilvl is not important)] Fieldcraft Demimateria I Used to get new craft books (5x each), to make DoL/DoUGH accessories (10x), glamour stuff (5x), and furniture (2x) [To get: Desynth ilvl 25?-49 DoL/DoH gear, furniture, and equipment parts (1x from i26?-i35?, 2x of i36?-i49?)] GSM: Needle Elektrum [i47] (Revenue: </348)> – Kraf: 2,925 (gil/demimateria: GSM 77+: 8.775) WVR: Deerstalker Linen [i40] (Yield: 0.167) – Kraf: 1,000; Vendor: 2,195 (gil/demimateria: WVR 64+: 6,000) WVR: Linen Halfgloves [i33] - Kraf: 1,000; Vendors: 2,195 ARM: Steel Skillet [i31] - Kraf: 1,100; Vendor: 3115 GSM: Kraf Elektrum Ring [i45] - Made: ? GSM: Thousand needles [i43] - Made: ? LTW: Raptorskin Ring [i48] - Kraf: 2,100; Vendor: 1,254 GSM: Kraf Elektrum Ring [i45] - Made: ? LTW: Raptorskin Ring [i48] - Kraf: 1,100; Vendor: 3115 GSM: Kraf Elektrum Ring [i45] - Made: ? GSM: Thousand needles [i43] - Made: ? LTW: Raptorskin Ring [i48] - Kraf: 1,200; Vendor: 3115 GSM: Kraf Elektrum Ring [i45] - Made: ? GSM: Thousand needles [i43] - Made: ? LTW: Raptorskin Ring [i48] - Kraf: 1,200; Vendor: 3115 GSM: Kraf Elektrum Ring [i45] - Made: ? GSM: Thousand needles [i43] - Made: ? LTW: Raptorskin Ring [i48] - Kraf: 1,200; Vendor: 3115 GSM: Kraf Elektrum Ring [i45] - Made: ? LTW: Raptorskin Ring [i48] - Kraf: 1,200; Vendor: 3115 GSM: Kraf Elektrum Ring [i48] - Kraf: 1,200; Vendor: 3115 GSM: Kraf Elektrum Ring [i48] - Kraf: 1,200; Vendor: 3115 GSM: Kraf Elektrum Ring [i48] - Kraf: 1,200; Vendor: 3115 GSM: Kraf Elektrum Ring [i48] - Kraf: 1,200; Vendor: 3115 GSM: Kraf Elektrum Ring [i48] - Kraf: 1,200; Vendor: 3115 GSM: Kraf Elektrum Ring [i48] - Kraf: 1,200; Vendor: 3115 GSM: Kraf Elektrum Ring [i48] - Kraf: 1,200; Vendor: 3115 GSM: Kraf Elektrum Ring [i48] - Kraf: 1,200; Vendor: 3115 GSM: Kraf Elektrum Ring [i48] - Kraf El LTW: Raptorskin Merchant Wallet [i45] - Created: ? Fieldcraft Demimateria II - Used to make Crescent Moon equipment (5x each one) and new furniture, and equipment part (1-2x of i50?-i55)] [item i55 seems to have a 10% chance of dropping 1 of them, and a 10% chance of dropping 2, giving an expected result of 0.3 per successful descent]Page 2 /ac Inner Quiet <me> <wait.2>/ ac Standard Touch <me> <wait.3>/ac Standard Touch <me> <wait.3>/ ac Standard Touch <me>/ ac Standard Touch <me& Touch <me> <wait.3>/ ac Standard Touch <me> <wait.3>/ ac Standard Touch <me>/ ac Standard Touch <wait.2></wait.2> </wait.2> </wait.2>

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