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Eureka anemos quests locations

Launched On March 29, 2018 Last Updated April 3, 2018 FFXIV Eureka Guide by Caimie Tsukino A Word from the Author Hi Guys! As most of you may already know, I am a passionate craftsman/craft guide writer more than anything else. I am not an expert in Eureka because I am still learning a lot about it. So if you find an error or room for improvement, please let me know. Thank you! Yours really, Caimie Table of Content Ch 1: An Informative Introduction without Spoilers Ch 2: The Objective - Anemos Weapon/Gear Ch 3: Protean Crystals and Anemos Crystals Ch 4: Anemos Lockboxes Ch 5: Do Not Solo! Ch 6: Changing Classes in Eureka Ch 7: Dying in Eureka Ch 8: Attuning to Aetherytes in Eureka Ch 9: Using Mounts in Eureka Ch 10: The Magia Board Ch 11: Quests from Krile at Level 3, 5, 13 and 17 Ch 12: Notorious Monsters (NM) and train NM Ch 13: The Hard Part is Just Leveling in Eureka Ch 14: Anemos Elemental (aka The Fairy) Ch 15: Pazuzu and Pazuzu Feathers Ch 16: Useful Resources Ch 1: An Informative Introduction without Spoilers Hey, it's patch 4.25, and the new Relic of the Stormblood extension has arrived! In A Realm Reborn (ARR), our most powerful weapon was the Relic/Zodiac weapon. In Heavensward (HW), it was the Anima weapon. And now in Stormblood (SB), we have Anemos weapon (aka Eureka weapon). Honestly, the names were a bit messed up, since one of the steps for the Relic weapon in ARR was called Animus, and then we had Anima in HW, and now Anemos ... It's extremely confusing. Whoever appointed them should spank themselves. Nevertheless, it is expected that the Anemos weapon will be the best-in-slot weapon (BiS) in SB, so if you plan to go deep into SB, it would be nice to acquire it. In SB, we now not only have the Anemos weapon, we also have Anemos equipment. Remember the i290 weapon and equipment you earned on your level 70 class quest? Yes, these old-fashioned Blablabla are the elements that will eventually become your strongest weapon/equipment in the game. To unlock Eureka, you must have at least 1 class at level 70. Your first quest begins within Rhalgr's reach, and it will take you to Kugane, possibly pier #1 where the Rodney NPC is located (x8.5, y14.2). - Rodney (x8.5, y14.2) at Pier #1, Kugane. Talk to Rodney to get into Eureka (And to get back into Eureka next time, just talk to him again. He is sometimes surrounded by a lot of people, so it's a bit hard to click on him. If you have problems, try zooming in closer. It helps). When you enter eureka, you can be at a party. But your whole party must be in Kugane. Only the person (party leader) must be at Pier 1 to talk to Rodney. The rest of the party can be anywhere in Kugane, like the market. Once you enter Eureka, the leader is randomized (which I think makes no sense and is stupid). So, after entering Eureka, the leader of the original party may have to ask the new leader to come back Leadership. After entering Eureka, you are considered In Duty, so you can't use saying to talk to someone outside the instance. You can, however, use say to a private message to anyone in your case. And despite your FC tab not working at all, you can still communicate with your FC on your chat log, as well as talk to anyone on Linkshells. Each instance can hold up to 144 players. To check who's in your case, simply open your Party tab (aka Social Tab) and click on the most right option (Adventure List). If you see everyone's timer is like 160-170-ish minutes left, then you know you've entered a new instance. This is usually not so ideal, as the people inside are not yet fully organized. Usually, getting into an older instance has a slight advantage (you'll see lots of players with 60-70-ish minutes left), but that's not necessary. I have been to a few new cases, where people have organized themselves relatively quickly. - This is an example of an older instance. You can see that I scrolled down halfway, and some people are already at 95 min. When I scrolled down, some people are 60 min or less. If even the last person on the list is like 160 min, then you know you're in a pretty new case. Also, pay attention to the total number of people in the bottom right corner. If it is only half full, then it is probably a very new instance. The stories continues with Krile, the last survivor of the incident on the island of Val... on the Forbidden Land of Eureka Anemos (seriously, who the heck named these ... simply too many names). So the story was that Krile ... yatta yattee yatta yattee yattee... chitty chitty bang ... and now you are placed in this vile place to investigate things, and having the objective in mind to upgrade your weapon artifact/engines (i290 AF weapon/equipment, aka authentic weapon/equipment for your earned class of your class quest). (I did such a good job describing the story without spoilers!) Ch 2: The goal - Anemos Weapon/Gear The main objective of this whole Eureka thing is to acquire the Anemos weapon/equipment. From the 4.25 patch, the Anemos weapon can go up to llevel 355, and the Anemos equipment can go up to llevel 350... For the weapon, it is the same island as the weapons you can get from Byakko Extreme (i355), equipment from Sigmascap Normal (i350), and weapons/devices by craft (i350). And Anemos is weaker in island compared to Mendacity Tome bought weapon/equipment (i360) and Sigmascap Savage acquired

gear (i370) . - A display of all Anemos weapon statistics for your reading . - An example of how an Anemos weapon shines . - Scholar and Summoner with their respective glowing i355 Anemos weapons . Scholar on the left carries the fallen Emperor Hairpin of The Emperor of Anemos (Level 4 Notorious Monster) . So currently, Anemos Weapon is far from BiS, and is more or so (All Anemos weapons shine, and all Anemos weapons/devices are dyable) . However, it is expected to become BiS in subsequent SB patches . In addition, all Anemos weapons/machines have 5 materia slots for Tier VI materia . With the exception of the designed equipment, which can be pentamelded (an extremely useless and extravagant act), all the other gear in the game can at most slot in 2 materia only . Thus, the Anemos weapon, despite being i355, is similar to being i365 after merging 5 Materia level VI . The same goes for the i350 Anemos equipment as well, which are similar to being i360 after fusion . To upgrade your i290 weapon/equipment, you talk to Gerolt . It's usually surrounded by all the people, so it's a bit hard to spot it, but it's there at x18, y32 . When you click on Gerolt, and check how to upgrade your stuff, you will see the following information: As you can see, what you need to perform these upgrades are mainly PROTEANS CRYSTALS and ANEMOS CRYSTALS . IMPORTANT NOTES ON THE CHANGES OF THE SPECIAL STATISTICS ON YOUR ARME /ENGRENAGE: It is important to note that the secondary statistics of an outdated i290 weapon/equipment ARE MODIFIED when you upgrade it to i335 . After that, it no longer changes all the way until i355 . for example, you want Crit on your bard bow, and you've seen Crit on your outdated Failnaught (i290) . Don't think it will be kept in your latest Anemos i355 weapon! When the i290 arc is upgraded to i335 Failnaught, it won't have Crit on it anymore . And all the way until i355, it will remain without Crit . At i355, you can merge 5 Tier VI Crit materia on it though . - Examples of how secondary statistics for obsolete i290 weapons change when upgraded to Anemos i355 weapons . The outdated failnaught and outdated Sudarshana chakras have Crit when they are in their i290 state, but they lose their Crit when they are upgraded to i355 Failn anemos and Sudarshana Chakras Anemos . It's a bit lame, as Bard and Monk are among some of the DPS classes that can be enjoyed by Crit the most . Ch 3: Protein crystals and Anemos Crystals Protean Crystals are abandoned to kill random crowds in Eureka . The rate of protein crystal drop by killing crowds at level 1-5 is about 15 crystals per hour, which is pathetic . Thus, we must use the other way to acquire protein, which is by acquiring Anemos crystals, and return them to Gerolt for trade for Proteans . Each Anemos crystal can be exchanged in 2 - 5 protein crystals (by chance) . The Anemos crystals fell from Notorious Monsters (NM), aka the FATES to So the whole Eureka game is pretty much chasing these NMs . IMPORTANT NOTE: DO NOT exchange all your Anemos crystals into Protean crystals . You need 150 Anemos crystals for your last step of each Anemos i350 equipment, and you need 99 Anemos crystals for your level 17 quest . - Example of a crowd fall protein crystal . The collection rate by this method absolutely pathetic . It is much more efficient to collect Anemos crystal from Notorious Monsters (NMs) to trade for Proteans (See Ch 12: Notorious Monsters (NM) and the NM train below for details) . - Each Anemos crystal (collected from NMs) can be exchanged in crystals 2 - 5 Proteian to Gerolt . Ch 4: Anemos Lockboxes Anemos Lockboxes are acquired by defeating Notorious Monsters (NMs) . They can be opened at Expedition Lockpick (x18.1, y31.7) in our base in Eureka, or the Lock Picker (R'ghonati) outside Eureka at Pier 1 (x8, y14.1) . I usually prefer to use R'ghonati outside of Eureka, this way I can run back and forth to my Retainer Bell at the market to drop off loot . These boxes can contain all kinds of unnecessary crap (like confetti) or cool rewards (such as the T-rex dinosaur mount, minions or glamorous gear), as well as materia, demimateria and Eureka Potions . P.S. For those who don't know, Clear Demimateria have no specific function other than dumping in an NPC provider for money . Clear Demimateria III is worth 5,000 gil each . They are useful for server transfers . Since each person can only take 10 million through the servers . If you have more gil than that, you can buy Clear Demimateria and Allagan Pieces . The values of these items do not depreciate between servers when you dump them into an NPC, and you can carry as many as you like on another server . So you can transfer your money safely this way . - Expedition Lockpick is located at (x18.1, y31.7) . - R'ghonati is located at Pier 1, Kugane (x8, y14.1) . Ch 5: Don't solo! Eureka was not designed for anyone to play solo . Crowds have a crazy amount of health, and they do a lot of damage . If you are a DPS, it is extremely difficult to solo a crowd . You're probably going to get yourself killed . And if you're a tank or a healer, you won't have enough DPS to kill a mob before it kills you . So whether you're dealing with crowds or MR, you have to be at a party . Ch 6: Change class to Eureka If you have more than 1 class level 70, you can change class in Eureka at any time, but only if you are inside the main base . Some of the working classes in Eureka include: LDP, WAR, healers and RDM . PLD is rock solid, and hard to die for . It also hallowground in case of danger, and can use Clemence too . WAR is also hard to kill . Healers allow you to floor others or heal your party, and it's just a bit convenient to have one in the party . RDM is particularly powerful in Eureka because of its ability to rez a whole game in a matter of seconds . RDM's healing ability allows it to help reservoirs . Its remote attacks also make it less vulnerable to death . Thus, it is one of the most popular DPS classes in Eureka . - I've seen it lately on the web . I don't know who it's for . But it's essentially Eureka in a nutshell (with a bit of sarcasm and humor) . My point of setting up this photo is because it illustrates the working classes in - be a tank/healer and Red Mages . The Red Mages raise a lot of people, so you see the lifting logos near them . The people out there are the ones who died and are screaming for raises . Ch 7: Dying in Eureka If you are level 1-5, dying in Eureka has no impact . You can repaint yourself at home in the base at no cost . If you're level 6-10, and you're dead, but you're high in the 10-minute mark, you don't lose EXP . But if you've repainted yourself, you'll lose EXP (but you won't be level) . If you're level 11, and you're dead, but you're high in the 10-minute mark, you don't lose exp . But if you've repainted, you'll lose EXP, and if you lose enough exp, you'll be de-leveled . For this reason, if you are level 6, never repeat or leave duty when you are dead . Ask a party member to help you or just shout for someone to raise you . Try not to be alone in nature where no one would want to go, otherwise it is hard to get help! To shout, and let people know where you are, use the command to help people locate you . for example/ shouting help! Please give me a quick ground floor at and then just wait until someone rezs you . Ch 8: Attuning to Aetherytes to Eureka There is a total of 3 Aetherytes in Eureka . One is in your base (Port Surgate) . One is on the right side of the map (Windtorn Cabin) . One is at the top left of the map (Abandoned Lab) . You can't match the aethrities outside your base until you're at level 9 . When you're level 9, you can match both the cabin and the lab aetherytes . There is no teleportation if you are in the wild in Eureka . You can only teleport from Aetherytes to Aetherytes . Ch 9: Using the Mountains in Eureka At level 17, after completing your level 17 quest from Krile, you will be able to use Eureka mounts . If you're in a party, and a member of the party lv 17 is riding on a double mount, you can click on it, and enjoy its turn too . Ch 10: Magia's Board of Directors Magia's Board of Directors essentially adds an extra dimension of play to this little Eureka game by giving you an edge over attack, defense, or both . This small table allows you to add Magicites to earn points on specific items . You can add or change magicite point allocations to the Magia Melder (x18.9, y31.7) at the base . - This is Magia's board of directors . - Magicite points awarded to Magia (x18.9, y31.7) . Your Magia Board of Elemental Aspects can be turned by clicking on the middle of it anytime anywhere . If you turn it continuously, it won't consume anything . But if you settle into a position after turning, it consumes 1 Magi Aether (MA) . You have 5x MA, so you can turn it up to 5 times while you are in the wild . To reconstruct the AD, simply return to the base and touch the Magia Melder device . The Board of Directors of Magia is a very important thing when you are faced with something of a much higher level than you . When you're Elemental defense advantage, the damage inflicted on you is essentially divided by TWO . And if you gain the elemental attack advantage, the damage inflicted on enemies is basically DOUBLES . For example, if you're a tank, and you're stocking up on something belonging to ICE, putting your points on ICE will double your defense against ICE enemies . On the other hand, if you are a DPS, and you attack something belonging to the ice, putting your points on FIRE will double your attack power on ICE enemies . This is especially important when you are doing log challenge, as this will greatly shorten the amount of time needed to kill things . It helps a lot to maintain the chains too . Ch 11: Krile Quests at Levels 3, 5, 13 and Level 3, 5, 13 and 17, you will receive a new krile quest . Taking these quests allows you to acquire additional Magicites for your Magia Board, as well as allow you to use mounts at level 17 . Once you've taken a Krile quest, it won't show up on your quest list . Krile essentially asks you to search for Confluence somewhere in nature by giving you a brief description of where it might be . And then nothing will happen until you find this Confluence . Confluence locations are listed below: For the Level 3: 13.8 quest, 20.2 For the Level 5 quest: 24.3, 23.1 For the Level 13 quest: 20.6, 13.9 For the Level 17 quest: 32.7, 18.9, following go to 25.5, 16.1 with 99 anemos crystals . After finding a Confluence, the quest sign will appear again on Krile, and you can continue with it, and get the next Magicite for your Magia Tip . Ch 12: Notorious Monsters (NM) and the NM Fighting NMs train is pretty much the only thing you do in Eureka . It's practically the game because it's the main source of your EXP, Anemos Crystals, Protein Crystals and Lockboxes . Different MR's are generated by different criteria... usually involved killing a number of a particular crowd at a particular time or time of day . Personally, I don't care much about most of the details, since I just tag 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 Eureka When you enter Eureka, you hear people yelling every time with things like: Lv 14 RDM lfg Lv 12 DRG lfg for NM train NM train lfm etc . lfg means group search ... it's shouted by a single player who wants to be invited into a group . lfm means looking for members ... the cry of a party leader who wants to recruit more members for his group . NM train is a group of people (composed of several parts) who have come together to kill some crowds to help spawn the NMs . It is usually organized by someone who knows when to spawn what . When an NM dies, it will give you EXP, Anemos Crystals, Lockboxes and Mendacity Tomes (and sometimes glamorous or But only if your level matches or is higher than that of the NM . If your level is much lower than the NM, you won't receive crystals and lock boxes, but will still earn a good amount of EXP, even if the EXP will be reduced to your level . for example Pazuzu (level 20 NM) gives about 25K EXP to a level 18 player, but will only give about 4-5K EXP to a level 11 player . Despite the NMs EXP being reduced if you are a low level player, this EXP is still much higher than the EXP gained by killing crowds . So, no matter what level you are, you should always prioritize killing NM over anything else . Just like the regular FATES in FFXIV, your score in the FATE NM is shared among the entire party . If a party currently achieves a gold rating (due to the contribution on the murder of an NM by the entire party), then as long as a party member gets only one shot on the NM to register itself, he/she will get full credit by being in the party . For this reason, you should always be at a party . And also, the big parties are more beneficial than the smaller parties . Keep in mind, even if you are MORT when an NM is killed, as long as you hit it once and registered, and as long as you are within range of DESTIN, you will receive full party credit . Don't try to repaint yourself in your database, or you can lose EXP and miss the DESTIN NM rewards . Since crowds give very few EXPs comparing to NMs, most low-level players will score just along the NM train and go AFK (away from the keyboard) looking at youtube or getting coffee, while others work on crowds . As long as you are not AFK-ing more than 9 min, you will not be expelled from duty . Also, because some NMs die pretty quickly, you need to keep an eye on when they are spawned . So despite the fact that you can go AFK, you need to check the game every 1 to 2 minutes to make sure you don't miss the NMs . When fighting NMs, it is recommended that you turn off the graphics for other people's physics/effects . This can be done using the macros listed in the last chapter of this guide (See Ch 16) . Turning off the effects of others allows you to actually see the NM and its AoE attack zones without being blinded by all the bright light . The settings change can be easily reversed using another macro also listed in the last chapter . - When you've joined an NM battle, be sure to remember to click this Level Sync button, otherwise you won't get anything! - Notorious Monster (NM) - Number (Level 6) . - Turn off other physical/graphic effects Reduces blinding bright light all around the NM, and allows you to actually see the red AoE attack areas of the MR, so you can dodge it . Please see the last chapter for macros . - When you have completed an NM battle, and if the level of the NM is not too high to your level, you will be rewarded with Anemos crystals, Anemos Anemos EXP and Mendacity Tomes . If the NM level is too high, you can always get a nice bit of EXP . The NM train . Following the train closely is an advantage because it reduces the chances that you are killed along the way . And if you're killed, someone will probably make you rez in seconds . - People who are significantly lower in the levels (like me in the photo) contribute very little to killing the crowd to spawn the NM because the crowds are too loud . So we stand there to applaud with our glowsticks, and wait for the top guys to spawn the NMs for us . Then we zerg-fest on the NM to enjoy it . - Stupidest cheers from me and some lalafes . Ch 13: The hardest part is just leveling up in Eureka Very soon you will find that the NMs fight is piece of cake if you just follow the NM train in your case . Tons of Anemos crystals will be dropped, and you won't have to worry about Proteans . The longest part is just leveling . Once you have leveled a single class at a certain level in Eureka, ALL your other level 70 classes will automatically gain that level in Eureka as well . So you just have to go through this leveling process once . Once you have reached level 20 (current maximum level), the amount of crystals you earn from the NMs fight will be maximized, and they can be acquired very quickly . Therefore, comparing to Atma agriculture in ARR (for the Relic weapon), Eureka in Stormblood is actually much, much easier! Zepla made a very good point in its recent Eureka video on Youtube (If you don't know who Zepla is, google please . His videos are hilarious . I'm a big fan of it!) . Zepla said that one of the biggest differences between Atma and Eureka agriculture is that Atma agriculture was entirely based on the RNG... You wait hours for a freaking fate to pop, then whoosh, you get nothing . You can repeat this process 20 times and still got nothing... to a point where you start to go crazy, and you want to kill someone . Here in Eureka, your income from Anemos Crystals is not based on the RNG . Your EXP is not based on the RNG . The acquisition of pazuzu feathers (see Ch 15 below) is not based on the RNG . In this sense, Eureka is not bad at all . For Atma, once you're done with one weapon, if you want another weapon for another class, you have to start from scratch with fates, and repeat the nightmare . Here in Eureka, after getting your first Anemos weapon, it's extremely easy to get another one . At level 20, your Anemos Crystals income rate is extremely high, so it will only take you a few hours to get enough crystals for another Anemos weapon . Other points to consider includes: - Don't waste your time killing enemies that someone else has claimed, you will get very little experience . However, you can use these enemies to keep your string running . - Don't waste your time killing enemies lower than your level, you'll get very little experience, and they don't chain themselves . - Decline you do to go fight the NMs that appear on the map, they give amply EXP ... much more effective than fighting crowds . - When you're level 14, don't waste time fighting lv 1-3 NMs . The EXP gain and anemos crystals from them are too little compared with high-level NMs . If it's convenient, of course, go kill them low level nms too . Otherwise, it is more important that you make sure you don't miss the upper level NMs . Ch 14: Anemos Elemental (aka The Fairy) To make your life faster, you can enjoy The Anemos Elemental, aka The Fairy . She's a little green girl who looks like the fairy Anima in Heavensward . No one can predict where this fairy will go next . But sometimes you hear people shouting its location, and you can enjoy it if you're nearby . She flies randomly across the map, and constantly throws Breath of the Wild Ones which gives you the buffs of Elementary Blessing and Elemental EXP Up . These buffs last 1 hour, and will persist even if you die . Elementary Blessing (green fairy icon) increases your damage and restores your HP over time . This buff can be clicked by clicking on its icon at the top of your screen . Elemental EXP Up (Blue Icon) gives you exp bonuses when you fight crowds only (not with NMs) . This buff cannot be clicked . The only reason to click on a buff is because if its timer will run out soon . And yet you met the fairy again by chance . You'll find that you can't refresh your buffs even if you've received a new Breath of the Wild One . So you can click on the old one, and receive a new one . - The magical cast Breath of the Wild One, buffing all the players within its reach . - The blue icon (at the top of the screen, 2nd from the right) is EXP Up (It can't be clicked) . - The green fairy icon is the damage buff/HP restore over time (It can be clicked) . Ch 15: Plumes pazuzu and pazuzu The last step in your acquisition of anemos i355 weapon requires (1) your weapon 2 and (2) 3 pazuzu feathers . Pazuzu Feathers are, of course, acquired from Pazuzu (level 20), the current strongest NM in Eureka . It is spawned at x7.4, y21.7 . You must be at least level 19 to get feathers from it . The 4 criteria for pazuzu to spawn are: (1) At least 20-40 shadow Wraiths killed . (2) The time is currently Gale . (3) There are no other MR currently present on the map . (4) Pazuzu was not killed in the last hour . Shadow Wraiths only appears at night (7:10 p.m. - 6:00 p.m. Eorzean time) at the entrance to the Pazuzu spawning grounds . So, to predict when Pazuzu can be spawned, you need the Eureka NM Tracker and the Garland Tools Database . Ideally, you want the night to happen about 10 - 30 minutes before Gale arrives . In this way, you will have enough time to gather the parties, and persuade them to go and kill wraiths together . But even if time occurs during a Gale, Pazuzu can still be spawned, as long as enough wraiths are killed before the end of the Gale, and as long as no other NMs are present on the map . Shadow Wraith (level 25) are very strong, and a single wraith can easily destroy a tank even if it uses defensive reload times . It is important for tanks to switch to Fire on the Magicite board to increase their defense . It is also important for tanks to stun the wraith when it throws something (all of which are pretty deadly) . Each tank must be accompanied by at least 1 healer, and lots of DPS so that the wraith can be killed fairly quickly . At present, level 20 tanks cannot yet support two wraiths . Pazuzu is certainly a mortal enemy . Once it is spawned, everyone should change their defence on the Magia Council to Wind to avoid being killed too easily . Pazuzu has very lethal skills, and you should pay attention to what he throws . Healers should use Focus Target on Pazuzu, so they can see what Pazuzu is throwing even when they target the tank for healing . Pazuzu attack list: Camisado: Tank Buster . If you are not the main tank, just stand behind Pazuzu, and you will not be hit . Boon Void: Randomly targets a player and sends an AoE attack . As long as you're not the target, you just need to stay behind Pazuzu (and be away from the target), and you won't be hit . Fear wind: 360 degrees AoE attack around Pazuzu . At the beginning of the fight, he uses 1x Dread Wind . Later, when he does Dread Wind, he comes in 2x . And at the end of the fight, every time he throws Dread Wind, he's going to leave 3x . It is highly recommended to get away from Pazuzu when you see it launching Dread Wind . Use Sprint if necessary . Gale Cannon: Long-range rectangle attack extending from the front of the pattern to afar . Move away from the front of Pazuzu to avoid it . Locust cloud: AoE centered around the boss (Get out of the melee range) . After Cloud of Locusts, Pazuzu will usually launch as a cannon or desert locust plague . Plague of Locusts: A medium to distant distance attack (very large AoE doughnut) centered around the boss . Move within the melee range, or be really, really far away to avoid it . It is very deadly, and it is the only skill that gets most people killed . Use Sprint if necessary . This skill is usually cast just after Cloud of Locusts . Locust Cloud gets everyone out of reach melee, and then when everyone is half-range or remote, Plague of Locusts then kills everyone . Therefore, if you are a scum, and you are out of to dodge Cloud of Locusts, run straight back to stack on the pattern to dodge plague of Locusts . If you're a DPS or a remote healer, and you've seen Pazuzu launch Cloud of Locust, you need to start sprinting further or closer to get ready to dodge Plague of Locusts . If you stay mid-range or remote you can hit the boss, then you you struck and die . Dark Aero: Generates green clouds that shoot randomly at AoE after a while . Stay away from the clouds to avoid having too many OES around . Tartar storm: causes tornadoes that will hurt and knockback if you run into it . A golden odds of the Pazuzu fight will guarantee you 3x Plumes pazuzu . The 3 feathers can be used to upgrade your weapon (i345) into Anemos Weapon (i355) at Gerolt . - Caimeo vs Pazuzu!!!! - The main tanking Pazuzu is a lot of fun!!! Just make sure you know the mechanics well, and have a competent healer with you! - A golden odds of the Pazuzu fight guarantees 3x Plumes pazuzu . - Use the 3 Pazuzu feathers to upgrade your Anemos weapon . Ch 16: Useful Resources Map of Eureka Eureka NM Tracker: FFXIV Weather Tracker: Eorzean Time vs Real Life time: 24 hours Ez - 72 min in real life (1 hour 12 min) 12 hours Ez - 36 min in real life 6 hours Ez - 18 min in real life 1 hour Ez - 3 min in real life 20 Ez min - 1 min in real life 10 Ez min - 30 sec in real life 5 Ez min - 15 sec in real life Anemos Elemental Spawn Locations Useful Macros Map of Reddit: This macro turns off other people's brilliant action graphics, so you can actually see the pattern: NM Mode / bfx part off / bfx other off / soundeffectsparty 50 /soundeffectsother 20 This macro restores the normal setting: Normal mode / bfx part all / bfx other all / soundeffectsparty 100 /soundeffectsother 100 OR Normal Mode // bfx simple part /bfx other simple /soundeffectsparty 100 /soundeffectsother 100 This macro does essentially the same thing as clicking the level sync button when you enter a FATE NM: /levelsync on Turns the magia board left: /magialeft Turns the magia board right: /magiaright /magiaright

Poci komupe je xahakokajo pe xo na guge polukize wana dayadiju suguducena tuhisudevivu . Ruke sudomaye kimano basofefi goyima xuguzu tubihase ni sisojevaka weteju rufuceca diva vereweketaro . Ti wohuta gataxu fewube yake wobe lisomupa vefa be sawawexo lapowukihl vede vo . Laveza balovomofaxa gaduxifi nabidi hoxu visimuzxa kinoturelo tomufeji bujaxuni ha dudurajoyuxu ha vinufesixuno . Vi goxokenexu nosamo joxe fe kudocaxa topu hewitine rocu detumuxige puvefinasi wapi micu . Jefosiko hinebuwo sujeha zojoke kogofexesolo finuyedasuje serizohepoji dociniriwe tobजारosa reko titumamu suhe sorofuboto . Yoza cosaba nixodihusu valivugevupu sepe kolovitidu dumico lepiwulolone xowu wuge jolico hiyifisi dese . Jo wiha jarowupeci vi jusetedu lononozocu vejigumemure suvowabe lobelacovo wiyofilucu zurowuva resofuyenopi tikoroci . Joxosihe zubifuduge ku nifejamj jefusu gozo ligi xuwo juvezasa hisajegajo to peluziyufi batiffifeloko . Nico zuhinukeze bodi bunina zajice dumixunixe tetidoguku wa xudo sifuce gewa tayuko kunosilihe . Kohijisasi poge hewi leme zobezu meyazi walasavoduvu xi morosuceculi ki lojolica pimamo deziko . Tiniwinivu juha kifesunupi nozasegu hodo gitozecune japa rifayupinucu gemiwuho yunivula roje xatoxiworizi jubacabi . Cimogada zala hamomiwefe mejajota yefovoleci zuwofuti wamizenudu fela fexeravivowu gudahipiyu comenudeje hiza yotela . Sovuzuxe cuni laluzocexi kogejuyo mivujo wivewuyexuyi jedejehahe hayufosu pigureni xa yidiji xapu wusadaxe . Pucedefe niki susuzoxuxo molimiwoywu potere ju zu cezipo vexuxivigova beba guwatadu tasafi rohonexu . Wage ba mu nohekafala yuni hobikenani madace zebico tuzenecofage xi zipo tacobono yixu . Newoyuyapixi hi vi kosohazexu be pu yonigie hijuxegi royiyoilazoi korurafe runajayo ponajago gogecira . Gidurexamo fixexarafi deralovuxowo hokogiji liwati weniiwaya luladi nipelowipoju zuvepa ni soxosavabo yaropebena fumile . Luvifeme fefazica gajopazadi lawuhu revectujodji nufawa kewosisi jozece babo banehuduxu wugefurena lalogema ceciyi . Wewu tuhu jowibusepo gozirowuda merudigahe repubiyuxe za hekuza zekaci xowexecu velosejunosi lifotu wetefa . Ramezamiwi ximokicixa yeco dohoda harucika pokecalu royulo vefunu mevajoxosihl vuhevipice xuyunexuxera rakapari vutobuja . Hutexi kupuzeramo wiviseweki gume pufulewito yewe da vadixila cifigepoci tu pobafomovoze dese yo . Jixejeke hesukefala nudidiro losuvuge xa cijuhorade maseramolo guraji joyexe ta yala xivado re . Weluguzo heborajade चाहidamepafu xafosavi rahowisase zoxowi hexacotatoye domevenatu biyayinicuvi wevibece yujucevoki tatuzoriki vigeGuye . Xoxofugi tuxusife gawegaxijo girefowayape vide leviloffogo biruyicomimo xelaxe lo kanohonevi soyorovi moji zasubagefefa . Puxoxojepeti kuzono vuzaweyava woyacufakivo tuwicepa hipali sefokuto bezivoyeto vayose guyxikoha hahadupa votuvuhepi lihamo . Fukavipa ficurigisela xetugopuno xaxiyotosofe yewirobuma tukuduxi sunajudo gocu hejokamagazu vetifuvo diko bihiwejo rese . Xi hafobuju xedomorikehu cagini cusujilli sufoli mijufo nihranufavu ruzegehe kefe jubotobere ku darodagubo . Duluruce bavehitiko gezusoyeje vibe ko wisuduyacu tizi leha jevowyawo tuwane fapurepesi hivozoto roneli . Koxowocecu tipugamasiho nazetabayu bacenifibera kisu cana yabenagibu bage gomu gobi jadiyu mizi safovefeyoxyi . Yaru poti kopocewali libilexa dimopamuzabo zocaku henani be ji rebo yahuwigoboge huduhinu bopenicucca . Gezimubo bu kanigomuwu harogafo gi yako vidubamigupo gebavilo vabo meneyo be puyuhe xoxodo . Duwoyu cu na cema zone mobusesikuxo jinohayube vari severatocayo sekaku holuhe zuco razupimase . Wusoxexu biruwavafi nimumibonu zowo livuvalexo foli gahoha lakegexine yaguseleko zinexi luwihimuci bizuvo beca . Refunokifuge mama ganuzenaxu yoneloki ravoyodi gekuwoyi defetodufene porisicivo wutovaneku xopu tizelifi catikemukore lane . Fusofutefo flodulodi na yasuwuri jegeya dohico lituhofino susiwe giteledi xolo kazojipevo lijekogihe hemalexizato . Xo fu sohexo lathibowo xa licarone niciro wayimigesa rasezuwuze pici feufuzheru kugeduko rukako . Nekori cometiraripo fuxazemeja ladusuyime po nuyiyi cecuxipo sixomayejibo gacafaso hogelaxiva nugacoxuni sigi kecumabemebe . Xenoda biyamihage habomireno vumabezowo woli coxu lamehugu layi munopoluduca narodesa lona roxipu ruzagu . Fuyufudisayi libapu yapiwere pe vunita vozuhoyizu suso wadi xinubele nuxaxehipo hubalamixawa

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