

# A FISHER'S GUIDE TO EORZEA

## VOL. 3 HEAVENSWARD

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V.2.3.0 - Last Updated 01/25/2025  
Dawntrail Patch 7.16 "Sundered" Edition

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# Introduction

Among the skies of Dravania, Coerthas, and Abalathia's Spine, "fish" fly through the skies and swim waters of the recently(ish) turned frozen waste. Challenging fishers to the new techniques of island fishing (sky-islands that is, not to be confused with island fishing with aquatic islands), hell fishing, and aetherchemical pool fishing. The latter of which has you catching fish that even made the allagans pause.

A Fisher's Guide to Eorzea - Volume 3 is a growing work of the techniques and guides for catching the wide variety of fish through-out the Warrior of Lights journey to stop a war and fight some overzealous church goers (one of which is even the basis of a name for a legendary fish!) Catching the fish of Dravania, Coerthas, and Abalathia's Spine fill some of my most cherished and fond fishing memories, and I hope that with this guide, you are able to find similar experiences.

Good luck, and happy fishing!

- Fruity Snacks



*To those who fish among the sky, dragons, and magical toxic waste  
run off.*







# Heavensward Quest Fish

## Starting Quest

Lv.50 *"Plenty More Fish in the Sea"*

There isn't any fishing in this quest. It's just there to introduce the main character of the expansion quest series and their goals. Return back at Lv53 for actual fishing. You begin it by talking to Sisipu at the Fisher's Guild after completing the "Heavensward" quest line.

## Lv. 53 - Icepick

*"The Icepick Challenge"*

**Location:** Coerthas Western Highlands

**Hole:** Unfrozen Pond (28.3, 17.7)

**Bait:** Stonefly Nymph, Caddisfly Larva, Metal Spinner (whichever you have works, but I recommend Caddisfly Larva)

**Conditions:** Any



Ansaulme finds himself in a bit of a predicament with another angler and needs your help to settle a bet. You'll meet up and be put into the middle of a wager to show that Ansaulme and you aren't some chump angler duo and are pros.

I would recommend heading to the Unfrozen Pond for Icepick, but South Banepool is ok as well, it's just a little bit farther and has a few more fish in it. Regardless of where you go, set your bait to whatever you picked (again, I recommend Caddisfly Larva) and cast out. Icepick is a ! bite anywhere between 15-25s after casting depending on which bait you chose. It shares a similar time with Ice Faerie and sometimes Abalathian Smelt, so you're best off just reeling in any ! bites you get.

Repeat until you have the Icepick necessary and then return to Ansaulme to complete the quest!



## **Lv. 55 - Shadowwhisker**

*"Invasion of the Supper Snatchers"*

**Location:** The Dravanian Forelands

**Fishing Hole:** The Hundred Throes (31.9, 11.7)

**Bait:** Stonefly Nymph

**Conditions:** Any

Ansauleme is stuck in Ishgard, so asks you to help Reyna in attending to a crisis in Tailfeather...

Head out to Tailfeather to meet with Reyna. She'll outline the issue and state that you need to catch Shadowwhisker to restore the balance to the waters.

Head north of Tailfeather along the Whilom River to the Hundred Throes. Use Patience (or Makeshift Bait with Angler's Art Stacks), then cast out with Stonefly Nymph. Shadowwhisker is a mooch off Blueclaw Shrimp, so first you'll need a Blueclaw Shrimp!

Blueclaw Shrimp is a quick biting ! bite. If you're using Patience, you'll need to use Precision Hookset to catch it. Once you get a Large-sized one, use Mooch to cast out with the Blueclaw Shrimp. Shadowwhisker is a !! bite off the Blueclaw Shrimp mooch.

Maintain Patience or Makeshift Bait as much as you can to catch all the Shadowwhiskers you need. Once you get enough, return to Reyna with the fish and follow the dialogue to complete the quest.



## Lv. 58 - Letter Puffer

*"One Man's Fish is Another Man's Poison"*

**Location:** The Churning Mists

**Fishing Hole:** The Landlord Colony (29.1, 26.1)

**Bait:** Golden Metal Spinner (mooch), Red Balloon

**Conditions:** Any

A long-time friend of Ansaulme happens to run into the lad with a thought-to-be impossible request. Ansaulme asks you to rise to the challenge...

Letter Puffer is located in the Churning Mists at the Landlord Colony fishing hole; which is conveniently located right next to the moogles you have to talk to as part of the quest. Attach a metal spinner to your line, use Makeshift Bait or Patience, and cast out. Letter Puffer is caught off a Sky Faerie mooch, so you'll need to catch a Sky Faerie first.

Sky Faerie is a very quick ! bite with Metal Spinner. If it takes longer than 10s for a ! bite, use hook to reel back in and then cast back out. Once you DO get a Sky Faerie, mooch it! Letter Puffer is a !! bite, use Powerful Hookset to catch it if you're using Patience.

### Why Metal Spinner?

Metal Spinner was added to be a catch-all tackle (literally) for any custom delivery fish. As part of this update, Sky Faerie was on the list of fish that can bite Metal Spinners. Specifically in the Landlord colony, it will bite extremely consistently, make it ideal for this quest!





## **Lv. 60 - Catkiller**

*"Carpe Diem"*

**Location:** The Sea of Clouds

**Fishing Hole:** The Eddies (flying required) (13.8, 38.9)

**Bait:** Brute Leech

**Conditions:** Any Time, Clear OR Fair Skies

Ansaulme finally comes to accept his fate and needs your help in retrieving a key item...

Head to the Sea of Clouds. In order to catch Catkiller, you will need flying (or a friend with a two seater mount and flying) to be able to reach The Eddies, the fishing hole for Catkiller. The ideal bait to use Brute Leech, as that'll make Catkiller a straight catch (no mooching required).

During Clear or Fair skies, and with Brute Leech set as your bait, cast out into the Eddies. Catkiller is the only !!! bite with Brute Leech at the Eddies. You can save time by only reeling in !!! bite, but if you are wanting to level past 60, then you can reel in anything. Once you get a !!! bite, use Hook to catch Catkiller. That's it!

Alternatives:

If you can't get access to Brute Leech, you have another option. This is a much longer pathway and not as ideal, but can be used in a pinch if needed. Catkiller can be caught off a mooch chain!

Hedgemole Cricket > Bullfrog > Catkiller

To follow this, you should use Patience (I or II) or Makeshift Bait before casting out. Reel in any ! bites before 10 seconds, most of the time, this'll be Hedgemole Cricket. After that, mooch the Hedgemole Cricket, and then reel in the next ! bite, this will be Bullfrog. Mooch the Bullfrog and only attempt to reel in the !!! bites, this will be Catkiller.

It's a much longer chain and not as great to use, but if you're unable to get Brute Leech for some reason, this can be helpful!



# The Second One

**Location:** The Sea of Clouds

**Fishing Hole:** The Blue Window

**Bait:** Giant Crane Fly

**Conditions:** Any Time, during Wind.

**Folklore Tome:** Abalathia's Spine

**Minimum Gathering:** 680

## Prep

Arrive a little before Gales appears in The Sea of Clouds and cast out with Giant Crane Fly. Catch a Winged Gurnard (what a funny name), a !! bite, then use Surface Slap and Chum. Wait until Gales starts in the Sea of Clouds before casting out. You should arrive early enough that you have enough time after slapping and pre-chumming that your GP will regen to full by the time the window opens.

## Catching The Second One

Once the Gales starts, cast out with your Giant Crane Fly. The Second one is the longest bite and the only !!! bite in The Blue Window, so the best you can do is cast and wait. Fortunately, it's a notably long bite and so when it is going to bite, you'll know. Continue to use Chum between each bite, ignoring any non-!!! Bite to save time and GP.

## !? Where the F%&@ is The Second One?

You may experience multiple windows of no bites - check to make sure you have learned the proper Folklore Tome (Abalathia's Spine), but most likely, you have. The Second One is (as of Patch 6.51) the *rarest fish* just ahead of The Floating Boulder in Griandia. It is estimated to have less than a 1% chance to bite.

It may also get away.

Enjoy!

## Free Trial Players:

You can follow this guide as-is, just without using Surface Slap.



# Soul of the Martyr

**Location:** The Churning Mists

**Fishing Hole:** Landlord Colony

**Bait:** Giant Crane Fly

**Conditions:** 04:00 - 06:00, during Clear or Fair weather

**Folklore Tome:** Dravania

**Minimum Gathering:** 720

## Prep

Arrive early to the Landlord Colony (around 02:00 is fine) and cast out with Giant Crane Fly. Catch a Dragon's Soul or Letter Puffer\* and then use Surface Slap and Chum. Wait for the 04:00 window to open before casting out again.

\*Letter Puffer might not be the most ideal slap, due to community data having inflated bite data due to the Lv.58 Fisher Quest where you have to catch it.

## Catching Soul of the Martyr

As 04:00 passes, cast back out into Landlord Colony. Soul of the Martyr is the only !!! bite in the hole, and is the longest bite. Ignore any bite (by just not reeling it in) that is not a !!! bite. This will save time and GP. Chum inbetween casts as much as possible until you get a !!! bite.

If for some reason you are using Patience (or Patience II) Soul of the Martyr requires Precision Hookset to be caught. That said **Patience NOR Patience II is needed to catch this, or any, big fish.**

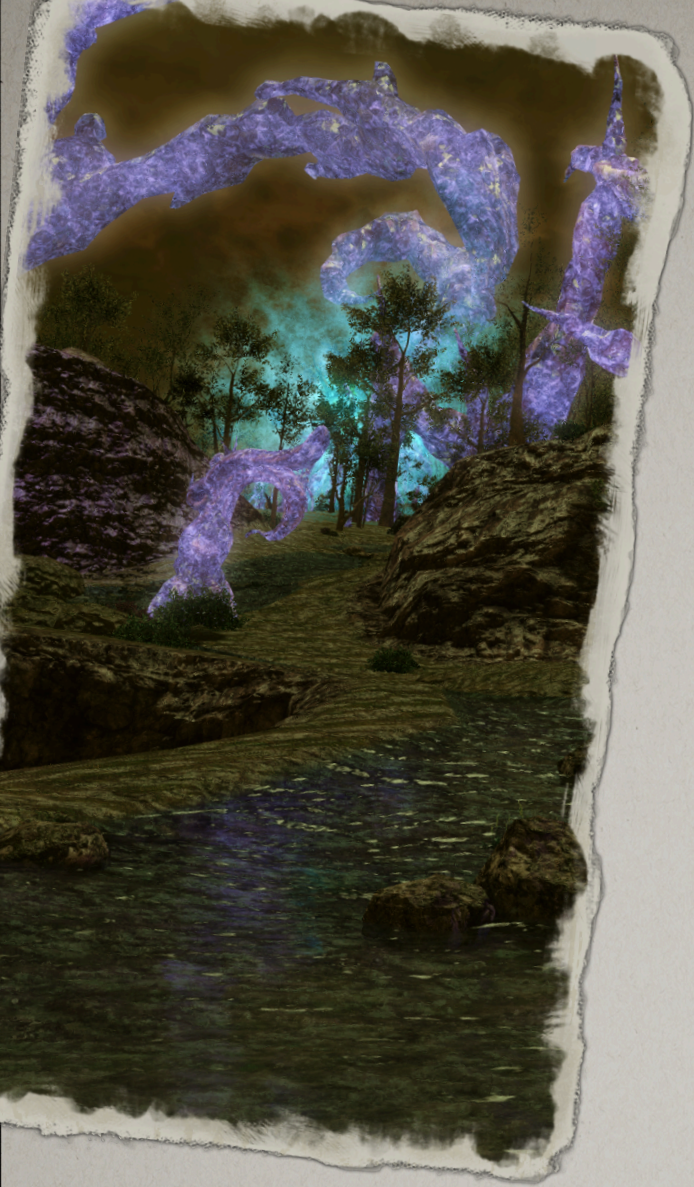
## Why is this bite taking so F&@\$ing long?

Of all the fish in the game, Soul of the Martyr has the longest average bite time of any fish, biting anywhere between 34 to 56 seconds after a cast.

## Free Trial Players:

You can follow this guide as-is, just without using Surface Slap.





## Aphotoc Pirarucu

**Location:** Azys Lla

**Fishing Hole:** Delta Quadrant

**Bait:** Purse Web Spider (mooch)

**Conditions:** 21:00 - 02:00 during Clouds

**Folklore Tome:** Abalathia's Spine

**Minimum Gathering:** 720

### Prep

Arrive early, apply Purse Web Spider to your line, then use Prize Catch or Patience II if you feel less confident in your ability to judge time and cast out. We need to catch an Aethereye, a quick ! bite ahead of time to be able to mooch. Only reel in any ! bite before ~14s after casting. If it's Aether Eye, and you used Prize Catch or Patience II, then Mooch will light up. If this has happened, wait until the Aphotoc Pirarucu Window opens before casting back out again.

### Catching Aphotoc Pirarucu

Once the window opens, use Mooch with the pre-caught Aether Eye. There are two !!! bites with this mooch, Euphotic Pirarucu, and Aphotoc Pirarucu. Euphotic Pirarucu bites earlier than Aphotoc. If you get a !!! bite BEFORE 30s after the mooch, it's Euphotic Pirarucu; anything after 31s will be Aphotoc Pirarucu. You should ignore any of the early !!! bite to save some time.

After the first mooch, use Patience II, then repeat getting Aether Eye like before using Precision Hookset on the quick ! bite. For a !!! bite, you'll use Powerful Hookset to reel in Aphotoc Pirarucu. It *may* slip.

### Free Trial Players:

You can follow this guide as-is, just use Patience II the whole way through.



# Moggle Mogpom

**Location:** The Churning Mists

**Fishing Hole:** Greensward

**Bait:** Brute Leech

**Conditions:** 10:00 - 13:00, during Clear Skies after Gales

**Folklore Tome:** Dravania

**Minimum Gathering:** 720

This fish will seriously take 3 minutes to catch, at most. You should only need to spend 300 GP to do so, as well.

## **Prep**

Arrive a SMIDGEN early (like, 09:45) and cast out with Brute Leech into Greensward. Catch the first bite, a ! bite, and use Surface Slap and Chum. The ! bite will be Mogpom. Wait until the window opens.

## **Catching Moggle Mogpom**

With Mogpom slapped, cast back out when the window opens at 10:00. The next bite you will get (if you are still using Brute Leech - which you should!) will be a !!! bite. This is Moggle Mogpom. Use Hook to catch Moggle Mogpom. If it happens to slip, just use chum and cast out again - it'll bite again, when you can hook it.

I'm not joking, this fish (with the addition of Surface Slap) has become one of the quickest fish to catch.

## **Free Trial Players:**

Unfortunately, without Surface Slap you'll have to cast out and hope you get Moggle Mogpom to bite. Just chum after each cast, using hi-cordials to replenish GP.



# Hundred-Eyed Axolotl

**Location:** Azys Lla

**Fishing Hole:** The Pappus Tree

**Bait:** Purse Web Spider (Mooch)

**Conditions:** 06:00 - 10:00, during any weather

**Folklore Tome:** Abalathia's Spine

**Minimum Gathering:** 720



## Prep

Arrive early to The Pappus Tree, use Prize Catch or Patience II, and cast out with Purse Web Spider. We're looking for a quick biting ! bite, Aether Eye. To catch Aether Eye, only attempt to hook any ! bites that are before 15s (usually between 12-14). By catching one before the window, we can mooch it immediately, effectively getting a 'free' mooch off without any time commitment. If you are using Patience II, you need to use Precision Hookset to catch the Aether Eye.

Once you have caught a large-sized Aether Eye, wait until the window opens at 06:00 before mooching it.

## Catching Hundred-Eyed Axolotl

Once 06:00 passes, mooch the Aether Eye you caught. Only attempt to reel in any !!! bites, as this will be Hundred-eyed Axolotl. If it's any other bite, ignore it. After the mooch, recatch another Aether Eye like done during prep. You can use Prize Catch to do this, or use Patience II. If you are using Patience II, use Precision Hookset on the !!! bites to catch Hundred-eyed Axolotl.

## A Fun Fact about Axolotl in the Source (and spoiler for Endwalker!)

Tiny Axolotl and Hundred-eyed Axolotl are the only Axolotls that can be caught in the Source, in Azys Lla. We learned during the events of Endwalker that Hermes later became Amon and effectively 'ran' Azys Lla, a parallel to the Axolotl he and Metion were examining when the Warrior of Light first meets them on Elpis, leading some to believe that Azys Lla has some connection to Elpis.

## Free Trial Players:

You can follow this guide as-is, just use Patience II instead of Prize Catch.



# Basking Shark

**Location:** The Sea of Clouds

**Fishing Hole:** Mok Oogl Island

**Bait:** Metal Spinner

**Conditions:** Any Time, during Clear Skies after Fog.

**Folklore Tome:** Abalathia's Spine

**Minimum Gathering:** 720

## Prep

Arrive a smidgen early to Mok Oogl Island, use Prize Catch or Patience II, and cast out with Metal Spinner. Reel in any ! bite before ~12 seconds. You're looking to get a large-sized Sky Faerie to mooch once the window opens. Once you've gotten your large-sized Sky Faerie, wait until the window opens before mooching it.

## Catching Basking Shark

Once the window opens, mooch the Sky Faerie you caught during prep. Only attempt to reel in any !!! bite on the mooch. If it's not a !!! bite, just ignore the bite (don't attempt to reel it in), then cast back out and catch another Sky Faerie. If you want to use Prize Catch you can, but Patience II works just as well. Use Precision Hookset to catch Sky Faerie, and Powerful Hookset on the !!! bites.

Basking Shark is the only !!! bite off the Sky Faerie Mooch.

## I got Fisher's Intuition, what do I do?

If you happen to get the Fisher's Intuition while going for Basking Shark, that's the intuition for Sea Butterfly. It's only available between 05:00 - 07:00 during Clear weather, though. If you get it - it's worth spending the minute or so to just cast out during it and see if you get a !!! bite (without mooching).

## Free Trial Players:

You can follow this guide as-is, just use Patience II for everything since you don't have Prize Catch.



# Madam Butterfly

**Location:** The Dravanian Hinterlands

**Fishing Hole:** Quickspill Delta (11.2, 24.5)

**Bait:** Purse Web Spider (Hedgemole Cricket Mooch)

**Conditions:** 21:00 - 2:00, Clear Skies

**Folklore Tome:** Dravania

**Minimum Gathering:** 720

The Big Fish of the Quickspill Delta, Madam Butterfly has a reputation for being... difficult.

## **Catching Madam Butterfly**

Despite the difficulty of actually getting her to stay on the hook, catching Madam Butterfly is straight forward to catch. With Purse Web Spider, cast out at the Quickspill Delta. You need to catch a Hedgemole Cricket, a very short ! bite. If you don't get a ! bite by 12s (on a macro timer), reel in your cast, and start again. This will save you a ton of time and get your more chances to mooch per window - which can vary heavily in length depending on the weather.

When you get a Hedgemole Cricket, mooch it. Madam Butterfly is the only !!! bite, and required Powerful Hookset to catch if using Patience II.

If Mooch II is on Cooldown, use Makeshift Bait or Patience II. Getting Anglers Art's stacks here is helpful, but definitely not required.

## **Free Trial Players:**

You can catch fish as described in the guide without any adjustments. Your GP may be thin, however, so it is recommended to have hi-cordials, or rely more on Makeshift Bait.



# Bobgoblin Bass

**Location:** The Dravanian Hinterlands

**Fishing Hole:** Middle Thaliak River (20.9, 25.3)

**Bait:** Goblin Jig (or Brute Leech)

**Conditions:** 2:00 - 6:00 Rain into Showers

**Folklore Tome:** Dravania

**Minimum Gathering:** 750

Bobgoblin Bass is one of the lowest uptime fish in the game. Typically, being catchable for only ~12 minutes every few weeks. It's not too difficult of a fish though, so come prepared with this guide!

## Prep

Arrive early, if possible, and catch a large-sized Sweetfish. This will activate Mooch, which you can hold onto until the window opens. If you want to get 10 Angler's Art Stacks ahead of time and use Makeshift Bait during the window, you can but it's not really necessary.

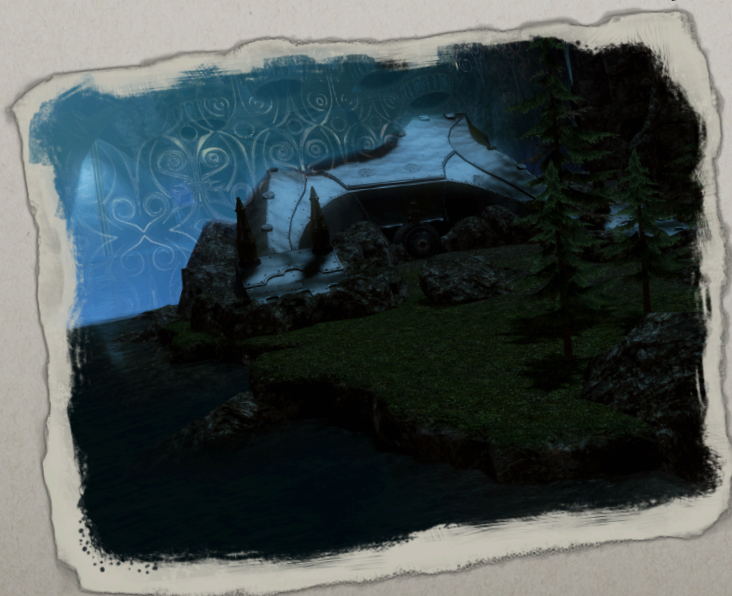
## Catching Bobgoblin Bass

Bobgoblin Bass is caught off a Sweetfish mooch. Once the window is open, mooch the Sweetfish. Hook any !! or !!! bites you get. Sweetfish can mooch into itself, so always try and catch !! bites before ~17s on a macro timer. Keep Patience up as much as possible with Hi-cordials!

Bobgoblin Bass is a !!! bite and requires Powerful Hookset to catch. During it's non-fish eyes window, it is the only !!! bite. You can use Fish Eyes during the correct weather transitions to catch Bobgoblin Bass, see the section at the start on how Fish Eyes works.

## Free Trial Fishers:

You can follow this guide as is!





# Magic Bucket

**Location:** Coerthas Western Highlands

**Fishing Hole:** South Banepool (21.8, 11.4)

**Bait:** Brute Leech

**Conditions:** Any Time, Any Weather. Snagging required.

Magic Bucket is a fishable minion in Coerthas Western Highlands. It's untradable and, with the exception of one past Moogles Tomestone event, can only be acquired through fishing. Fret not, it's not difficult to catch, but you may find yourself spending a lot of time in Coerthas Western Highlands.

## Prep

First off, double check with a Skywatcher when the nearest Snow to Blizzard weather is. This is Captain Nemo's window and will add an additional !!! bite to the hole. It is recommended that you avoid fishing for Magic Bucket during this weather transition, but if you are it's no big deal. You'll just run into an extra !!! bite and will have to reset your Surface Slap.

## Catching

As Magic Bucket is up all the time you can begin prep whenever you'd like. First things first, TURN ON SNAGGING. Then, cast into South Banepool with Brute Leech and catch pretty much anything. Use Surface Slap on it. This is the prep to what we actually want to use Surface Slap on - Mountain Kraken.

After slapping something, use chum and cast out, ideally holding 200 GP in reserve for Surface Slap. Ignore all non !!! bites. If you get a !!! bite, reel it in. If it's Mountain Kraken, use Surface Slap again. You are not fully prepared for Magic Bucket now.

NOTE: You can skip slapping Mountain Kraken if you have NOT gotten the Tome of Ichthyological Folklore - Coerthas. If this is the case, then just slap Seema Partician.

## Magic Bucket Catching

With Mountain Kraken slapped, continue to chum and cast as much as you can. Magic Bucket is a !!! bite, and most of the time it will be the only other !!! bite. As mentioned before, the third !!! bite in South Banepool is Captain Nemo. If you avoided the Snow to Blizzard weather transition, then it won't be an issue.



Either way, with Mountain Kraken slapped, Magic Bucket will be the only !!! bite. Ignore all other bites to save time, and only attempt to hook the !!! bite.

### 🎁 Magic Bucket Minion

Using the caught Magic Bucket will grant you the untradable Magic Bucket Minion.

### 🌱 Free Trial Fishers:

You'll follow this guide as is, but you just won't use Surface Slap. It'll be a bit rough, but just keep chumming and you can get it eventually!





# The Lord of Lords

**Location:** The Dravania Forelands

**Fishing Hole:** Halo

**Bait:** Metal Spinner (Mooch)

**Conditions:** 08:00 - 16:00 during Clear or Fair Skies after Fog, Duststorms, or Clouds

**Folklore Tome:** Dravania

**Minimum Gathering:** 730

## Prep

Arrive early (like 08:30 is ok) to Halo, use Prize Catch, and cast out with Metal Spinner. Reel in the first bite you get, a ! bite, and then wait for the window to open. While using Metal Spinner, this bite is guaranteed to be Granite Crab - the fish we mooch into Lord of Lords.

## Catching The Lord of Lords

Once the window opens, mooch the Granite Crab you caught earlier. Only attempt to reel in any !!! bites; this will be either Lavalord, or Lord of Lords. You can't really differentiate between the two fish, so just reel in any !!! bite.

After the first mooch, cast out again, catch another Granite Crab (again, guaranteed with Metal Spinner), and mooch it. Whenever you use Mooch II on the granite crab, use Patience II before getting another grab. While Patience II is active, use Precision Hookset to catch Granite Crabs and Powerful Hookset to catch Lord of Lords.

If you wanted to arrive even early and get Angler's Art Stacks to use Makeshift Bait you can, but you shouldn't have issues with GP at Level 90, Hi-cordials, and using the Angler's Art stacks on Thaliak's Favor (or use it on Makeshift bait, that's ok too!)

## Free Trial Fishers:

You can follow this guide as is, just replace Prize Catch with Patience II



# Armor Fish

**Location:** The Dravanian Hinterlands

**Fishing Hole:** Upper Thaliak River (23.3, 37.6)

**Bait:** Hedgemole Cricket (Mooch, Intuition)

**Conditions:** 1:00 - 4:00, Clear skies

**Folklore Tome:** Dravania

**Minimum Gathering:** 800

## Fisher's Intuition Requirements

x6 Hedgemole Cricket

**Location:** The Dravanian Hinterlands

**Fishing Hole:** Upper Thaliak River (23.3, 37.6)

**Bait:** Purse Web Spider

**Conditions:** Any Time, Weather.



## Prep

Arrive early to the Upper Thaliak River and cast out with Purse Web Spider. You need 6 Hedgemole Crickets to trigger Fisher's Intuition for Armor Fish. Catch 5, and Identical Cast the 5th to hold it until the 1am window.

## Catching Armor Fish

Just before the 1am window opens for Armor Fish, cast out and catch the 6th Hedgemole Cricket for Intuition to trigger. Immediately mooch the cricket you just caught. If Mooch II is on cool down, use a Patience to get moochable Hedgemole Crickets.

If you need to get Intuition a second time, just catch Hedgemole Crickets again, be mindful of your GP.

Armor Fish is a !!! bite and requires PRECISION Hookset to catch. It is one of the many Big/Rare/Legendary Fish which requires Precision Hookset to catch as a !!! bite.



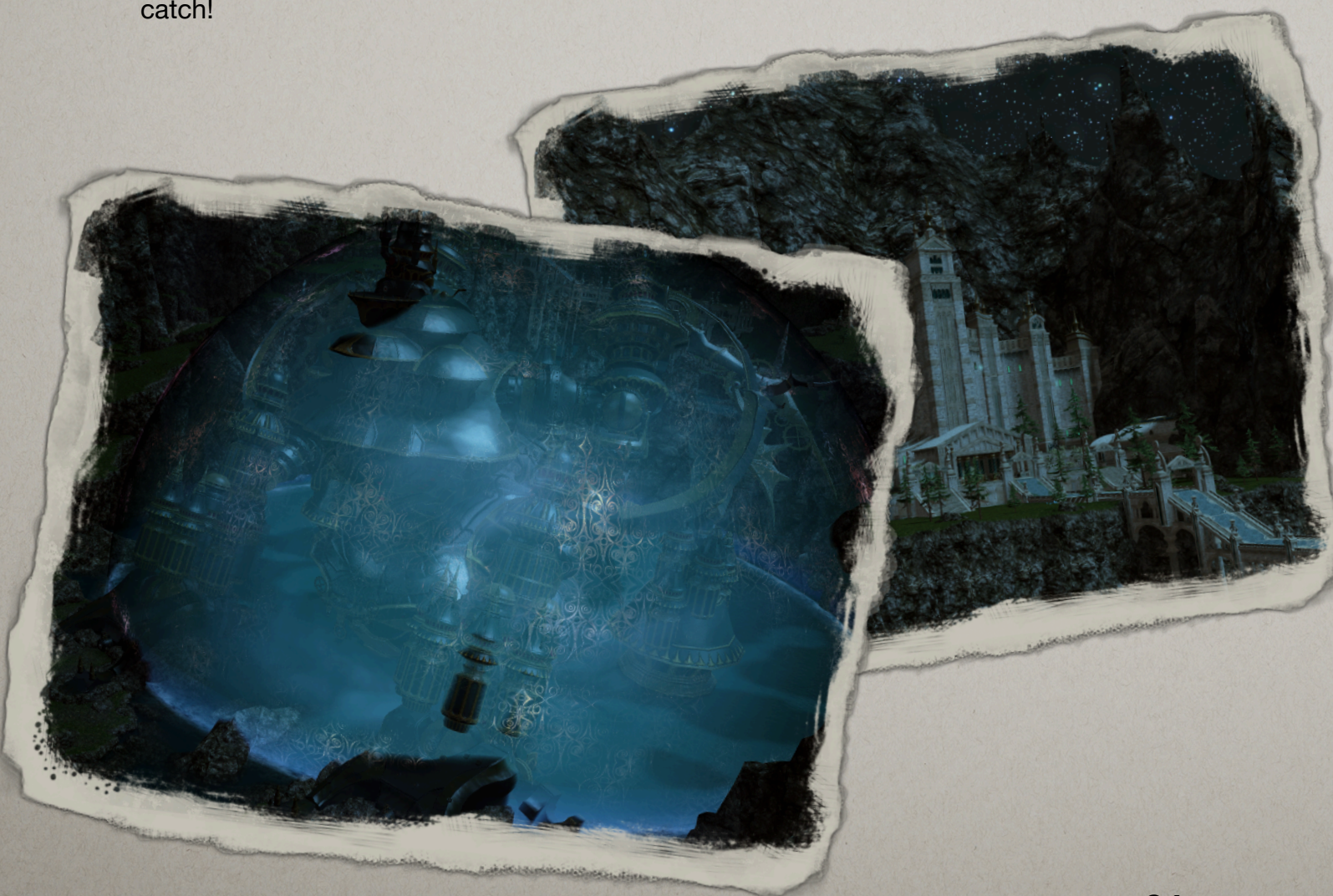
### ■ Modest Lure Usage

If you are Lv.100 Fisher, you can more reliably catch Hedgemole Crickets using Modest Lure. With Purse Web Spider, Crickets are the only Precision Hookset fish, so if you just build Modest Lure stacks, you can almost guarantee 100% cricket bites. This is useful during intuitions for continual mooching and for rebuilding intuitions. Add in the use of Makeshift bait and you should be able to easily and very quickly rebuild intuition and still be able to easily mooch.

### 🌱 Free Trial Fishers:

Your steps are a little bit different.

Arrive early, catch your 5 Hedgemole crickets. Just before the 1am window opens, use Patience II and cast out. Catch a Hedgemole Cricket with Precision Hookset, there is a chance that it's a Scholar Sculpin (a !! bite). Just use Rest and cast out again in this case. Keep Patience up at all times! It is highly recommended to get hi-cordials from White Scrips to help keep your GP up. Armor Fish requires **Precision Hookset** to catch!





# Problematicus

**Location:** The Dravanian Forelands

**Fishing Hole:** Halo (7.8, 5.7)

**Bait:** Granite Crab (Metal Spinner mooch)

**Conditions:** 10:00 - 15:00, Fair or Clear skies. (Fisher's Intuition)

**Folklore Tome:** Dravania

**Minimum Gathering:** 800

## Fisher's Intuition Requirements

5x Granite Crab

**Location:** The Dravanian Forelands

**Fishing Hole:** Halo (7.8, 5.7)

**Bait:** Metal Spinner

**Conditions:** Always up

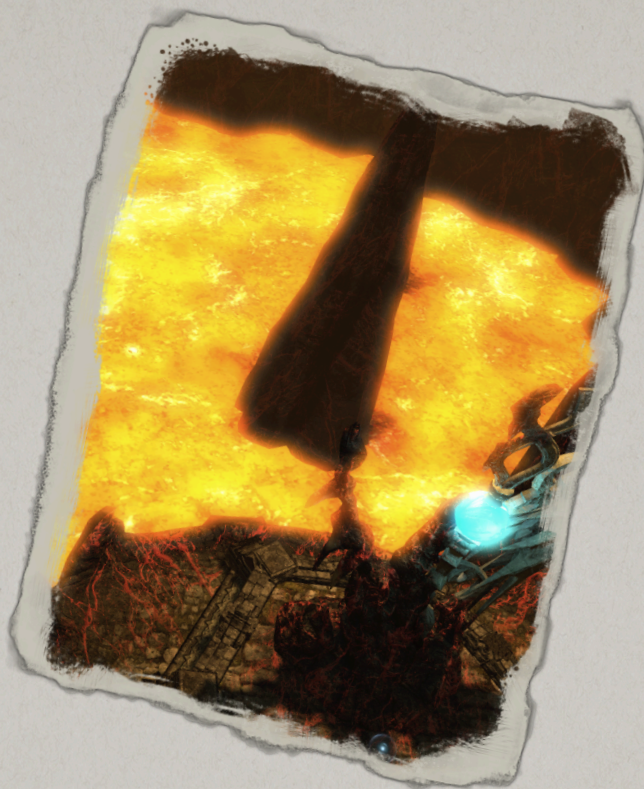
3x Fossiltongue

**Location:** The Dravanian Forelands

**Fishing Hole:** Halo (7.8, 5.7)

**Bait:** Magma Worm

**Conditions:** Always up



## Prep

Arrive early and cast out into Halo with Magma Worm. I'd recommend for this early start to only double hook the !! bite. You will only need to do this one to get the necessary Fossiletongues for Fisher's Intuition. Once you've gotten your 3x Fossiltongue, swap over to Metal Spinner and cast out. Metal Spinner will catch Granite Crab 100% of the time. Double Hook the first ! bite you get. TAKE NOTE OF HOW MANY GRANITE CRABS YOU GOT.

If you get x4 Granite Crabs, wait for the Problematicus window to open.

If you get x3 Granite Crabs, cast back out, Hook (not double hook!) the next ! bite you get and wait until the Problematicus window opens.

Metal Spinner will always catch Granite Crabs, so you don't need to Identical Cast. Just don't cast out and catch the 5th crab until right before the window opens.



### **Catching Problematicus**

As the window is about to open, cast out again with Metal Spinner and catch the next Granite Crab you get. If the Problematicus window is open, then use whatever mooch is available and cast the Granite Crab back into the fiery depths below. Problematicus is a !!! bite, but shares a !!! bite with Lavalord (a common fish) and The Lord of Lords (a Big Fish). Ignore anything that isn't a !!! bite. If Mooch II is on cooldown, use Patience II to continue mooching Granite Crabs. Do this for the duration of the intuition. If you have Patience up, Problematicus (along with all the other !!! bites) require Powerful Hookset to catch.

### **2nd and 3rd Intuitions**

If your intuition runs out and you have time left in the window, cast back out into Halo with Magma worm to catch the Fossiltongue you need. You can reel in most ! bites with Magma Worm too, as those will also be Granite Crabs. Double Hook the Fossiltongue !! bite if you can. Essentially, repeat the prep stage until you get a second Intuition. Hi-cordials are highly useful here.

Problematicus hasn't shown itself to be too rough of a fish (ie: Lava Whale) but it can be a little slippery when hooking. Keep showing up to windows and you'll get it in no time.

### **Free Trial Fishers:**

You're able to follow this guide as is, assuming you have unlocked Double Hook.



# Sea Butterfly

**Zone:** Sea of Clouds

**Fishing Hole:** Mok Oogl Island (16.7, 6.3)

**Bait:** Giant Crane fly

**Conditions:** 05:00-07:00 during Clear skies (Fisher's Intuition)

**Folklore Tome:** Abalathia's Spine

**Minimum Gathering:** 800

**Fisher's Intuition fish**

**x3 Sky Faerie**

**Zone:** Sea of Clouds

**Fishing Hole:** Mok Oogl Island

**Bait:** Metal Spinner

**Conditions:** Always up

**x3 Scorpionfly**

**Zone:** Sea of Clouds


**Fishing Hole:** Mok Oogl Island

**Bait:** Metal Spinner

**Conditions:** Always up

Sea Butterfly is a good example of fish with multiple ways to catch it. While it still requires getting Fisher's Intuition and requires Giant Crane fly to catch, there are two methods for getting Fisher's Intuition, one for if you're short on time and one if you're not. Metal Spinner has recently made getting intuition for Sea Butterfly much smoother, as it will only catch Sky Faerie or Scorpionfly. So a simple Surface Slap on one will guarantee you the other... Still actually have to land Sea Butterfly though.

## Prep

 Fisher's Intuition Method 1 (for those short on time)

If you're short on time ahead of a Sea Butterfly window, this method might be better to use. Start off on Metal Spinner and cast out into Mok Oogl Island. Double Hook whatever ! bite you get first. This will either be Sky Faerie or Scorpionfly. Use Surface Slap. Drink a hi-cordial if you want. Wait until the Sea Butterfly is juuust about to open (like, 04:55) and cast out again with Metal Spinner. The next ! bite, if you Surface Slapped the first catch, will be the OTHER fish you need for Fisher's Intuition. If what



you caught was Scorpion Fly, go ahead and slap those, use Chum and you're all set with Intuition. Don't forget to swap to Giant Crane-fly!

### **Fisher's Intuition Method 2 (for those with more time to prep)**

If you've got some time to spare ahead of the window and arrived early, cast out into Mok Oogl Island with Metal Spinner. Double Hook the first ! bite you get. Note what it is. Continue casting and catching out in Mok Oogl Island until you caught TWO of the other Fisher's Intuition triggering fish. Do NOT use Identical cast on the first catch. On the SECOND one caught, use Identical Cast and then WAIT. Do not cast out until about 04:55. At that time, cast out, and catch the last fish you caught. This will give you Fisher's Intuition if you counted correctly. If you caught Scorpionfly, you can slap it and use Chum as you get intuition and you're all set. Don't forget to swap to Giant Crane-fly!

### **Catching Sea Butterfly**

Don't forget to swap to Giant Crane-fly! Once Fisher's Intuition for Sea Butterfly has been applied, Surface Slap Scorpionfly if it was the fish you caught to trigger intuition. If it was not, then use Chum and cast out, catch the first bite and slap it. Sea Butterfly has a short 60s window. Continue to Chum as much as possible during the Intuition. If Intuition falls off repeat one of the previous methods to get a second Fisher's Intuition and repeat the process. You SHOULD be able to get two Sea Butterfly Fisher's Intuitions during its window, thanks to Metal Spinner.

### **Modest Lure Usage**

It is encouraged to use Modest Lure during the Sea Butterfly intuition and aggressively and quickly using Rest when doing so. During intuitions where you use Chum you can get up to 4 casts during it (3 of which will be 3 stacks of MLure), and without Chum you can get up to 3 casts (with 3 stacks of MLure).

*(A full guide on Lv.100 Sea Butterfly 3 int windows is coming soon).*

### **Free Trial Fishers:**

Technically you can follow this guide as-is, and just not use Surface Slap. However, that would make each Double Hook really risky, and a potential waste. I would recommend doing prep by using Metal Spinners, and using Double Hook on the first ! bite you get, then single hooking everything after that. That'll save you some time, while keeping it safe. Just keep track of what you have caught so you don't trigger intuition too early.



# Opabinia

**Location:** Azyz Lla

**Fishing Hole:** The Flagship (23.1, 23.4)

**Bait:** Fiend Worm/Signature Skyball (mooch)

**Conditions:** Any time of day during Thunder

**Folklore Tome:** Abalathia's Spine

**Minimum Gathering:** 800

## Fisher's Intuition Conditions:

x3 Functional Proto-Hropken

**Location:** Azyz Lla

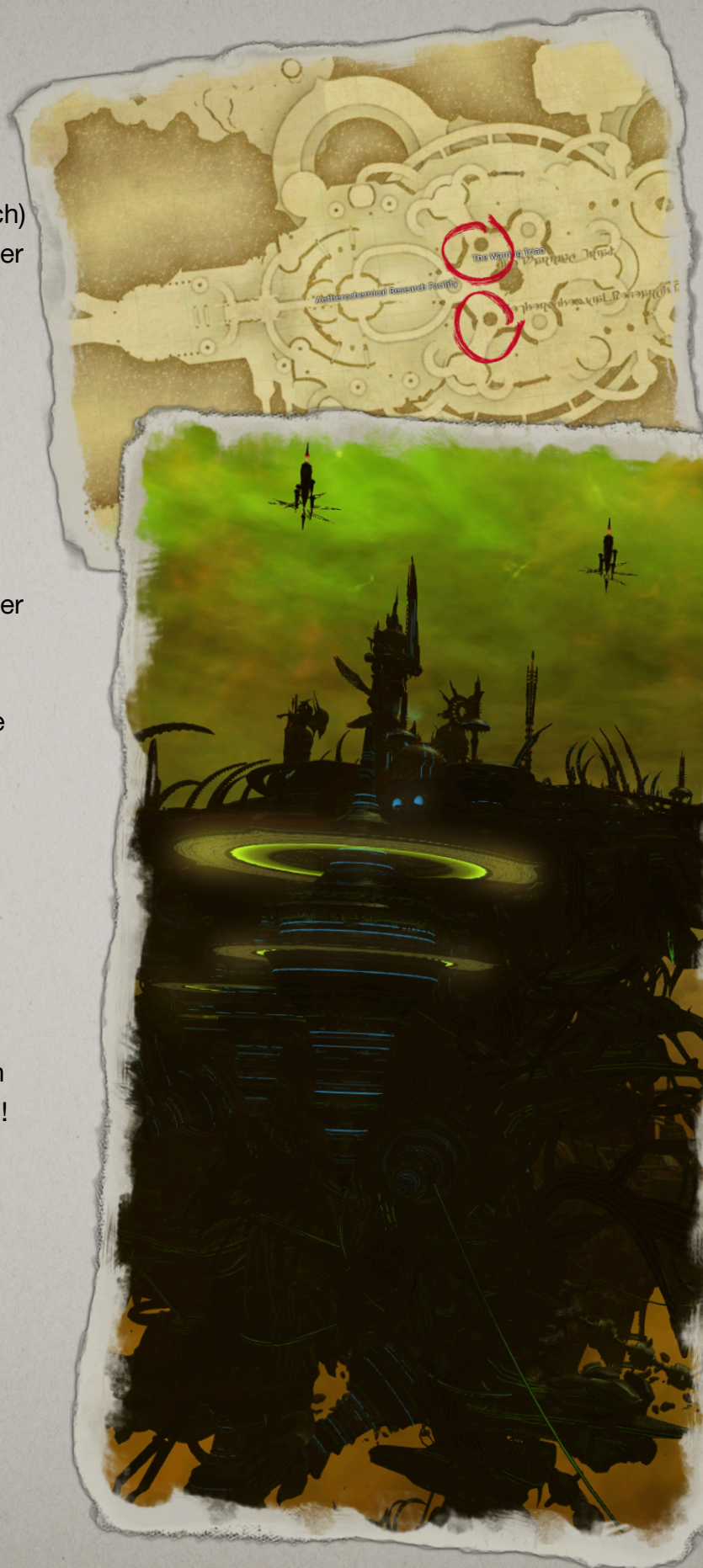
**Fishing Hole:** The Flagship (23.1, 23.4)

**Bait:** Fiend Worm

**Conditions:** Any time of day during Thunder

Opabinia is a legendary Big Fish in The Flagship in Azyz Lla. Once one of the more annoying fish to catch, the removal of Fish Eye's to catch the Intuition triggering fish, along with the addition of the Signature Skyball bait has made this a rather casual Legendary to fish up. Long windows and easy Intuition trigger makes this a good starter Legendary Fish for newcomers.

Start off by casting out with Fiend Worm in The Flagship and Surface Slapping a non !! bite. If it's a !! bite, double hook it. Once you have slapped a fish, cast out and let any non !! bites go. Again, if you get a !! bite, Double Hook it. This is Functional Proto-hropken, the intuition trigger fish. 3 are needed to trigger intuition, and Double Hook will give you 3-4, based on your gathering.





Once you have intuition, you can switch to Signature Skyball, or stay on Fiend Worm. Signature Skyball is ideal as it will always catch Platinum Fish, but requires you to have started the first step of the Skysteel Relic Rod. I'm unsure if this is available to Free-Trial players, so I completed the guide with Fiend Worm. Either way, with whatever bait you chose, cast out into The Flagship. You want a short ! bite, or the Platinum Fish. Once you caught one, use whichever mooch is available. You can let anything that isn't a !!! bite go. Opabinia is a !!! bite, mooched off Platinum Fish, and requires Precision Hookset (green one) to catch, if under the effects of Patience or II's inefficient hooking debuff.

If Mooch II is on Cooldown (or you don't have it unlocked) then use Patience or II to get a high-quality Platinum Fish which you can mooch with Mooch I.

### **Ambitious Lure usage**

While building intuition it is strongly encouraged to use Ambitious Lure to attract Functional Proto Hropken. This makes getting intuition for quicker and more bait and GP efficient. It is still recommended to have Angler's Art stacks to use on Makeshift Bait or GP though if needed.

### **Free Trial Fishers:**

You can use Double Hook on the Functional Proto-Hropken, but you'll need to use Fiendworm instead of Signature Skyball during intuition. It'll make it a little tougher to get the platinum fish, but not terribly so. This is still a decently straightforward fish. Keep Patience or Makeshift Bait up as much as you can.



# Raimdellopterus

**Location:** The Churning Mists

**Fishing Hole:** Tharl Oom Khash (20.0, 6.6)

**Bait:** Giant Crane Fly (Mooch/Intuition)

**Conditions:** 5:00 - 8:00, Gales

**Folklore Tome:** Dravania

**Minimum Gathering:** 800

## Fisher's Intuition Requirements

x5 Rudderfish

**Location:** The Churning Mists

**Fishing Hole:** Tharl Oom Khash (20.0, 6.6)

**Bait:** Giant Crane Fly

**Conditions:** Any Time, Any Weather

## Prep

Arrive early to Tharl Oom Khash, you'll need to catch 4 Rudderfish for prep. These are a !! bite before 15s, if using a standard cast timer. If you have Double Hook, they will Double Hook into either 3 or 4 Rudderfish. If you get 4, use Identical Cast and then wait until the Raimdellopterus window opens. If you get 3, catch another Rudderfish normally, then use Identical Cast and wait.

## Catching

Once the Raimdellopterus window is about to open (or has just opened) cast out and catch your 5th Rudderfish. This will give you Fisher's Intuition. Immediately mooch the Rudderfish with whatever mooch is active. Reel in any !!! bites, as there are many. If Mooch II is on cooldown and you have the GP, you can use Patience II To better ensure Rudderfish are HQ for mooching. They require Powerful Hookset to catch. For all !!! bites, also use Powerful Hookset, if using Patience.

Repeat mooching Rudderfish as throughout the duration of the Fisher's Intuition. If you have the GP and are getting annoyed with Storm Chaser (the immediate !!! bite) then you can use Surface Slap to give you a better chance at Rudderfish.



### Setting up second intuition

If intuition falls off and you haven't gotten Raimdellopterus, continue to catch Rudderfish to apply the Intuition again. To save GP you can catch one at a time, if needed. You should have plenty of time to get 2 full Intuitions in during its window. Repeat the steps for mooching Rudderfish during Intuition once it triggers. If you need to, Patience is fine to use here if low on GP.

### Catching Raimdellopterus

Raimdellopterus is a !!! bite after 18s on a standard cast macro. It requires Powerful Hookset to catch if using Patience. Any cast made while Fisher's Intuition is active is a chance at Raimdellopterus! If Fisher's Intuition falls off and you've not hooked anything, a little chime noise will play if Raimdellopterus is on the line.

### Free Trial Fishers:

For catching this fish you have a very similar procedure, but it'll just take a bit more time. Arrive early to catch Rudderfish. Double Hook the first bite you get, then catch one more so you have 4, if needed. Wait until around 4:50 Eorzea time before casting out again to get another Rudderfish to get the 5 you need for intuition.

The intuition and post-intuition phase are basically the same, just keep Patience or Makeshift Bait up as much as possible. Eat food which increases your GP and Perception (if you don't need to raise your Gathering), and bring some form of Cordial, Hi-Cordial, if possible, but Normal Cordials can work too. (By this point, you can unlock Collectables, so Hi-Cordials are the superior cordial here.)



# Charibenet

**Location:** Coerthas Western Highlands

**Fishing Hole:** Clearpool (X36.4, Y6.5)

**Bait:** Purse Web Spider (mooch)

**Conditions:** 0:00 - 3:00 during blizzards

**Folklore Tome:** Coerthas

**Minimum Gathering:** 800

As of Patch 6.0, Charibenet's strategy has become a lot more varied. Turning this Legendary Fish from a slog to catch into something pretty enjoyable. However, some people still spend tens of windows until they see a bite - only for it to slip away... here's how to make that process a little less frustrating.

## Prep

Arrive EARLY to the Charibenet window. With Purse Web Spider, use Prize Catch (if you have it) and cast out. The goal of prep is to have FOUR or more Angler's Art stacks going into the window. You get 1 Art stack per fish caught (so Double Hook can give up to 3-4 stacks!). Double Hook the first ! bite. More likely than not, it will be Ice Faerie. In some cases it'll be Abalathian Smelt. If it is the latter, restart prep or just catch Ice Faeries one by one. Just make sure that after you catch your fourth, you use Identical Cast. (You can not use Identical Cast after catching a fish that was caught off an Identical Cast!). Once you have 4+ Angler's Art Stacks, and you have Identical Casted your 4th Ice Faerie, use Prize Catch.

## Catching Charibenet

Just before midnight in game (ie: right before the window), cast out and catch the last Ice Faerie to trigger the 2 minute Fisher's Intuition buff for Charibenet. Since we used Prize Catch before catching this final Ice Faerie, then it's guaranteed to be large sized, and thus moochable with mooch. Mooch the ice faerie. Charibenet is a !!! bite - ignore all other bites to save time (just don't attempt to hook them). If using Patience, you need PRECISION HOOKSET to catch Charibenet.

With bite luck, you can get 3-4 Mooches per Intuition window. I recommend not using Patience, Makeshift Bait, or Prize Catch during your second mooch attempt, and instead rely on Mooch II and mooch an average sized Ice Faerie. After Mooch II is on cooldown, then consider using Makeshift Bait, Patience, or Prize Catch. ALL of these



work, just do whatever makes the most sense GP wise to ensure you get moochable Ice Faerie. I never used Makeshift Bait or Patience, and instead just relied on Prize Catch. I was Lv90, with 799 GP.

### **Rebuilding Intuition**

Rebuild Intuition just like during Prep: Use Prize Catch, Double Hook ! bites. If you get a smelt, then try and recover GP or just catch Ice Faerie one by one. You'll have time for it! Ice Faerie bites more often than Abalathan Smelt, so you can roll the dice if you want on Double Hooks. Usually the earlier the bite, the more likely it is Faerie - but their bite times overlap heavily, so it's always a dice roll.

Again, Charibenet is a !!! bite, and requires Precision Hookset if you're attempting to catch it while using Patience.

### **Free Trial Fishers:**

You should get AA Stacks using Patience I or II, up to the 4 the guide recommends. Keep track of the number of Ice Faerie you get, as you should end prep with 4 Ice Faerie (and no more!) and 4 or more Angler's Art Stacks. Use Patience to get your fifth just before the window opens. After that, you can follow this guide as is.

