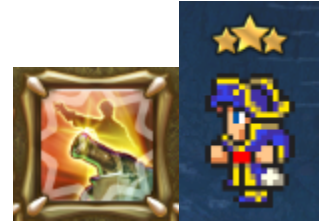


GoldCannonMaxxing

Occult Crescent - South Horn

Gold Farming Guide



Aka GoldCannonMaxxing

I've seen a lot of people asking how to run Cannonmaxxing farms. They're not difficult, but I figured I'd write this up anyway with all the information I've learned. All the basic information is up front on the first page, and if you want further details, look further on in the doc.

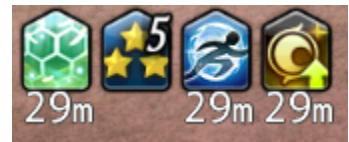
Update: I'm switching the "main" recommended method to the single main tank GNB strat, since it's proven to be much safer and quite frankly, easier, since you only need one tank to be on point instead of the entire party.

If you have any thoughts or tips you want to add, feel free to DM me @Eleuin Mirana (you can find me at discord.gg/foexiv)

Single Main Tank (GNB) Strat

Prep

1. Use the Knowledge Stones to give out Enduring Fortitude and Fleetfooted buffs from Phantom Knight and Monk. Romeo's Ballad is optional if people are levelling any P. Jobs
2. Your MT turns on Tank Stance, and should be on **Knight**
3. Most everyone else should be on **Cannoneer**



Basic Steps

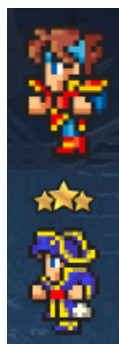
1. Tank pops Sprint, grabbing 5-6 mobs using Lightning Shot/Provoke
 - Pop defensive CDs as you pull and as you come to a stop. More on this below.
2. Pop your biggest CDs as you bunch up the mobs
3. Start kiting the mobs in a loose circle, keeping them bunched up as much as possible
 - Your survival is more important than the grouping with this strat, you should have more than enough Cannons to kill even if not all of them hit every mob.
4. **Phantom Cannoneers, FIRE!!**
 - Only open fire when the mobs group up together.
5. Rinse and repeat, running clockwise around the ring (or counter-clockwise if you want)
 - You should take a break every 30m to refresh your Knowledge buffs and allow people to spend their ~~hard~~ easily-earned Gold.

Party Comp

- 2 GNB** - 1 is Main Tank, other is using Aurora and Heart of Corundum on the MT
- 1 DRK** - TBN/Oblation on MT, keep Darkside up for more Cannon damage
- 2 SGE** - Best mits, just use all shields and CDs on your MT (See also: [Solo Healer Thief](#))
- 3 BLM** - Enochian buffs Cannons, plus good AoE if you need help finishing mobs off

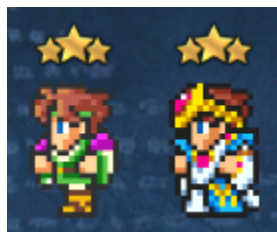
There's a lot of flexibility here, the MT doesn't **have** to be a GNB, but GNB feels very safe with all their mitigation and Heart of Corundum almost always being up. You can split 2 SGE into SGE/SCH if you don't feel like coordinating alternating your mits.

Phantom Jobs:



Main Tank on **Phantom Knight**, at least Level 3 for the **Phantom Guard** 90% upgrade.

As many party members as possible (*minimum* 5) should be on **Phantom Cannoneer**. There's some leeway, but you want as many as possible to nuke down the mobs. Cannoneers only need to be **Level 3**, to have access to all 3 Cannons for **Cannonmaxxing** purposes. (Don't worry, you'll Master Cannoneer in no time)



Phantom Bard/Oracle can be used for **Romeo's Ballad/Cleansing** to freeze the mobs in place as the pull ends, to help mitigate damage. If you try this, make sure all the mobs are bunched up already before freezing them, or you'll just make killing them harder and make the MT's life a lot worse. **Phantom Oracle's Invulnerability** can also be used to help your tanks out, while using Starfall to nuke the mobs.

Mitigation Plan

- MT uses Heart of Corundum as they begin turning the mobs back to the party
- Use a big mit as you end the pull
 - Priority order: Phantom Guard (90%) > Invuln > Nebula (40%) > small mit dump
 - Tank LB2 is also good
- OTs use their Heart of Corundum or other buddy mits as you start the pull.
- Healers just spam shields and mit

Phantom Thief MT Alternate Setup

Phantom Thief has also seen some use as the MT's Phantom Job of choice, simply abusing **Occult Sprint** to kite the mobs and take no damage. Make sure to make much wider circles when kiting this way.

6 WAR + 2 Healer Strat

Prep

1. Mark your tanks so that everyone knows who's going first, second, third, etc.
2. Use the Knowledge Stones to give out Enduring Fortitude and Fleetfooted buffs from Phantom Knight and Monk
 - Romeo's Ballad is optional if people are levelling any P. Jobs



Basic Steps

1. Current tank turns **ON Tank Stance**, and **all other tanks must turn OFF Tank Stance**.
2. Everyone should be on **Cannoneer**, except if the Current Tank needs to be on **Knight**
3. Tank pops Sprint, grabbing 5-6 mobs using Tomahawk/Provoke
 - Pop a defensive cd as you pick up the 2nd mob. Keep popping cds while pulling.
4. As you pick up your last mob, pop Holmgang/Phantom Guard **before** coming to a stop.
5. **Phantom Cannoneers, FIRE!!**
6. Next tank turns **ON Tank Stance**, and **all other tanks must turn OFF Tank Stance**.
7. Rinse and repeat, running clockwise around the ring (or counter-clockwise if you want)
 - You should take a break every 30m to refresh your Knowledge buffs and allow people to spend their hard-earned Gold.

Party Comp

The party comp is surprisingly lenient, and you can get away with most things, but the basic and safe party is simply:

6 WAR

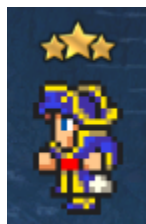
2 Healer (any, but SGE is great for shielding and mits) (See also: [Solo Healer Thief](#))

Other tanks than WAR work just fine, but WAR is most desirable for the super short cooldown on Holmgang. Other tanks will have to regularly swap to Knight to use Phantom Guard to keep the pulls going.

Even with 6 WAR, you will need *at least* one tank to use **Phantom Guard** for one pull. I recommend that tank being #1 in your tank rotation just so it's easy to remember. You can just do 7 WAR if your tanks are reliable and your healer is confident.

I've heard of 8 WAR parties that won't need Phantom Knight, that work by abusing the hell out of Nascent Flash for healing, but YMMV.

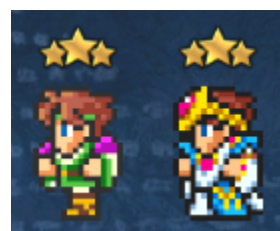
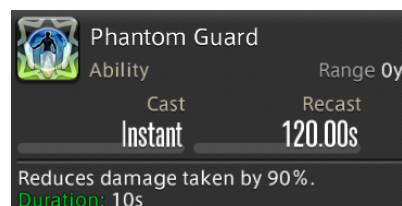
Phantom Jobs:



As many party members as possible should be on **Phantom Cannoneer**. There's some leeway, but you want as many as possible to nuke down the mobs. Cannoneers only need to be **Level 3**, to have access to all 3 Cannons for Cannonmaxxing purposes. (Don't worry, you'll Master Cannoneer in no time)



A couple of your tanks will want access to **Level 3 Phantom Knight**. Level 3 is desirable for Phantom Guard's upgrade, the 90% mitigation is huge, and is nearly an invuln on its own.



Phantom Bard/Oracle can be used for **Romeo's Ballad/Cleansing** to freeze the mobs in place as the pull ends, to help mitigate damage. If you try this, make sure all the mobs are bunched up already before freezing them, or you'll just make killing them harder and make the MT's life a lot worse.

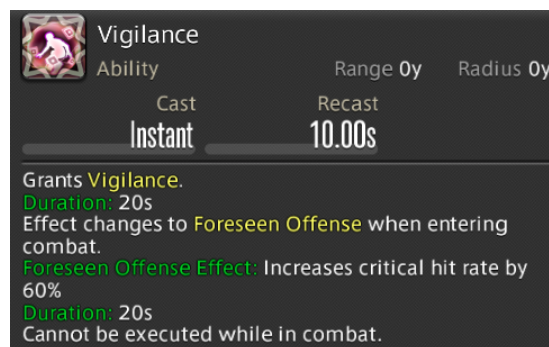
Phantom Oracle's Invulnerability can also be used to help your tanks out, while using Starfall to nuke the mobs.

You can have fewer than 6 tanks, but it will necessitate more **Phantom Guard** shenanigans. The lowest I've done this with is 4 WAR, all with Level 3 Phantom Knight available, and you can do a cycle of 4 Holmgangs, then a cycle of 4 Phantom Guards, and the Holmgangs should be back up.

Thief Solo Healer Strat

This is less of a strat unto itself and more something you can tack onto your healers in any of the other strats, but it's important enough to warrant its own section.

Phantom Thief's Vigilance works for heals, too, which means it can trigger the bonus crit shield for Shield Healers. This interaction allows for a single healer to keep a tank alive by abusing crit shields (but don't forget the usual mits)



The nearly guaranteed crit shields are so strong that you can run Solo Heal and Solo Tank with the **Thief MT Strat**, allowing you to bring more NINs for Dokumoris or BLMs for raw damage.

Tips



Tank Tips:

- Run *past* your last mob to make sure they're bunched up for **Cannons**.
- If you're about to swap to **Phantom Knight**, try not to use **Phantom Fire** (icon on the right) on the pull before, it shares a cooldown with **Phantom Guard**.
- **Do not** pick up more than 5-6 mobs at a time, it tends to start causing problems like mobs not all dying at the same time, or too much damage and risking killing you/healers. It may also start desyncing your tank cooldowns if you go too fast.
 - I've noticed this to be less of a problem for the solo tank methods.
- You can use your gap closer to pick up mobs, but don't get too ahead of the party, you might outrun your shields and heals

Cannoneer Tips:

- Only **open fire** once all the mobs are bunched up.
- I would recommend saving **Phantom Fire** for *last* if you have **Cannoneer** mastered, so that 5% chance of killing a mob won't make someone lose their target by accident.
- You do want to Cannonmax as much as possible to kill mobs quickly so you can keep your chain going.
- If your chain is close to breaking, you can **Phantom Fire** early to pray for the 5% instakill to keep your chain going.
- BLM is the "optimal" job for Cannoneer since Enochian applies a buff to your cannons, but if you have enough Cannoneers, it doesn't matter all that much.
- NIN's Dokumori can be used on mob packs for some extra gold, but that's optional. Phantom Thief works too, but is nowhere near as effective since you can only hit one mob every 30s, while Dokumori is AoE.
 - If you really want to maximize this, you can have your Cannoneers switching between BLM and NIN to apply Dokumori whenever it's up.

General Tips:

- Check the Silver Chest spawn at the top of the Ascent periodically (when you have to refresh buffs), chaining mobs tends to refresh chests quite quickly.
- Feel free to mount up in between pulls to keep up with the tank.
- **Do not** attack/cannon until the tank comes to a complete stop, and don't engage the mobs if you don't have to. If the tank dies and the mobs start slaughtering everyone, if you don't aggro them, you won't get hit, then you can switch to Chemist to raise.
- You want the chain to get to 20 to start getting the maximum bonus gold. Your chain will *probably* end once you hit the 50 mark, the timer shortens too much to reliably keep it running at that point.
- Occult Isleblazers aggro on **CASTING**, so make sure your tanks have aggro or you're far away from them before shielding or raising. Occult Chemist's Raise does not count as casting, I'd recommend switching to it for raises.

- This does also mean they don't aggro on sight at all, so you can walk in front of them as much as you want.
- Occult Dullahans (night time mob) aggro on both regular sight and **BLOOD**, meaning they will aggro you if you're low on HP near them. Keep this in mind when raising your dead.
 - Phantom Fire's instakill will NOT work on Dullahans because they are undead and thus immune to Death effects. They do take extra damage from Holy Cannon, though.
- *Technically*, you get Gold dropped into your inventory if you're in the party but not contributing to the mobs. So *technically*, you could free farm gold while being AFK, or farming silver/CE instead. You'll get less, since you won't get chain bonuses... but you could *technically* pay a group of 7 other people to do the gold farming for you. Is this really a tip? Idk.

Location

Ideally, you'll want to be doing this in Ring 1, the mobs there are Level 28, and chaining them will give you the largest amount of gold (yes, it scales with mob level). **All party members must be Level 20** to farm in Ring 1, or the mobs won't give you the chain bonus.

Ring 2 has Level 27 mobs, and will get you significantly less gold, but it is a little easier to handle.

Note the silver chest at the top of the Ascent, chaining mobs at this speed has a tendency to refresh your treasure chests at a quick rate. You may want to periodically (between rebuffing sessions) check on this silver chest to see if it's respawned.

