

Ishgardian Restoration and relic guide

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Updated to 5.5

Further Updates Have been Added to teamcraft guides.

<https://guides.ffxivteamcraft.com/guide/ishgardian-restoration-guide>

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Ishgard Restoration is a new piece of content added in 5.11 that allows you to craft collectables for people in Ishgard to eventually reconstruct the housing wards after future updates. It is also great at giving new players fast exp.

Overview:

You unlock the quest right outside of the Ishgard aetheryte (X 9.7, Y 11.5) and requires a Lv60 battle class that has completed the main story quest "Litany of Peace" (Patch 3.3). It only needs a lv20 crafter class or lv10 gathering class.

From here the main gameplay revolves around crafting collectables. These collectables are just regular crafts but the quality bar is instead turned into a different value but everything works exactly the same. You hand in these collectables to increase the stockpiles for the entire server and receive exp & Skybuilder scrips in exchange. Gathering does not involve collectables, just normal gathering.

Max level players with endgame gear will also have access to expert crafting which are harder crafts with more rewards and a ranking feature.

Previously, you would build up a stockpile and eventually build more of the firmament, however it is completed now, the ranking feature has also stopped but you can still get the ranking based achievements. Instead every few days Fetes will appear in the zone awarding skybuilders scrips and various items out of the rewards for completion of the fete.

Crafting:

Crafting involves handing in collectables and is one of the ways you earn skybuilders scrips.

Macros for crafting will be at the end of the document.

As mentioned earlier in the document, collectables are just regular crafts with your quality bar becoming a collectible value instead of HQ chance. These are currently a great way to farm exp for newer players. You do not need 100% quality to get the rewards you only need a little but the higher the rating, the better the rewards.

There are only 6 crafts per class, Lv20, Lv40, Lv60, Lv70, Lv80 and a Lv80 endgame craft. The Lv20 craft for example is supposed to last until Lv40 so it will get easier as you level and you will get better collectability ratings. Just remember to keep up to date with gear. There are no limits to the amount you can hand in so just go right ahead without worry.

The materials for these items come from a place called the Diadem, which is an instanced zone for gathering classes and is explained in further detail inside the gathering part of this guide.

Expert Crafting and rankings:

Expert crafts are harder crafts within the restoration that have extra status conditions and high requirements making them more difficult than a normal craft. These are mainly for the ranking system added but also give some rewards. Because expert crafting can be a bit complicated for newer players i've decided to place it in another document for the people interested in expert crafting and the rewards. [Click here to see the expert crafting part of the guide.](#)

Rankings:

As you hand in certain items to the scrip NPC or trade in items from the diadem as a gathering class you will receive not only scrips but also points towards the new ranking system added with patch 5.21. And has happened again now in 5.31. Currently the reward is a title for being top 100 and a different one for being top 12 on your server in your chosen class.

You can view your ranking on the lodestone at [The Ishgard restoration page](#) where it has different pages for each class and server.



Skyward Score		
Ranking not in progress		
	Seasonal	Accumulated
Crafting		
Carpenter	---	---
Blacksmith	---	---
Armorer	100	100
Goldsmith	---	---
Leatherworker	---	---
Weaver	---	---
Alchemist	80	80
Culinarian	---	---
Gathering		
Miner	---	---
Botanist	150	150
Fisher	---	---

Kupo Fortune:

For completing lv80 crafts you will receive stamps on a card which require 5 stamps, you can store up to 10 cards. These cards can then be handed in to play the Kupo Fortune game, you select a space on the scratchcard and then it will reveal itself as a stamp and depending on the stamp you have picked you will receive a different reward. Some rewards include a mount, parasol, materia, furnishings and glamour.



Gathering:

The items you want to gather for your crafting classes can be obtained inside the diadem. You can access the diadem starting at Lv10 inside the firmament by speaking to Aurvail on the left hand side of the firmament. You may need to unlock it from speaking to a few NPC's around the crafting hub with little quest markers on their heads that are not real quests.

Once you enter the Diadem you will circle around the map searching for nodes with the items you would like to exchange for scrips and to use in expert crafting. As you gather you will build up a gauge called the aetheromatic augur which you can build up to 5 charges and use it to kill different enemies which will drop various items. These nodes are not random but may look it at first.

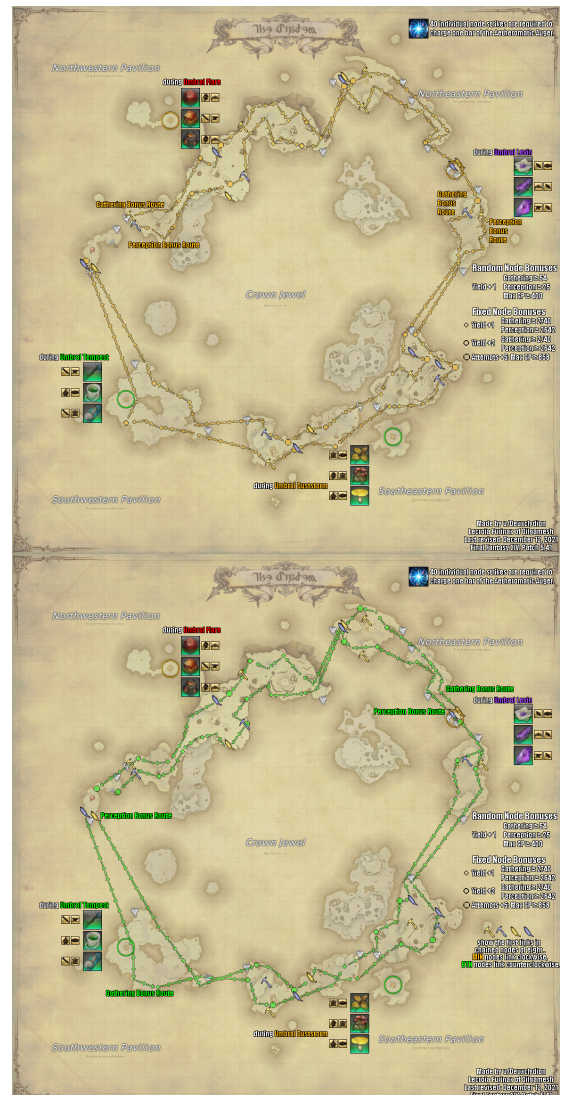
The way these nodes work is that they spawn in a pattern, there is both a route based on perception and a route based on gathering.

The circled nodes are the initial spawns, however they control which nodes will have a bonus as well, as they will appear at the end of a chain before the next circled node

- The 3rd last node will be +1 Yield
- The 2nd last node will be +2 Yield
- The last node will be +5 Attempts

For enlarged pictures: [Botany Mining Source](#)
There are also 4 special weather types available in the diadem which contain rare materials and have spawn points in each corner of the map. You can see them appear on your minimap like normal legendary nodes.

[Map of mob drops.](#)



The max stat requirements needed to get all yield bonuses are 2740/2642/858 which is the case at any level. You don't have to meet all 3 requirements however, due to how the node bonuses spawn (As explained above), reaching either Gathering or Perception is more than enough, while also reaching the GP cap.

The items you obtain are untradeable until you speak to the NPC beside Aurvael where he will turn them into approved materials you can use and also give you scrips and ranking points.

[This is a sheet of the fish for 5.41 made by Fisherman's Horizon](#) who always do great work. I would not suggest you use diadem to level fisher and instead just use leves and you can be done within hours because most of the fish are super cheap on the MB.

Macros:

If you have significantly higher stats you might be able to get a higher collectability tier, click the teamcraft links to add your stats and see if you can adjust the rotation. Just being a higher lv can make that possible because your skills do more the higher your lv not just based on your craftsmanship and control. Players are also finding it easier to spam a lower level craft if the mats are cheap or to get a few extra levels to buy some cheap vendor gear with enough stats.

[All macros can be found by clicking this link](#)

Lv20/21 :	Lv30:
Requires 110, 117, 253 and NQ stone soup. This is using NQ gear so a few HQ acc will replace the need to use food. At lv20 this will get you the first collectibility rating and at lv21 the second rating because you unlock great strides. Teamcraft Link	121, 120, 246 and no food, super easy stats. Teamcraft Link
/ac "Inner Quiet" <wait.2> /ac "Waste Not" <wait.2> /ac "Basic Touch" <wait.3> /ac "Basic Touch" <wait.3> /ac "Standard Touch" <wait.3> /ac "Great Strides" <wait.2> /ac "Standard Touch" <wait.3> /ac "Great Strides" <wait.2> /ac "Standard Touch" <wait.3> /ac "Basic Synthesis" <wait.3> /ac "Basic Synthesis" <wait.3> /ac "Basic Synthesis" <wait.3> /echo Craft finished <se.2>	/ac "Inner Quiet" <wait.2> /ac Innovation <wait.2> /ac "Waste Not" <wait.2> /ac "Basic Touch" <wait.3> /ac "Basic Touch" <wait.3> /ac "Standard Touch" <wait.3> /ac "Great Strides" <wait.2> /ac "Basic Touch" <wait.3> /ac "Great Strides" <wait.2> /ac "Basic Touch" <wait.3> /ac "Basic Synthesis" <wait.3> /ac "Basic Synthesis" <wait.3> /echo Craft finished <se.2>

Lv40:

176,100,256 and NQ stone soup from vendors. At 198 control you hit tier 2 so using CP control food instead of stone soup might be worth it

[Teamcraft Link](#)

```

/ac "Inner Quiet" <wait.2>
/ac "Waste Not" <wait.2>
/ac Innovation <wait.2>
/ac "Basic Touch" <wait.3>
/ac "Standard Touch" <wait.3>
/ac "Basic Touch" <wait.3>
/ac "Standard Touch" <wait.3>
/ac Innovation <wait.2>
/ac "Standard Touch" <wait.3>
/ac "Standard Touch" <wait.3>
/ac Veneration <wait.2>
/ac "Basic Synthesis" <wait.3>
/ac "Basic Synthesis" <wait.3>
/echo Craft finished <se.1>

```

Lv50:

194,137,298, reaches tier 2, with tier 3 being possible once you gain a few levels /get yourself some gear.

[Teamcraft Link](#)

```

/ac "Inner Quiet" <wait.2>
/ac "Waste Not II" <wait.2>
/ac "Basic Touch" <wait.3>
/ac "Standard Touch" <wait.3>
/ac "Basic Touch" <wait.3>
/ac "Standard Touch" <wait.3>
/ac Innovation <wait.2>
/ac "Basic Touch" <wait.3>
/ac "Standard Touch" <wait.3>
/ac "Great Strides" <wait.2>
/ac "Byregot's Blessing" <wait.3>
/ac "Basic Synthesis" <wait.3>
/ac "Basic Synthesis" <wait.3>
/echo Craft finished <se.2>

```

Lv60:

622,643,430, if you have less control don't worry you just can't reach the second tier and will still get rewards. Food might also help gain the CP.

[Teamcraft Link](#)

```

/ac "Inner Quiet" <wait.2>
/ac "Basic Touch" <wait.3>
/ac Innovation <wait.2>
/ac "Basic Touch" <wait.3>
/ac "Standard Touch" <wait.3>
/ac "Basic Touch" <wait.3>
/ac "Standard Touch" <wait.3>
/ac "Master's Mend" <wait.3>
/ac Innovation <wait.2>
/ac "Basic Touch" <wait.3>
/ac "Standard Touch" <wait.3>
/ac "Great Strides" <wait.2>
/ac "Byregot's Blessing" <wait.3>
/ac "Master's Mend" <wait.3>
/echo Macro #1 finished <se.1>

```

Lv66:

622,694,413 and tempura NQ and this will now get you the third tier **Manipulation is unlocked from your class quests.**

[Teamcraft Link](#)

```

/ac "Inner Quiet" <wait.2>
/ac Manipulation <wait.2>
/ac Innovation <wait.2>
/ac "Prudent Touch" <wait.3>
/ac "Prudent Touch" <wait.3>
/ac "Prudent Touch" <wait.3>
/ac "Prudent Touch" <wait.3>
/ac "Prudent Touch" <wait.3>
/ac "Prudent Touch" <wait.3>
/ac "Prudent Touch" <wait.3>
/ac "Prudent Touch" <wait.3>
/ac "Prudent Touch" <wait.3>
/ac Innovation <wait.2>
/ac "Prudent Touch" <wait.3>
/echo Macro #1 finished <se.1>

```

<pre> /ac Veneration <wait.2> /ac "Basic Synthesis" <wait.3> /ac "Basic Synthesis" <wait.3> /ac "Basic Synthesis" <wait.3> /ac "Basic Synthesis" <wait.3> /echo Craft finished <se.3> </pre>	<pre> /ac "Prudent Touch" <wait.3> /ac "Great Strides" <wait.2> /ac "Byregot's Blessing" <wait.3> /ac "Basic Synthesis" <wait.3> /ac "Basic Synthesis" <wait.3> /ac "Basic Synthesis" <wait.3> /ac "Basic Synthesis" <wait.3> /echo Craft finished <se.3> </pre>
<p style="text-align: center;">Lv70:</p> <p>1323, 1356, 399 and tempura NQ, gets you third tier.</p> <p style="text-align: center;">Teamcraft Link</p> <pre> /ac Reflect <wait.3> /ac Manipulation <wait.2> /ac "Basic Touch" <wait.3> /ac "Standard Touch" <wait.3> /ac "Prudent Touch" <wait.3> /ac Innovation <wait.2> /ac "Prudent Touch" <wait.3> /ac "Prudent Touch" <wait.3> /ac "Prudent Touch" <wait.3> /ac "Prudent Touch" <wait.3> /ac Innovation <wait.2> /ac Observe <wait.3> /ac "Focused Touch" <wait.3> /ac "Great Strides" <wait.2> /echo Macro #1 finished <se.1> /ac "Byregot's Blessing" <wait.3> /ac "Veneration" <wait.2> /ac Observe <wait.3> /ac "Focused Synthesis" <wait.3> /ac "Careful Synthesis" <wait.3> /ac "Careful Synthesis" <wait.3> /echo Craft finished <se.3> </pre>	<p style="text-align: center;">Lv80:</p> <p>1793,1649,467 (cheap lv80 dwarven) and NQ blood bouillabaisse. Easy 1 button. If you have more craft you might need to adjust the rotation. Teamcraft Link [Higher stat rotation]</p> <pre> /ac Reflect <wait.3> /ac Manipulation <wait.2> /ac "Waste Not II" <wait.2> /ac Groundwork <wait.3> /ac Groundwork <wait.3> /ac Innovation <wait.2> /ac "Preparatory Touch" <wait.3> /ac "Preparatory Touch" <wait.3> /ac "Preparatory Touch" <wait.3> /ac "Preparatory Touch" <wait.3> /ac "Great Strides" <wait.2> /ac "Byregot's Blessing" <wait.3> /ac Veneration <wait.2> /ac "Careful Synthesis" <wait.3> /ac "Careful Synthesis" <wait.3> </pre>

Skysteel tools(crafting/gathering relics):

Skysteel tools are new tools added in patch 5.25 which are crafting and gathering versions of the game's relics. These will be upgraded over multiple patches and should by the end of the expansion be the best tools you can get. The cost being that each upgrade will require a grind.

You start this quest right outside the Firmament in Ishgard, if you have not unlocked the Firmament yet the quest is at the aetheryte plaza. There will be a short quest but basically it all revolves around the NPC called Denys who is located inside the Skysteel
Manufactory(Foundation 8,10)

You will be given 1 base tool for free and then you can purchase any more from Denys for 80k gil. It doesn't matter which one you pick first. To upgrade these tools you need to deliver 2 sets of items to Denys, the first will make the tool +1 and the second will make it become a Dragonsung Tool.

Many people have been asking if these tools are currently worth it, it depends on how your current tools are melded so you might want to compare the stats. The relics are close enough to melded aesthete that either option is worthwhile.

Relic tools for Crafters:

There are 2 new recipes under the Ishgardian Restoration tab, both called Oddly Specific <material> . You need 20 HQ of the first one and 30 HQ of the second material. Each craft uses 1 material from this expansion and 1 material purchased for 50 yellow scrips. This adds up to 2500 scrips per crafter.

You need to equip the tool to make the craft(so consider that when making a rotation) and also you need to equip the +1 tool to make the second craft. You do not need to spiritbond the tool or anything like that. For any help with rotations feel free to ask in the discord.

[Skysteel rotation for newer players. for +0 craft. Min stats: 2050/1707/448.](#)

[Skysteel rotation for newer players. for +1 craft. Min stats: 2145/1938/493.](#)

[Skysteel rotation 9 steps. for +0 craft. Min stats: 2050/2210/320.](#)

[Skysteel rotation 13 steps. for +1 craft. Min stats: 2310/2268/498.](#)

Relic tool for Gatherers:

For all 3 classes you need to turn in a selection of items, for MIN and BTN it wants a lot of HQ items and some NQ hidden items also. Hidden items are items that exist on the node but only occasionally appear. For FSH it just wants some HQ fish using bait that you buy from Denys.

You do not need to equip the tools for these nodes.

There are 2 options for what MIN and BTN nodes you can go to. The better the gear you have, the more you will benefit from going to the yield nodes. If you have roughly more than 1840 perception you want to aim for the yield nodes.

High perception:	Low perception:
<p align="center">Upgrade 1:</p> <p align="center">BTN [340 HQ](Oddly Specific Latex) and [120 NQ](Oddly Specific Fossil Dust (Hidden)) - The Sea of Clouds (29.5, 25.5)</p> <p align="center">MIN [340 HQ](Oddly Specific Obsidian) and [120 NQ](Oddly Specific Mineral Sand (Hidden)) - The Sea of Clouds (26.5, 25.0)</p> <p align="center">Upgrade 2:</p> <p align="center">BTN [510 HQ](Oddly Specific Amber) and [180 NQ](Oddly Specific Bauble (Hidden)) - The Churning Mists (23.5, 29.5)</p> <p align="center">MIN [510 HQ](Oddly Specific Dark Matter) and [180 NQ](Oddly Specific Striking Stone (Hidden)) - The Dravanian Forelands (17.0, 10.5) (The Miner related nodes are located inside the mountain, you enter at the Anyx Trine)</p>	<p align="center">Upgrade 1:</p> <p align="center">BTN [340 HQ](Oddly Specific Latex) and [120 NQ](Oddly Specific Fossil Dust (Hidden)) - The Dravanian Forelands (30.0, 18.0)</p> <p align="center">MIN [340 HQ](Oddly Specific Obsidian) and [120 NQ](Oddly Specific Mineral Sand (Hidden)) - Western Coerthas Highlands (15.0, 31.0)</p> <p align="center">Upgrade 2:</p> <p align="center">BTN [510 HQ](Oddly Specific Amber) and [180 NQ](Oddly Specific Bauble (Hidden)) - Western Coerthas Highlands (10.0, 18.5)</p> <p align="center">MIN [510 HQ](Oddly Specific Dark Matter) and [180 NQ](Oddly Specific Striking Stone (Hidden)) - The Dravanian Hinterlands (30.5, 28.5)</p>
<p align="center">For fisher:</p> <p align="center">[40 HQ](Thinker's Coral) - The Dravanian Hinterlands (22.0, 25.0) Single '!'; The Fishing Spot is called Thaliak River</p> <p align="center">[60 HQ](Dragonspine) - Coerthas Western Highlands (8.0, 10.0) Single '!'; The Fishing Spot is called Dragonspit</p>	

Node breakpoints:

+1/+3 attempts if you have less than 765GP on the first stage and 785GP on the second stage. Otherwise you will receive +2/+4 if you have higher than those stats or 0 if you have lower than the minimum stats stated.

+1/+3 yield if you have less than 2041 gathering on the first stage and 2121 gathering on the second stage. Otherwise you will receive +2/+4 if you have higher than those stats or 0 if you have lower than the minimum stats stated.

Second relic stage:

The next stage of this relic is unlocked at the skysteel manufactory right where it previously left off. After a brief quest you will begin the next stage and need to gather/craft more items. This time however you need to craft collectables to trade in or for gathering you gather normal items and trade them in, these items will be used to hand in for the relics. **You now also need the gathering relics to gather the nodes/fish.**

Relic tools for Crafters:

For the first stage crafting you need 90 <Class> Gobbiegoo and for the second stage you need 105 Highly Viscous <Class> Gobbiegoo you will receive 0,2,3 or 5 depending on your collectability rating which makes it easier to craft with super low stats.

Make sure you equip your relic tool again to be able to craft these. You can get the oddly specific mats from the scrip exchange for 60 yellow each, at a minimum you will need 39 of these costing 2340 yellow. You can also purchase them for 20 skybuilders scrips each, which is cheaper but you get less skybuilders scrips in a craft compared to yellow.

[Stage 3 relic craft, lower stats first upgrade 2250/2250/524 using HQ blood bouilla and cunning syrup](#)

[Stage 3 relic craft, lower stats second upgrade 2480/2480/524 using HQ blood bouilla and cunning syrup](#)

Relic tool for Gatherers:

For gathering you also need to trade in items for Gobbiegoo but you do not gather them as collectables and therefore its always 1 for 10 items. There are again, 2 options for the nodes and it would be better to aim for the yield nodes if you have higher perception and hit the right node bonuses.

High perception:	Low perception:
<p>Upgrade 3: BTN[500 HQ](Oddly Specific Dark Chestnut Log) and [180 NQ](Oddly Specific Leafborne Aethersand (Hidden) - Yanxia (28.5, 10.0)</p> <p>MIN [500 HQ](Oddly Specific Schorl) and [180 NQ](Oddly Specific Landborne Aethersand (Hidden) - Yanxia (12, 8.5)</p> <p>Upgrade 4: BTN [600 HQ](Oddly Specific Primordial Log) and [200 NQ](Oddly Specific Primordial Resin (Hidden) - Azys Lla (7.0, 35.0)</p>	<p>Upgrade 3: BTN [500 HQ](Oddly Specific Dark Chestnut Log) and [180 NQ NQ](Oddly Specific Leafborne Aethersand (Hidden) - The Lochs (210, 18.5)</p> <p>MIN [500 HQ](Oddly Specific Schorl) and [180 NQ NQ](Oddly Specific Landborne Aethersand (Hidden) - The Lochs (4.5, 27.0)</p> <p>Upgrade 4: BTN [600 HQ](Oddly Specific Primordial Log) and [200 NQ](Oddly Specific Primordial Resin (Hidden) - Azys Lla (7.0, 17.0)</p>

MIN [600 HQ](Oddly Specific Primordial Ore) and [200 NQ](Oddly Specific Primordial Asphaltum (Hidden)) - Azys Lla(11.4, 34.7)	MIN [600 HQ](Oddly Specific Primordial Ore) and [200 NQ](Oddly Specific Primordial Asphaltum (Hidden)) - Azys Lla (13.7, 10.0)
<p>For fisher:</p> <p>[60 HQ](Petal Shell) - Yanxia(36.0, 23.0) Single '!'; The fishing spot is called Plum Spring.</p> <p>[70 HQ](Allagan Hunter) - Azys Lla(16.5, 13) '!!' tug required. The fishing spot is called Alpha Quadrant.</p>	

For these nodes, the bonuses are:

+1/+3 attempts if you have less than 814GP on the first stage and also 814GP on the second stage. Otherwise you will receive +2/+4 if you have higher than those stats or 0 if you have lower than the minimum stats stated.

+1/+3 yield if you have less than 2378 gathering on the first stage and 2411 gathering on the second stage. Otherwise you will receive +2/+4 if you have higher than those stats or 0 if you have lower than the minimum stats stated.

First stage:

100%/30%: 1840/2300

BY2 +2: 2070

BY2 +3: 2530

Second stage:

100%/30%: 1920/2400

BY2 +2: 2160

BY2 +3: 2640

These are some suggested ways of how to make the most out of your node bonuses:

+2 yield: quick gather, maybe use Leaf Turn/Unearth I if you're going to cap CP

+4 yield: Leaf Turn/Unearth III and quick gather, or get the hidden material if it's there

+2 attempts: 5x manual gather, Brunt Force / Deep Vigor, Bountiful Harvest/Bountiful Yield II

+4 attempts: 5x manual gather, Brunt Force / Deep Vigor, Bountiful Harvest/Bountiful Yield II x3 using Blessed Harvest / King's Yield II or Solid Reason isn't efficient for gathering HQ, you could use it on a +4 attempts node if you're capped and cordial is off.

Third relic stage:

Again, back to the Skysteel Manufactory for the next quest. The twist this time however for crafting is that you need to complete expert crafts. For those unfamiliar, these are crafts that are difficult to macro because they have a variety of additional conditions which you aim to take advantage of to increase the collectability rating.

As with previous collectables, they come in tiers meaning that you can always aim for a lower tier or if a craft goes badly you still get something of value for your efforts

For those who want to aim for the third tier and craft manually/dont have the stats to macro. [This guide. also linked further up in the doc.](#) Is what I recommend to help give you a good understanding of expert crafts.

For those who want to macro but are okay with it taking a little longer <https://ffxivteamcraft.com/rotation-folder/49jX7kDj2Wkj8tCH4qs9> is a teamcraft folder with some expert macros for this stage. Make sure you hit the stat requirements and any food/syrups they ask for.

Relic tool for Gatherers:

Again, you are collecting gathering collectables. For the first stage you need 250 oddly delicate parts from collectables and then 25 inconceivably delicate parts which require 30 HQ mats per part. Therefore you need between 36-250 collectables depending on the rating, and 750 HQ mats.

There is no choice for high/low perception this time, its just hit whatever breakpoints you can for the most yield. The collectable node doesnt even have any node bonus breakpoints! That being said it does have breakpoints to hit everything collectable based these are:

- 100% Gather - 2160 Gathering
- Max Scour/Brazen/Meticulous - 2565 Gathering
- Max Meticulous chance - 2700 Gathering
- Max Intuition rate - 2700 Perception
- Max Scrutiny Increase - 2565 Perception

The breakpoints for Gathering the HQ items are:

- 100%/30% - 2160/2700
 - BY2 + 2 - 2430
 - BY2 + 3 - 2970
- +2/3/4 Yield - 2348/2465/2582 Gathering
- +1/2 or 2/4 Attempts - 772/849 GP
- +20-30 or 30-50% HQ chance 2336 - 3504 Perception

For fishing you need to obtain 200 oddly delicate fishing rood parts and 200 oddly delicate fishing reel parts which are obtained from collecting certain collectable fish and trading them in.

- [50-200 Collectables](Flintstrike) - Azys L1a(6.4, 34.6) '!!' ; The fishing spot is called The Pappus Tree.
- [50-200 Collectables](Pickled Pom) - Azys L1a(11.0, 30.2) '!' ; The fishing spot is called Delta Quadrant.