

CROWN UPDATE CHANGES

Following completion of the Final Fantasy XV game and guide, Square Enix continued development to produce version 1.02, also known as the Crown Update. This includes assorted refinements, new items and cutscenes, as well as some adjustments to game mechanics. Version 1.02 was finalized weeks after the guide went to print, so we're presenting the Crown Update amendments in this downloadable addendum. These pages will enable you to benefit from all changes and updates included in version 1.02.

Weapons (guide pages 202-207)

Various weapon attributes have been adjusted and the adjusted values are marked in green font in the following table.

Weapon Overview

CATEGORY	NAME	ATTACK	CRITICAL	MAX HP MODIFIER	MAX MP MODIFIER	STRENGTH MODIFIER	VITALITY MODIFIER	MAGIC MODIFIER	SPIRIT MODIFIER	SHOT RESISTANCE	FIRE RESISTANCE	ICE RESISTANCE	LIGHTNING RESISTANCE	DARK RESISTANCE
Swords	Engine Blade	28	3	0	5	0	0	5	0	0	0	0	0	0
	Broadsword	42	3	0	6	0	0	0	0	0	0	0	0	0
	Engine Blade II	40	3	0	15	0	0	12	0	0	0	0	0	0
	Airstep Sword	83	3	0	7	0	0	0	0	0	0	0	0	0
	Rune Saber	103	3	48	8	0	8	12	9	0	0	0	0	0
	Flame Tongue	117	3	0	7	0	0	0	0	0	28	0	0	0
	Ice Brand	137	3	0	10	0	0	0	0	0	0	31	0	0
	Blood Sword	198	3	0	11	0	0	0	0	0	0	0	0	0
	Engine Blade III	207	3	0	25	0	0	18	0	0	0	0	0	0
	Durandal	232	3	0	11	0	0	0	0	0	0	0	0	33
	Enhancer	276	3	0	12	0	0	0	0	0	0	0	0	0
	Soul Saber	343	3	0	12	0	0	0	0	0	0	0	0	0
	Ultima Blade	364	3	0	40	0	0	30	0	0	0	0	0	0
	Balmung	446	3	0	11	0	0	0	0	0	0	0	0	0
Blazefire Saber*	71	3	0	9	0	18	0	0	0	0	0	0	0	
Greatswords	Two-handed Sword	48	2	53	0	0	0	0	0	0	0	0	0	0
	War Sword	78	2	65	0	0	0	0	0	0	0	0	0	0
	Blade of Brennaere	131	2	82	0	0	0	0	0	0	27	0	0	0
	Claymore	156	2	98	0	0	32	0	0	0	0	0	0	0
	Force Stealer	210	2	202	6	0	0	0	0	0	0	0	0	0
	Hardedge	244	2	153	0	0	0	0	0	0	0	0	0	0
	Thunderbolt	345	2	246	0	0	0	0	0	0	0	0	29	0
	Duel Code	370	2	468	0	0	0	0	0	0	0	0	0	0
	Force Stealer II	463	2	308	11	0	0	0	0	0	0	0	0	0
	Hyperion	496	2	310	0	0	0	0	0	0	0	0	0	0
	Iron Duke	581	2	153	0	0	0	0	0	0	0	0	0	0
	Dominator	583	2	298	0	0	0	0	0	0	0	0	0	32
	Apocalypse	597	2	403	0	0	0	0	0	0	0	0	0	0
Masamune*	88	2	49	0	0	0	0	0	0	0	0	0	0	
Polearms	Javelin	18	4	0	0	0	0	0	0	0	0	0	0	0
	Drain Lance	33	4	0	5	0	0	0	0	0	0	0	0	0
	Drain Lance II	48	4	0	11	0	0	0	0	0	0	0	0	0
	Mythril Lance	55	4	0	0	0	0	32	0	0	0	0	0	0
	Rapier Lance	68	4	0	0	0	0	0	0	0	0	0	0	0
	Storm Lance	113	4	0	0	0	0	0	0	0	0	0	0	0
	Ice Spear	133	4	0	0	0	0	0	0	0	0	0	0	0
	Wyvern Lance	161	4	0	0	0	0	0	0	0	0	0	0	0
	Drain Lance III	195	4	0	11	0	0	0	0	0	0	0	0	0
	Radiant Lance	205	4	0	0	0	0	0	0	0	0	0	0	0

*Downloadable Content (DLC)

Weapon Overview (Continued)

CATEGORY	NAME	ATTACK	CRITICAL	MAX HP MODIFIER	MAX MP MODIFIER	STRENGTH MODIFIER	VITALITY MODIFIER	MAGIC MODIFIER	SPIRIT MODIFIER	BULLET RESISTANCE	FIRE RESISTANCE	ICE RESISTANCE	LIGHTNING RESISTANCE	DARK RESISTANCE
Polearms	Dragoon Lance	246	4	0	0	0	0	0	0	0	15	14	16	0
	Precision Lance	266	4	0	0	0	0	0	0	0	0	0	0	0
	Flayer	337	4	0	0	0	0	0	0	0	0	0	0	0
	Gae Bolg*	75	4	0	0	0	0	0	0	0	0	0	0	0
Daggers	Daggers	20	8	0	4	0	0	5	0	0	0	0	0	0
	Avengers	43	8	0	4	0	0	5	0	0	0	0	0	0
	Cutlasses	58	8	0	6	0	0	10	0	0	0	0	0	0
	Mythril Knives	62	8	0	6	0	0	50	0	0	0	0	0	0
	Plunderers	111	8	0	10	0	0	10	0	0	0	0	0	0
	Assassin's Daggers	126	8	0	7	0	0	10	0	0	0	0	0	0
	Delta Daggers	153	8	0	6	0	0	15	0	0	0	0	0	0
	Plunderers II	183	8	0	15	0	0	30	0	0	0	0	0	0
	Main Gauches	192	8	0	7	0	0	21	0	0	0	0	0	0
	Orichalcum	223	8	0	9	0	0	20	0	0	0	0	0	0
	Ulric's Kukris	234	13	282	24	8	15	48	20	21	5	7	4	19
	Organyx	248	8	0	10	0	25	23	32	0	10	10	10	10
	Vigilantes	290	8	0	8	0	0	20	0	0	0	0	0	0
	Zwill Crossblade	345	8	0	5	0	0	25	0	0	0	0	0	0
Mage Mashers*	66	8	0	13	0	0	32	0	0	0	0	0	0	
Firearms	Handgun	32	2	0	0	0	0	0	4	0	0	0	0	0
	Cocytus	45	2	0	0	0	0	0	7	0	0	0	0	0
	Calamity	53	2	0	0	0	0	0	5	0	0	0	0	0
	Mythril Pistol	96	2	0	0	0	0	42	11	0	0	0	0	0
	Valiant	147	2	0	11	0	0	0	12	0	0	0	0	0
	Rebellion	167	2	0	0	0	0	0	15	0	0	0	0	0
	Valiant II	200	2	0	14	0	0	0	21	0	0	0	0	0
	Flame Gun	210	2	0	0	0	0	0	16	0	0	0	0	0
	Quicksilver	222	2	0	0	0	0	0	18	0	0	0	0	0
	Enforcer	243	2	0	0	0	0	0	19	0	0	0	0	0
	Executioner	363	2	0	0	0	0	0	22	0	0	0	0	0
	Hyper Magnum	388	2	0	0	0	0	0	21	0	0	0	0	0
	Death Penalty	424	2	0	0	0	0	0	25	0	0	0	0	0
Cerberus	156	2	0	0	0	0	0	6	0	0	0	0	0	
Shields	Kite Shield	52	1	0	0	0	15	0	0	8	0	0	0	0
	Absorb Shield	83	1	0	10	0	30	0	0	12	0	0	0	0
	Ice Shield	93	1	0	0	0	18	0	0	10	0	22	0	0
	Thunder Shield	111	1	0	0	0	21	0	0	12	0	0	24	0
	Flame Shield	126	1	0	0	0	22	0	0	9	21	0	0	0
	Hero's Shield	144	1	0	0	0	25	0	0	22	0	0	0	0
	Absorb Shield II	167	1	0	15	0	38	0	0	12	0	0	0	0
	Black Prince	175	1	0	0	0	32	0	0	13	0	0	0	22
	Power Shield	176	1	0	0	0	6	0	0	11	0	0	0	0
	Wizard Shield	225	1	0	0	0	34	99	0	12	0	0	0	0
	Aegis Shield	292	1	0	0	0	55	0	0	11	0	0	0	0
	Ziedrich	327	1	0	0	0	50	0	0	14	0	0	0	0

*Downloadable Content (DLC)

Weapon Overview (Continued)

CATEGORY	NAME	ATTACK	CRITICAL	MAX HP MODIFIER	MAX MP MODIFIER	STRENGTH MODIFIER	VITALITY MODIFIER	MAGIC MODIFIER	SPIRIT MODIFIER	BULLET RESISTANCE	FIRE RESISTANCE	ICE RESISTANCE	LIGHTNING RESISTANCE	DARK RESISTANCE
Machinery	Auto Crossbow	61	2	12	0	0	0	0	0	10	0	0	0	0
	Bioblaster	74	2	0	0	0	0	0	0	0	0	0	0	0
	Circular Saw	90	2	0	0	0	9	0	0	7	0	0	0	0
	Gravity Well	108	2	0	0	0	0	8	0	0	0	0	0	0
	Noiseblaster	153	2	0	0	0	0	0	11	0	0	0	0	0
	Drillbreaker	181	2	7	0	0	5	0	0	8	0	0	0	0
	Auto Crossbow Plus	323	2	18	0	0	0	0	0	22	0	0	0	0
	Bioblaster Plus	339	2	0	0	0	0	0	0	0	0	0	0	0
	Circular Saw Plus	356	2	0	0	0	21	0	0	12	0	0	0	0
	Gravity Well Plus	374	2	0	0	0	0	18	0	0	0	0	0	0
	Noiseblaster Plus	397	2	0	0	0	0	0	23	0	0	0	0	0
	Drillbreaker Plus	432	2	12	0	0	13	0	0	13	0	0	0	0
Royal Arms	Sword of the Wise	194	3	100	0	0	30	30	30	0	0	0	0	0
	Axe of the Conqueror	483	2	0	0	60	-80	0	0	0	0	0	0	0
	Bow of the Clever	203	7	0	0	0	0	80	0	50	0	0	0	0
	Swords of the Wanderer	153	4	0	0	0	50	0	50	0	0	0	0	0
	Blade of the Mystic	396	6	150	0	0	30	0	0	0	0	0	0	20
	Star of the Rogue	177	2	0	0	0	0	0	0	0	20	20	20	0
	Sword of the Tall	518	2	200	0	0	0	0	-30	0	-40	-40	-40	-40
	Shield of the Just	251	1	1,000	-50	-100	200	0	0	10	10	10	10	10
	Mace of the Fierce	334	2	300	0	0	0	0	0	-50	0	0	0	0
	Scepter of the Pious	237	3	0	0	0	0	150	0	0	0	0	0	50
	Trident of the Oracle	388	5	0	60	0	0	0	0	0	0	0	0	0
	Katana of the Warrior	361	3	0	0	0	0	0	100	0	25	25	25	-50
Sword of the Father	141	6	0	0	100	0	100	0	0	0	0	0	0	

Accessories (guide pages 208-209)

Certain accessory parameters have also been adjusted and these are marked in green font in the following table.

Affected Accessories

NAME	PARAMETER
Soldier's Anklet	Vitality +40
Warrior's Anklet	Vitality +50
Fencer's Anklet	Vitality +60
Knight's Anklet	Vitality +70
Crusader's Anklet	Vitality +80
Champion's Anklet	Vitality +100
Emperor's Anklet	Vitality +120
Anklet of the Gods	Vitality +150
Potpourri	Spirit +40
White Sage	Spirit +50
Power Stone	Spirit +60
Oracle Card	Spirit +70
Pendulum	Spirit +80
Lavender Oil	Spirit +100
Purified Salt	Spirit +120
Tarot Card	Spirit +150
Soul of Thamasa	Exclusive to Noctis; Max MP +50
Robe of the Lord	Exclusive to Noctis; MP Recovery Rate +5%

Ingredients (guide page 211-212)

The following ingredients have been added to the game.

Affected Ingredients

NAME	AVAILABILITY	AVAILABILITY: DETAILS
Luncheon Meat	Shop	Shopping on the Road (anytime), Mini-Mart (Hammerhead), JM Market (Longwythe Rest Area), Aldare's (Galdin Quay), JM Market (Prairie Outpost), Kiosk (Wiz Chocobo Post), Fallstar Foods (Lestallum), JM Market (Old Lestallum)
	Collectible	Leide and Duscae regions
Chocobean	Shop	Mini-Mart (Hammerhead), JM Market (Longwythe Rest Area), Aldare's (Galdin Quay), JM Market (Prairie Outpost), Furloch Farms (Lestallum)
	Collectible	Leide region
Sweet Pepper	Shop	Shopping on the Road (Anytime), Mini-Mart (Hammerhead), JM Market (Longwythe Rest Area), Aldare's (Galdin Quay), JM Market (Prairie Outpost), Kiosk (Wiz Chocobo Post), Furloch Farms (Lestallum), JM Market (Old Lestallum), Parvinath General Store (Meldacio Hunter HQ), Gobunant's Boat (Altissia)
	Enemy drop	Bulettes (x2) 50%
Bulette Shank	Shop	Shopping on the Road (from Chapter 3), Kiosk (Wiz Chocobo Post), Fallstar Foods (Lestallum), JM Market (Old Lestallum), Parvinath General Store (Meldacio Hunter HQ)
	Enemy drop	Gigantoads (x2) 75%
Gigantoad Steak	Shop	Shopping on the Road (from Chapter 5), Prissock General Store (Lestallum), JM Market (Old Lestallum), Parvinath General Store (Meldacio Hunter HQ)
	Shop	Prissock General Store (Lestallum), Parvinath General Store (Meldacio Hunter HQ)
Shieldshears Claw	Enemy drop	Shieldshears (x2-3) 50%
	Shop	Shopping on the Road (from Chapter 15), Prissock General Store (Lestallum), JM Market (Cape Caem)
Cygillan Crab	Shop	Shopping on the Road (from Chapter 15), Prissock General Store (Lestallum), Gamberetto's Catch (Altissia)
Beetroot	Collectible	Duscae region
	Shop	Furloch Farms (Lestallum), JM Market (Old Lestallum)
	Collectible	Duscae and Cleigne regions
Garlic	Shop	Shopping on the Road (from Chapter 3), Kiosk (Wiz Chocobo Post), Furloch Farms (Lestallum), JM Market (Old Lestallum), Parvinath General Store (Meldacio Hunter HQ), Old Gobunant's Boat (Altissia)
Karlabos Claw	Enemy drop	Karlaboses (x2) 50%
	Shop	JM Market (Cape Caem)
Allural Sea Bass Fillet	Fishing Mini-game	Allural Sea Bass, Coral Allural Sea Bass, Copper Allural Sea Bass
	Shop	Gamberetto's Catch (Altissia)
Zipper Barramundi Fillet	Fishing mini-game	Zipper Barramundi
	Shop	Gamberetto's Catch (Altissia)
Lucian Carp Fillet	Fishing mini-game	Lucian Carp Bronze Lucian Carp Sunset Lucian Carp Dusk Lucian Carp
	Shop	Gamberetto's Catch (Altissia)
Mighty Barramundi Fillet	Fishing mini-game	Mighty Barramundi
	Shop	Gamberetto's Catch (Altissia)
Dank Barramundi Fillet	Fishing mini-game	Dank Barramundi
	Shop	Gamberetto's Catch (Altissia)
Wennath Salmon Fillet	Fishing mini-game	Wennath Salmon
	Shop	Gamberetto's Catch (Altissia)

Recipes (guide page 212-213)

New recipes have been added to the game.

New Recipes

NAME	INGREDIENTS REQUIRED	EFFECTS	AVAILABILITY
Mystery Meat Sushi	Luncheon Meat	Strength +50, HP +100	Acquire Luncheon Meat
Burly Bean Bowl	Chocobean, Lucian Tomato, Sweet Pepper	Strength +40, HP +300	Purchase Chili con Carne at Takka's Pit Stop (Hammerhead)
Multi-Meat Sandwich	Daggerquill Breast, Gighee Ham, Aegir Root	HP +100, EXP +20%	Obtain an Aegir Root from a Food Spot in Leide
Classic Tomato & Egg Stir-Fry	Birdbeast Egg, Lucian Tomato	Strength +100, HP Recovery Rate x1.5	Read Orienteering Checkpoint G, a few steps to the south of the motel in the Longwythe Rest Area
Dish and Chips	Leiden Potato	HP +300	Purchase Kenny's Fries at any Crow's Nest Diner
Grilled Wild Trevally	Trevally Fillet, Leiden Pepper	Strength +70, HP +100	Acquire Trevally Fillet
Charcuterie on Toast	Fine Gighee Ham	Strength +80, HP +200	Acquire Fine Gighee Ham
Fried Frontier Skewer	Bulette Shank, Cleigne Wheat	HP +500, Critical Rate +30%	Acquire a Bulette Shank after defeating a Bulette
Quillhorn Soup	Daggerquill Breast, Dualhorn Steak, Wild Onion	Strength +100, HP Recovery Rate x1.75	Acquire Wild Onion
Creamy Crustacean Omelette	Shieldshears Claw, Birdbeast Egg, Eos Green Peas	Strength +100, Magic +100, HP +400	Obtain a Shieldshears Claw
Egg-Fried Crustacean Bowl	Shieldshears Claw, Birdbeast Egg, Saxham Rice	Strength +100, Magic +100, HP +600	Purchase Iron Shelf Recipes, Vol. 1 from JM Market (Old Lestallum)
Battered Barramundi	Barramundi Fillet, Leiden Potato	Strength +100, HP +500	Read Orienteering Checkpoint F, a few steps to the south of the arms vendor at Galdin Quay
Crown City Dive-Style Dumplings	Bulette Shank, Cleigne Wheat, Leiden Pepper	Strength +100, Magic +100, HP +300	Read Orienteering Checkpoint B on a wall in the West Leiden Tunnel
Ace Hunter's Schnitzel	Bulette Shank, Leiden Potato, Cleigne Wheat	Strength +120, HP +400	Read Orienteering Checkpoint C located on the door of a shack across the street from Coernix Station (Cauthess)
Cannedwich	Luncheon Meat, Cleigne Wheat	Strength +100, HP +300	Observe a woman eating a Cannedwich next to the dart board and radio at Prairie Outpost after reaching Chapter 3
Garden Curry	Leiden Potato, Schier Turmeric, Saxham Rice	Strength +80, HP +500, Fire Resistance +50	Obtain Schier Turmeric from a Food Spot
Triple Truffle Risotto	Funguar, Alstroorn, Saxham Rice	HP +400, HP Recovery Rate x1.75, Immune to Poison	Obtain an Alstroorn from a Food Spot
Meat-and-Beet Bouillon	Bulette Shank, Beetroot, Leiden Potato	Strength +100, HP +500, Immune to Poison	Read Oric's Culinary Chronicle Entry 3 located on a box behind the Arms Vendor at Prairie Outpost
Free-Range Fowl over Rice	Basilisk Breast, Saxham Rice	Strength +100, HP +500, HP Recovery Rate x1.25	Obtain a Basilisk Breast by defeating a Basilisk
Fried Rookie on Rice	Birdbeast Egg, Saxham Rice, Sweet Pepper	Strength +100, HP +400, Immune to Poison	Read Oric's Culinary Chronicle Entry 2 located on a red and white checkboard table in Lestallum. The table is across from the Cup Noodle truck, towards the city.
Toadsteak Drumsticks	Gigantoad Steak, Leiden Pepper	Strength +120, Magic +100, HP +500	Obtain a Gigantoad Steak by defeating a Gigantoad
Salmon-in-a-Suit	Nebula Salmon Fillet	Strength +120, HP +700	Read Oric's Culinary Chronicle Entry 7 at Telghey Haven
Croaker in Brown Sauce	Gigantoad Steak, Aegir Root, Funguar	Strength +150, HP +600, Immune to Toad	Read Oric's Culinary Chronicle Entry 1 at a park bench located at Furloch Farms.
Moist Tomato Cake	Killer Tomato, Fine Cleigne Wheat	Vitality +200, Spirit +300, HP +1,000	Acquire Killer Tomato
Crispy Fish Fritterwich	Zipper Barramundi Fillet, Cleigne Wheat	Strength +160, HP +800	Acquire Zipper Barramundi Fillet
Hot Hopper Skewers	Gigantoad Steak, Garlic, Aegir Root	Equalizer, Immune to Toad	Acquire Garlic

New Recipes (Continued)

NAME	INGREDIENTS REQUIRED	EFFECTS	AVAILABILITY
Darkshells Marinières	Cleigne Darkshell, Garlic	Strength +100, Tech Boost	Acquire Cleigne Darkshell
Paella de Pollo	Chickatrice Leg, Saxham Rice	Strength +150, HP +500	Read Oric's Culinary Chronicle Entry 6 located on stone ruins east of Steyliff Grove, in the Vesperpool
Tomalley-Filled Dumplings	Shieldshears Claw, Fine Cleigne Wheat	Strength +100, Magic +200, HP +300	Read Oric's Culinary Chronicle Entry 5 located on a bench west of the Crow's Nest in Old Lestallum
Beanball Croquettes	Chocobean, Cleigne Wheat, Schier Turmeric	HP +500, prevents most status ailments	Read Orienteering Checkpoint D from a poster at Furloch Farms
Golden Egg Galette	Birdbeast Egg, Fine Gighee Ham, Cleigne Wheat	Strength +120, HP +400	Read Orienteering Checkpoint E found on a signpost as you walk up the path from the road to the Cape Caem lighthouse
Sweet & Spicy Cygillan Crab	Cygillan Crab, Sweet Pepper	Strength +100, HP +200, Fire Resistance +70	Acquire Cygillan Crab
Kenny's Original Recipe	Nebula Salmon Fillet, Garlic	Strength +150, Vitality +200	Purchase Kenny's Salmon at any Crow's Nest Diner
Prime Garula Rib	Garulesa Steak, Garlic	Unlimited Stamina when sprinting, HP +500	Purchase Iron Shelf Recipes, Vol. 2 from Post Kiosk (Wiz Chocobo Post)
Garulesasandwich	Garulesa Steak, Cleigne Wheat	Strength +120, HP +600	Acquire Cleigne Wheat
Horntooth Meat Pie	Garulesa Steak, Dualhorn Steak, Cleigne Wheat	Strength +160, Magic +160, HP +600	Observe a woman eating Horntooth Meat Pie outside Parvinath General Store at Meldacio Hunter HQ
Creamy Bisque	Karlabos Claw, Wild Onion, Leiden Pepper	Strength +160, HP Recovery Rate x2	Obtain a Karlabos Claw by defeating a Karlabos
Green Soup Curry	Chickatrice Leg, Allural Shallot, Sweet Pepper	Strength +160, HP +800, Fire Resistance +70	Obtain an Allural Shallot from a Food Spot
Elegant Orange Cake	Duscaen Orange, Fine Cleigne Wheat	Vitality +250, Spirit+400, HP +1,000	Obtain a Duscaen Orange from a Food Spot in Duscae
Blazing Braised Gizzard	Sahagin Liver, Kettier Ginger, Sweet Pepper	Magic +300, HP Recovery Rate x1.5	Obtain Kettier Ginger from a Food Spot in Cleigne
Carp of the Diem	Lucian Carp Fillet, Kettier Ginger	Strength +100, HP +1,500, Immune to Poison	Obtain Lucian Carp Fillet by fishing Lucian Carp
Grilled Mighty Barramundi	Mighty Barramundi Fillet, Kettier Ginger	Immune to Fire, Ice, and Lightning damage, and to most status ailments	Obtain Mighty Barramundi Fillet by fishing Mighty Barramundi
Fire-Sauce Fillet	Dank Barramundi Fillet, Kettier Ginger, Sweet Pepper	Strength +200, Magic +200, HP +600	Read Orienteering Checkpoint A on the shack door west of Coernix Station – Alstor
Karlabos Cream Croquettes	Karlabos Claw, Cleigne Wheat, Aegir Root	Strength +200, HP +1,000, HP Recovery Rate x1.5	Purchase Iron Shelf Recipes, Vol. 4 from JM Market (Cape Caem)
Taelpar Harvest Galette	Duscaen Orange, Fine Cleigne Wheat, Sheep Milk	Magic +120, Spirit +400, HP +1,000	Purchase Iron Shelf Recipes, Vol. 3 at Burbost Souvenir Emporium
Sweet Saltwater Crustacean Curry	Shieldshears Claw, Cygillan Crab, Sweet Pepper	Strength +120, HP +800, Fire Resistance +50	Purchase Iron Shelf Recipes, Vol. 6 at Verinas Mart – Ravatogh
Papa Bird & Baby Bowl	Basilisk Breast, Birdbeast Egg, Saxham Rice	HP +1,000, EXP x1.4, Item Drop Rate +100%	Re-visit the spot where you learn the recipe for the Mother& Child Rice Bowl in Lestallum. Observe a woman eating on a bench near the lookout
Fishsticks on Sticks	Sea Bass Fillet, Cleigne Wheat	HP +1,000, Critical Rate +50%	Read Oric's Culinary Chronicle Entry 4 on a bench to the north of the Arms Vendor at Galdin Quay
Anointed Allural Sea Bass	Allural Sea Bass Fillet, Wild Onion	Strength +200, HP +1,000, Magic +150	Obtain Allural Sea Bass Fillet by fishing Allural Sea Bass
Devilfin Soup	Coraldevil Fin, Kettier Ginger, Leiden Pepper	Strength +200, HP Recovery Rate x2.25	Obtain Coraldevil Fin by fishing Coraldevil
Marrowshroom Chowder	Kujata Marrow, Vesproom, Malmashroom	Guaranteed critical hits	Purchase Iron Shelf Recipes, Vol. 5 from Old Gobunant's Boat (Altissia)
Fried Tide Grouper	Tide Grouper Fillet, Garlic	Strength +500	Obtain Tide Grouper Fillet by fishing Tide Grouper

New Recipes (Continued)

NAME	INGREDIENTS REQUIRED	EFFECTS	AVAILABILITY
Roc of Ravatogh Rice	Zu Tender, Saxham Rice	Strength +300, HP +1,500	Purchase Iron Shelf Recipes, Vol. 7 at Parvina's General Store (Meldacio Hunter HQ)
Broiled King-on-a-Stick	King Trout Fillet, Leiden Pepper	Strength +300, HP +1500, immunity to most status ailments	Obtain King Trout Fillet by fishing King Trout
Kenny's Secret Recipe	Wennath Salmon Fillet, Garlic	Strength +400, Magic +300, Vitality +300	Purchase Kenny's Special Salmon at The Original Crow's Nest Diner (Old Lestallum)
Oak-Smoked Devil Gar	Devil Gar Fillet, Tenebraen Oak	HP +2,000, immunity to Fire, Ice, and Lightning damage	Obtain King Devil Gar Fillet by fishing Spotted Devil Gar
Longwythe's Peak	Adamantose Meat, Kettier Ginger	Strength +600, HP +4,000, HP Recovery Rate x3	Read Oric's Culinary Chronicle Entry 8 located on a barrel in the shack west of The Three Valleys parking spot

Treasures (guide pages 216-217 & 279-281)

A few fish-related treasures have been added to the game, and previously existing ones have been tweaked.

Additional Treasures

NAME	ADDED EFFECT	POWER VALUE	EFFECT LEVEL	UNITS REQUIRED FOR DUPLICATION
Barramundi Innards	Cursecast	24	99	2.08
Barrelfish Mucus	None	1	-	1.92
Bass Eye	None	14	-	3.13
Bass Teeth	None	5	-	3.13
Catfish Mucus	Dualcast	1	5	6.67
Dace Scales	None	1	-	1.92
Gar Fin	Quintcast	1	1	8.33
Grouper Bones	Dualcast	3	1	5.56
Grouper Fin	Tricast	10	10	2.78
Grouper Skin	Dualcast	5	5	4.55
Large Arapaima Scales	Freecast	2	2	-
Lucian Carp Reverscales	Expericast	3	12	8.33
Lucian Carp Rowscales	Expericast	3	8	8.33
Morion Trout Scales	Tricast	8	30	3.03
Poisonous Catfish Fin	Quadcast	1	20	4.00
Salmon Fin	Tricast	6	15	3.03
Snakehead Scales	Dualcast	1	3	5.56
Spiny Barramundi Fin	Cursecast	3	21	5.56
Trevally Fin	None	5	-	2.78
Trevally Scales	None	10	-	3.03
Trout Scales	Dualcast	1	8	3.03

Tweaked Treasures

NAME	ADDED EFFECT	POWER VALUE	EFFECT LEVEL	UNITS REQUIRED FOR DUPLICATION
Adamantite	Limit Break	99	-	0.1
Alstor Bass Bones	None	1	-	2.08
Arapaima Scales	Freecast	2	2	-
Barrelfish Scales	None	1	-	3.03
Bluegill Fin	None	4	-	2.78
Bluegill Scale	None	1	-	3.03
Catfish Barbel	Dualcast	1	1	6.67
Jade Gar Mirrorscale	Limit Break	34	99	4.17
Catfish Heart	Quadcast	12	15	2.08
Mandrake Flower	Quintcast	0	1	12.50
Murk Grouper Eye	Stopcast	12	25	2.27
Phoenix Bass Bladder	None	3	-	3.13
Snakehead Teeth	None	2	-	3.03

Ingredients (guide page 280)

Tweaked Ingredients

NAME	ADDED EFFECT	POWER VALUE	EFFECT LEVEL	UNITS REQUIRED FOR DUPLICATION*
Aegir Root	Healcast	1	10	20.00
Allural Shallot	Quadcast	1	3	12.50
Alstrom	Cursecast	0	15	9.09
Anak Meat	None	3	-	11.11
Arapaima Roe	Expericast	99	30	9.09
Barramundi Fillet	None	3	-	7.14
Behemoth Tenderloin	None	33	-	4.17
Birdbeast Egg	None	1	-	9.09
Caem Pinkshrimp	Dualcast	1	3	5.56
Catoblepas Brisket	None	26	-	3.45
Chickatrice Leg	None	5	-	8.33
Cleigne Darkshell	Dualcast	1	4	5.56
Cleigne Mollusk	Dualcast	2	1	5.88
Cleigne Wheat	Healcast	0	25	9.09
Cup Noodles	Healcast	0	99	12.50
Daggerquill Breast	None	1	-	12.50
Dualhorn Steak	None	2	-	8.33
Eos Green Peas	None	2	-	16.67
Fine Cleigne Wheat	Healcast	0	50	3.03
Fine Gighee Ham	None	8	-	7.14
Funguar	Venomcast	0	10	14.29
Garula Sirloin	None	4	-	10.00
Giant Trevally Fillet	None	1	-	7.14
Gighee Ham	None	2	-	12.50
Griffon Breast	None	33	-	2.94

NAME	ADDED EFFECT	POWER VALUE	EFFECT LEVEL	UNITS REQUIRED FOR DUPLICATION*
Hulldagh Nutmeg	Quadcast	1	5	20.00
Jabberwock Sirloin	None	31	-	-
Kettier Ginger	Quadcast	1	2	12.50
Killer Tomato	Healcast	2	50	7.14
Kujata Marrow	Tricast	8	15	3.45
Leiden Pepper	Cursecast	1	15	12.50
Leiden Potato	Healcast	0	10	16.67
Leiden Sweet Potato	Healcast	1	20	16.67
Leukorn Steak	None	24	-	3.23
Lucian Tomato	Healcast	1	30	7.14
Malmashroom	Killcast	0	5	3.85
Midgardsormr Shank	None	34	-	4.76
Nebula Salmon Fillet	None	3	-	7.14
Platinum Myrtrout Fillet	None	8	-	6.25
Sahagin Liver	Tricast	6	10	7.14
Saxham Rice	Healcast	0	25	7.14
Schier Turmeric	Tricast	1	1	25.00
Sea Bass Fillet	None	4	-	6.25
Sheep Milk	Dualcast	1	1	25.00
Smoking Wood	Tricast	1	1	25.00
Tenebraen Oak	Quadcast	1	1	14.29
Tide Grouper Fillet	None	5	-	6.25
Trout Fillet	None	2	-	7.14
Ulwaat Berries	Healcast	8	99	0.75
Vesper Gar Fillet	None	10	-	6.25
Vesproom	Stopcast	0	15	8.33
Wild Onion	Healcast	0	10	12.50
Zu Tender	None	52	-	2.50

 AP Maximization Build (guide page 302)

If you are keen to unlock every Ascension node, this section offers a detailed roadmap for the opening hours of your adventure. The two fundamental principles underlying this AP-maximizing approach are as follows:

1. Unlock Exploration nodes in Ascension related to camping, character skills, and driving in the Regalia very early in order to reap the rewards.
2. Unlock Magic nodes in Ascension to develop a powerful “black mage” configuration capable of wreaking havoc against almost all enemies in the first half of the game.

Upon completing the initial main quest conversations with Cindy at Hammerhead, you’ll begin with 10 AP. From there, do the following:

- ◇ Ignore the main quest and immediately run north to Cotisse Haven. Absorb all energy from elemental deposits and camp for 1 AP. Choose a recipe that doesn’t require any ingredients. You’ll be asked to take the Stirred, Not Shaken tour with Ignis. Complete it for 20 AP.
- ◇ Return to Hammerhead. Head to the Mini-mart and purchase 74 bottles of Sheep Milk, which cost 740 of your starting 1,000 Gil. You start with one Sheep Milk, so your total now is 75.
- ◇ Proceed with the main quest, making sure you complete the first four strategy tutorials (for a total of 12 AP). Along the way, try to defeat at least three enemies with warp-strikes, blindsides, or parries for an extra 3 AP. After freeing Dave and hearing his request, choose to “do it for a price” for another 2 AP.
- ◇ Head to nearby Merrioth Haven and absorb all elemental energy. Now unlock your first Ascension node: Happy Camping. Choose to camp (again, choice of food doesn’t matter), and your party should reach Level 3, resulting in another 26 AP total. In the morning, you can unlock Happier Camping.
- ◇ Head south and fight the nearby Dualhorn to complete the tutorial strategy prompt on blindsides for another 3 AP. You can use the three Fire spells in the Magic Flask you received from Dave to defeat the beast.
- ◇ Continue south and east to Criclawe Haven. Absorb all elemental energy. You should be fully stocked in all three elements at this point. At the haven, choose to train with Gladio and defeat him for 5 AP. Afterward, camp for 3 AP. Run back to Merrioth Haven and camp one more time, for another 3 AP.
- ◇ You should now have enough AP to learn Powercraft from the Magic Ascension tree. If you’re short of the required total, you can run back to Criclawe Haven and camp again. In fact, sprinting back and forth between Merrioth and Criclawe to alternate campsites takes about four minutes for a total of 6 AP. This is a tedious but completely effortless method for farming AP at the beginning of the game.

◇ You can now craft your first powerful spell. Allot all of your fire energy and Sheep Milk to a flask. This results in 6 “Dualcast: Fraga” spells with a potency of 304 – enough to one-shot the Bloodhorn awaiting you at the next encounter in the main quest.

◇ As you proceed, be sure to complete the “Rise and Shine and Run” tour at Lachyrte Haven upon your first visit to Galdin Quay for another easy 20 AP. We recommend that your next priorities in Ascension include the following nexuses, in whatever order you prefer: Roadrunning, Angler Action, Aftertaste, Appetize, Magic Action, Elementalism, and later on, Chocobump. These relatively cheap abilities will contribute greatly to your AP totals as you travel in the Regalia, camp at new havens, and complete sidequests.

◇ If you’d prefer a mostly hands-off approach to AP grinding, the Roadrunning node enables you to gain 1 AP for approximately every 1.25 miles driven in the Regalia. Simply set up long automatic journeys throughout daylight hours, then camp at a haven when night falls.

◇ In addition, you can use the Appetize ability to strengthen your allies with favorite foods, while also gaining an extra point of AP every time you camp. For example, the Prairie-Style Skewers are unlocked at cooking Level 2. This recipe is a favorite of Gladio’s and requires Anak Meat and Leiden Pepper, two cheap ingredients. Cooking this food repeatedly will enable you to level up his techniques very quickly.

With these Ascension abilities unlocked, you are now well on your way to plowing through the first half of the game with relative ease, simply by relying on this literal “magic formula”: 99 units of energy for a single element, catalyzed with 70 bottles of Sheep Milk.

We recommend that you quickly advance to Chapter 02 in order to obtain your third Magic Flask; this will enable you to keep all three elemental spell varieties in stock at once. Furthermore, you should complete a handful of hunts, which should be entirely straightforward with the massive firepower at your disposal. Reinvest the Gil rewards regularly in Sheep Milk, which is readily available at many shops and will enable you to restock your spells once they run out. You may also want to unlock Noctis’s second accessory slot and fit him with Magic-boosting equipment. Most importantly, you’ll enjoy a substantial advantage in AP accumulation throughout this process. Once you accumulate a bit more AP, unlock Elementality and Extra Powercraft to further develop your magical prowess.

Of course, those who do not favor such a playstyle can simply ignore anything related to elemancy, but the Exploration nodes we’ve mentioned are definitely worth your consideration. The sooner you learn them, the greater your long-term profits will be.

Fishing Lures (guide page 221)

Fishing Lures

NAME	EFFECTIVENESS (TIME)				EFFECTIVENESS (WEATHER)			SUITED FOR
	MORNING	DAY	EVENING	NIGHT	SUNNY	CLOUDY	RAINY	
Poppeck: Chocobo		✓	✓		✓			Giant Trevally
Poppeck: White Chocobo	✓	✓					✓	Snakehead
Poppeck: Red Chocobo			✓	✓		✓		Garnet Snakehead
Stinker: Malboro			✓		✓		✓	Vesper Gar
Stinker: Malbodoom	✓					✓		Vesper Gar
Stinker: Great Malboro		✓	✓	✓		✓	✓	Jade Snakehead, Sapphire Snakehead
Burrower: Mad Pink Sandworm			✓				✓	Cleigne Brown Trout
Burrower: Green Sandworm	✓				✓			Callatein Brook Trout
Burrower: Abyss Worm	✓			✓		✓		Cleigne Brown Trout, Murk Grouper
Sweet Jamming: Custard	✓		✓			✓		Crag Barramundi
Sweet Jamming: Flan			✓		✓			Galdin Trevally
Sweet Jamming: Mousse	✓			✓	✓			Glowing Barrelfish
Deadly Waters: Sahagin			✓	✓			✓	Zipper Barramundi
Deadly Waters: Coraldevil	✓					✓		Dark Allural Sea Bass
Deadly Waters: Seadevil			✓			✓		Maiden Brook Trout
Tidal Might Leviathan	✓	✓	✓	✓	✓	✓	✓	Giant Trevally, Crag Barramundi, Rainbow Trout
Needle 1,000: Cactuar			✓				✓	Lucian Catfish
Needle 1,000: Metal Cactuar	✓			✓	✓			Lucian Catfish
Needle 1,000: Gold Cactuar				✓			✓	Golden Catfish
Giant Needle 10,000: Gigantuar					✓			Jade Snakehead
Giant Needle 10,000: Metal Gigantuar	✓		✓			✓		Sapphire Snakehead
Giant Needle 10,000: Gold Gigantuar	✓	✓	✓	✓	✓	✓	✓	Jade Snakehead, Sapphire Snakehead
Bomber: Bomb				✓	✓			Alstor Bass
Bomber: Ice Bomb		✓				✓	✓	Crag Barramundi
Bomber: Thunder Bomb	✓		✓		✓			Phoenix Bass, Dank Barramundi
Jumbo Tusk: Garula	✓			✓		✓		Garnet Snakehead

Fishing Lures (Continued)

NAME	EFFECTIVENESS (TIME)				EFFECTIVENESS (WEATHER)			SUITED FOR
	MORNING	DAY	EVENING	NIGHT	SUNNY	CLOUDY	RAINY	
Jumbo Tusk: Green Garula	✓	✓		✓	✓		✓	Jade Snakehead
Jumbo Tusk: Garulesa			✓				✓	Alstor Bass
Invincible Iron Giant				✓			✓	King Catfish
Ranker Tonberry		✓	✓		✓	✓	✓	Crag Barramundi, Tide Grouper, Vesper Gar
Whiskers: Pearly Moogle			✓	✓			✓	Rainbow Trout, Allural Sea Bass
Whiskers: Crystal		✓			✓			Cherrycomb Trout, Coral Allural Sea Bass
Whiskers: Chocolate	✓					✓	✓	Callatein Brook Trout, Copper Allural Sea Bass
Hot Breather: Red Dragon				✓			✓	Tide Grouper, Wennath Salmon
Hot Breather: Green Dragon	✓	✓				✓		Nebula Salmon, King Trout
Hot Breather: Blue Dragon			✓		✓	✓	✓	Chrome Rainbow Trout, Nebula Salmon
Knife T. Tonberry			✓				✓	Nebula Salmon, Rainbow Trout, Lucinian Sea Bass
Big Blaze Bahamut	✓	✓	✓		✓	✓	✓	Nebula Salmon, Tide Grouper, Dark Allural Sea Bass
Fatal Roulette: Ahriman		✓			✓	✓		Alstor Bass, Lucian Carp
Fatal Roulette: Floating Eye	✓			✓		✓		Glowing Barrelfish
Fatal Roulette: Bloody Eye			✓				✓	Phoenix Bass
Stormer: Focalor		✓		✓		✓		Cygillan Sea Bass, Striped Barramundi
Stormer: Purple Berry Focalor			✓				✓	Lucinian Sea Bass, Striped Barramundi
Stormer: Chert Focalor		✓			✓			Cygillan Sea Bass, Striped Barramundi
Big Master Typhon	✓		✓			✓	✓	Pink Jade Gar
Gemlight: Caster Carbuncle		✓	✓	✓		✓	✓	Platinum Myrltrout

Key Items (guide page 222)

A new Key Item has been added to the game: the Beast Whistle, which enables the player to trigger the appearance of monsters.

Shops (guide pages 223-227)

Multiple tackle shops have been added to the game.

Saxham Reservoir/The Maidenwater

ITEM	PRICE (GIL)
Spider Silk	30
Super Baleen	100
Whiskers: Pearly Moogle	50
Whiskers: Crystal	50
Whiskers: Chocolate	50
Fatal Roulette: Ahriman	50
Fatal Roulette: Floating Eye	50
Fatal Roulette: Bloody Eye	50
Burrower: Mad Pink Sandworm	200
Burrower: Green Sandworm	200
Burrower: Abyss Worm	200

The Vesperpool – Islet

ITEM	PRICE (GIL)
Spider Silk	30
Super Baleen	100
Dragon's Beard	500
Deadly Waters: Sahagin	200
Deadly Waters: Coraldevil	200
Deadly Waters: Seadevil	200
Hot Breather: Red Dragon	50
Hot Breather: Green Dragon	50
Hot Breather: Blue Dragon	50
Jumbo Tusk: Garula	200
Jumbo Tusk: Green Garula	200
Jumbo Tusk: Garulesa	200

The Archaeon's Mirror

ITEM	PRICE (GIL)
Spider Silk	30
Super Baleen	100
Dragon's Beard	500
Bomber: Bomb	50
Bomber: Ice Bomb	50
Bomber: Thunder Bomb	50
Needle 1,000: Cactuar	50
Needle 1,000: Metal Cactuar	50
Needle 1,000: Gold Cactuar	200

Bestiary Chapter

Various enemy parameters have been adjusted and these are marked in green font in the following table.

NAME	HP	STRENGTH	VITALITY	SPIRIT
Coeurl (Lv. 34)	35,900	6,500	156	118
Coeurl (Lv. 34) (hunt target)	35,900	6,500	156	118
Coeurl (Lv. 71)	106,100	38,990	202	149
Elder Coeurl (Lv. 63)	87,100	30,330	194	145
Elder Coeurl (Lv. 63) (hunt target)	181,000	37,990	275	206
Elder Coeurl (Lv. 93)	177,600	67,010	218	160
Foras	45,000	8,930	184	178

The levels of certain creatures summoned by other enemies have been tweaked.

SUMMONER NAME AND LEVEL	SUMMONED CREATURE NAME	LEVEL
Necromancer (Lv.41)	Skeleton	21
Psychomancer (Lv.82)	Skeleton	62
Arachne (Lv.12)	Tarantula	6
Ariadne (Lv.41)	Tarantula	35
Uttu (Lv.32)	Tarantula	26
Uttu (Lv.97)	Tarantula	91
Grenade (Lv.31)	Bomb	15
Cryonade (Lv.65)	Ice Bomb	49
Galvanade (Lv.54)	Thunder Bomb	38

The elemental weakness of flying insectoid beasts has been changed from Fire to Ice. This applies to:

- ◇ Killer Bee
- ◇ Killer Wasp
- ◇ Killer Queen
- ◇ Brutal Bee
- ◇ Soldier Wasp

Finally, most creatures in the Chapter 15 mazes now enjoy significantly increased resistance to Instant Death and Alterna.

HP Recovery Rate (guide page 269)

Noctis's HP recovery rate has been changed from 0.4% per second to 0.04% during combat, and 0.08% outside of battles. His HP will not be replenished while the party is in a dungeon or a train car.

Ring of the Lucii (guide page 273)

Holy now restores 10% of Noctis's MP every time it is triggered.

Status Effects (guide page 282)

"Phoenix's Favor" is a new combat status effect that has been added to the game. It is triggered when you use a Phoenix-type item on a character, and triples his HP and MP recovery rates.

Sword of the Tall (guide page 286)

The Sword of the Tall now deals fewer blows per attack, but each blow inflicts more damage. This also applies to melee Machinery attacks executed with certain Machinery weapons (Circular Saw, Gravity Well, Drillbreaker).

Armiger (guide page 287)

The rate of accumulation of Armiger points when phasing has been divided by two. However, certain weapon types now enjoy an accumulation multiplier:

- ◇ Swords: x1.5
- ◇ Greatswords: x2
- ◇ Daggers: x1.5
- ◇ Shields: x1.5

Link-Strikes (guide page 290)

Link-Strikes can now occur even when Noctis is not parrying or standing behind an enemy.

Report Card (guide page 294)

The bonus experience you can receive from your Report Card is now based on the following criteria:

- ◇ Time: the total duration of the battle – the shorter this is, the better your multiplier.
- ◇ Finesse: the number of Blindsides and Parries you perform during the battle.
- ◇ Offense is unchanged, and is still determined by the proportion of enemies defeated during the encounter.

Parameter Growth (guide pages 294-295)

The attributes of all four party members have been adjusted to make it less likely that they will reach a maximum cap. Overall, HP values have been lowered, but defense parameters have been increased.

Ascension (guide page 296)

A new Wait Mode Ascension Tree has been added to the game. The abilities it unlocks gives you access to the following features:

- ◇ Time Freeze: Unlimited Wait Timer
- ◇ Time-Restore: Wait Timer recovery every time you defeat an enemy
- ◇ Presto Libra: Reduced time to reveal a target's intel via Libra
- ◇ Elementalist: Increased damage inflicted by a scanned enemy's elemental weakness
- ◇ Sage: Increased damage inflicted by the party based on the number of enemies in Libra state
- ◇ Warp-Ambush: Increased breakage inflicted with Warp-Strikes when targeting enemies focusing on another party member during Wait Mode
- ◇ Warp-Punish: Increased damage inflicted with Warp-Strikes when targeting enemies with half HP or less during Wait Mode

Fish (guide pages 304-305)

The Crown Update makes numerous small changes to parameters in the fishing mini-game, and also adds several new fishing spots.

Fish Overview

NAME	SP	EXP	ITEM OBTAINED	STAMINA	POWER
Allural Sea Bass	30	200	Allural Sea Bass Fillet	90,000	1.8
Alstor Bass (big)	24	45	Alstor Bass Bones	60,000	2.0
Alstor Bass (small)	14	10	Alstor Bass Bones	30,000	1.2
Amber Lucian Carp	38	600	Lucian Carp Rowscales	710,000	1.9
Argus Salmon	28	80	Salmon Fin	120,000	2.8
Barbaric Gar	38	650	Gar Fin	450,000	3.5
Bizarre Barramundi	30	180	Barramundi Innards	140,000	2.0
Black Barrelfish	16	15	Barrelfish Mucus	50,000	1.5
Bronze Lucian Carp	34	450	Lucian Carp Fillet	700,000	1.6
Butterfly Bluegill	24	40	Bluegill Fin	50,000	1.3
Callatein Brook Trout	25	80	Trout Fillet	70,000	1.6
Cascade Dace	8	10	Dace Scales	25,000	1.2
Cave Dace	8	10	Dace Scales	25,000	1.3
Cherrycomb Trout	18	15	Trout Fillet	40,000	1.2
Chipped Bluegill	8	10	Bluegill Scale	20,000	1.1
Chrome Rainbow Trout	30	100	Trout Fillet	80,000	1.8
Cleigne Brown Trout (big)	24	35	Trout Fillet	80,000	1.9
Cleigne Brown Trout (small)	14	35	Trout Fillet	30,000	1.2
Cloudy Lucian Carp	38	600	Lucian Carp Rowscales	750,000	1.6
Coeurl Dace	8	10	Dace Scales	32,000	1.3
Copper Allural Sea Bass	28	120	Allural Sea Bass Fillet	240,000	2.4
Coral Allural Sea Bass	24	75	Allural Sea Bass Fillet	230,000	3.2
Crag Barramundi	22	30	Barramundi Fillet	50,000	1.6
Crimson Trevally	22	50	Trevally Fin	280,000	3.0
Cygillan Grouper	26	100	Grouper Skin	160,000	2.1
Cygillan Sea Bass (big)	26	50	Sea Bass Fillet	80,000	1.7
Cygillan Sea Bass (small)	18	10	Sea Bass Fillet	40,000	1.2
Dank Barramundi	14	15	Dank Barramundi Fillet	57,500	1.2
Dark Allural Sea Bass	26	160	Sea Bass Fillet	120,000	1.8
Dawn Lucian Carp	38	600	Lucian Carp Rowscales	850,000	2.0
Dread Grouper	32	650	Grouper Fin	1,000,000	2.6
Duscaen Dace	8	10	Dace Scales	10,000	1.1
Dusk Lucian Carp	34	450	Lucian Carp Fillet	740,000	2.2
Fan Bluegill	16	25	Bluegill Fin	40,000	1.3
Galdin Trevally	22	15	Trevally Fillet	60,000	1.1
Garnet Snakehead	20	40	Snakehead Teeth	60,000	1.7
Giant Catfish	34	240	Catfish Heart	550,000	3.4
Giant Trevally (big)	24	60	Trevally Fillet	75,000	2.3
Giant Trevally (small)	14	10	Trevally Fillet	45,000	1.0
Glimmering Bluegill	10	15	Bluegill Scale	30,000	1.2
Glowing Barrelfish	10	10	Barrelfish Scales	35,000	1.1
Gold Lucian Carp	48	1,000	Lucian Carp Reverscales	720,000	1.8
Golden Catfish	30	120	Catfish Barbel	100,000	1.7
Great Nebula Salmon	24	50	Nebula Salmon Fillet	160,000	3.2
Grim Catfish	35	80	Poisonous Catfish Fin	150,000	2.0
Hookhorn Bluegill	12	15	Bluegill Scale	14,000	1.3
Horned Bluegill	5	10	Bluegill Scale	10,000	1.0
Jade Snakehead	24	85	Snakehead Scales	70,000	1.9
King Catfish	35	500	Catfish Heart	450,000	2.5
King Trout	32	180	King Trout Fillet	120,000	3.2
Lambent Trout	20	15	Trout Scales	50,000	2.2

Fish Overview (Continued)

NAME	SP	EXP	ITEM OBTAINED	STAMINA	POWER
Leopard Trout	22	15	Trout Scales	100,000	2.4
Lotus Bluegill	20	25	Bluegill Scale	15,000	1.3
Lucian Carp	34	450	Lucian Carp Fillet	690,000	1.5
Lucian Catfish	16	20	Catfish Barbel	50,000	1.2
Lucinian Sea Bass	26	95	Sea Bass Fillet	100,000	2.4
Lurking Catfish	38	80	Poisonous Catfish Fin	200,000	2.8
Maiden Brook Trout	20	15	Trout Fillet	40,000	1.3
Marble Lucian Carp	38	600	Lucian Carp Rowscales	700,000	1.7
Mighty Barramundi	34	550	Mighty Barramundi Fillet	380,000	3.6
Morion Trout	26	75	Morion Trout Scales	90,000	2.6
Mud Dace	8	10	Dace Scales	12,500	1.2
Murk Grouper	35	600	Murk Grouper Eye	900,000	2.4
Nebula Salmon	26	55	Nebula Salmon Fillet	80,000	2.2
Noble Arapaima	44	1,000	Arapaima Scales	1,100,000	2.3
Opal Snakehead	32	150	Snakehead Scales	300,000	3.2
Pale Dace	8	10	Dace Scales	18,000	1.5
Panther Bass	22	40	Bass Teeth	65,000	1.9
Phantom Snakehead	18	15	Snakehead Teeth	80,000	2.0
Phoenix Bass	20	70	Phoenix Bass Bladder	65,000	1.8
Pigeon Grouper	22	75	Grouper Bones	300,000	2.3
Pink Jade Gar	40	800	Jade Gar Mirrorscale	300,000	5.4
Platinum Myrltrout	32	200	Platinum Myrltrout Fillet	100,000	3.3
Rainbow Trout (big)	22	10	Trout Fillet	50,000	1.8
Rainbow Trout (small)	16	10	Trout Fillet	30,000	1.0
Red Barrelfish	18	15	Barrelfish Mucus	40,000	1.3
Redeye Bass	28	100	Bass Eye	50,000	1.7
Reef Trevally	28	120	Trevally Scales	120,000	2.1
Regal Arapaima	48	900	Large Arapaima Scales	1,300,000	3.5
Regal Dace	8	10	Dace Scales	440,000	2.0
Risorath Peacock Bass	22	70	Bass Teeth	130,000	2.1
River Dace	8	10	Dace Scales	16,000	1.5
Rock Barramundi	26	80	Spiny Barramundi Fin	70,000	2.0
Sandy Dace	8	10	Dace Scales	26,000	1.4
Sapphire Snakehead	30	140	Snakehead Scales	90,000	2.1
Scorpion Grouper	32	380	Grouper Skin	700,000	2.6
Shorthorn Bluegill	12	15	Bluegill Scale	12,000	1.2
Silver Lucian Carp	38	600	Lucian Carp Rowscales	730,000	1.6
Snakehead	18	15	Snakehead Teeth	50,000	1.3
Specular Dace	8	10	Dace Scales	15,000	1.3
Spiked Alstor Bass	20	15	Alstor Bass Bones	50,000	1.8
Spotted Catfish	30	70	Catfish Mucus	65,000	1.8
Spotted Devil Gar	38	650	Devil Gar Fillet	600,000	2.7
Striped Barramundi	30	180	Barramundi Fillet	100,000	2.0
Striped Catfish	24	40	Catfish Mucus	60,000	1.4
Sunny Lucian Carp	38	600	Lucian Carp Rowscales	740,000	1.7
Sunrise Lucian Carp	38	600	Lucian Carp Rowscales	720,000	1.8
Sunset Lucian Carp	34	450	Lucian Carp Fillet	730,000	2.5
Tide Grouper	32	400	Tide Grouper Fillet	180,000	2.7
Vesper Barramundi	26	40	Spiny Barramundi Fin	200,000	2.1
Vesper Dace	8	10	Dace Scales	21,000	1.3
Vesper Gar	30	300	Vesper Gar Fillet	180,000	3.5
Wennath Dace	8	10	Dace Scales	28,000	1.5
Wennath Salmon	32	220	Wennath Salmon Fillet	100,000	2.5
Zipper Barramundi	26	75	Zipper Barramundi Fillet	60,000	1.9

Fishing Spots (guide pages 306-307)

Vannath Coast

Giant Trevally, Galdin Trevally, Murk Grouper, Glowing Barrelfish, Reef Trevally, Dread Grouper

Galdin Shoals (new fishing spot to the east of Galdin Quay)

Copper Allural Sea Bass, Allural Sea Bass, Crimson Trevally, Rock Barramundi, Black Barrelfish, Cygillan Grouper

Crestholm Reservoir

Horned Bluegill, Lucian Catfish Alstor Bass, Golden Catfish, Duscaen Dace, Lucian Carp, Dawn Lucian Carp

Neeglyss Towerfront**(new fishing spot on the northern shore of Alstor Lake)**

Horned Bluegill, Shorthorn Bluegill, Alstor Bass, Dank Barramundi, Crag Barramundi, Lucian Catfish

Neeglyss Pond

Horned Bluegill, Shorthorn Bluegill, Lucian Catfish, Alstor Bass, Crag Barramundi, King Catfish

Swainsmere

Horned Bluegill, Shorthorn Bluegill, Lucian Catfish, Alstor Bass (large version at night), Crag Barramundi, King Catfish

Malacchi Pond

Alstor Bass, Lucian Catfish, Horned Bluegill, Chipped Bluegill, Spiked Alstor Bass, Mud Dace

Forgotten Pool

Shorthorn Bluegill, Chipped Bluegill, Hookhorn Bluegill, Specular Dace, Rainbow Trout, Lambent Trout, Spotted Catfish

Saxham Reservoir**(new fishing spot to the southwest of the Disc of Cauthess)**

Lucian Carp, Bronze Lucian Carp, Gold Lucian Carp, Silver Lucian Carp, Sunny Lucian Carp, Cloudy Lucian Carp, Marble Lucian Carp, Amber Lucian Carp, Sunrise Lucian Carp, Dusk Lucian Carp, Regal Dace, Duscaen Dace, Snakehead, Spotted Catfish

The Archaean's Mirror**(new fishing spot to the south of the Cauthess Rest Area)**

Hookhorn Bluegill, Alstor Bass, Redeye Bass (rainy weather), Dank Barramundi, Striped Catfish (at night, with rainy weather), Grim Catfish

Daurell Spring

Snakehead, Garnet Snakehead, Jade Snakehead (rainy weather), Spiked Alstor Bass (dusk), Alstor Bass (large version with rainy weather), Phoenix Bass, Pink Jade Gar, Redeye Bass, Striped Catfish

Daurell Stills (new fishing spot inside Daurell Cavern)

Cave Dace, Bizarre Barramundi, Lurking Catfish, Opal Snakehead

River Wennath

Cherrycomb Trout, Rainbow Trout, Callatein Brook Trout, Chrome Rainbow Trout, Argus Salmon, Sandy Dace

Rachsia Bridge

Chipped Bluegill, Zipper Barramundi, Alstor Bass (large version with rainy weather), Nebula Salmon, Wennath Salmon, Pale Dace, Wennath Dace

The Maidenwater

Rainbow Trout, Cleigne Brown Trout, Maiden Brook Trout, Nebula Salmon, Great Nebula Salmon, River Dace

Caem Shore

Striped Barramundi, Tide Grouper, Dark Allural Sea Bass, Black Barrelfish, Copper Allural Sea Bass, Cygillan Grouper

The Vesperpool – East Bank

Glimmering Bluegill, Lotus Bluegill, Phoenix Bass, Crag Barramundi, Golden Catfish, Sapphire Snakehead, Jade Snakehead, Vesper Gar, Noble Arapaima

The Vesperpool – West Bank

Glimmering Bluegill, Fan Bluegill, Panther Bass, Golden Catfish, Garnet Snakehead, Sapphire Snakehead, Vesper Gar

The Vesperpool – North Bank**(new fishing spot to the north of the East Bank)**

Lotus Bluegill, Butterfly Bluegill, Fan Bluegill, Risorath Peacock Bass, Vesper Dace, Regal Arapaima, Giant Catfish

The Vesperpool – Cape**(new fishing spot to the northwest of the West Bank)**

Panther Bass, Mighty Barramundi, Vesper Dace, Coeurl Dace, Barbaric Gar, Giant Catfish

The Vesperpool – Islet**(new fishing spot to the north of the West Bank)**

King Trout, Leopard Trout, Spotted Devil Gar, Sunset Lucian Carp, Vesper Barramundi

Myrlwood Falls

Cleigne Brown Trout, Platinum Myrltrout, Maiden Brook Trout, Cascade Dace, Chrome Rainbow Trout, Lambent Trout, Morion Trout

Gondola Marina

Cygillan Sea Bass, Lucinian Sea Bass, Red Barrelfish, Tide Grouper, Scorpion Grouper (all species available at night)

Furgola Canal**(new fishing spot northeast of Ministerial Quarter Station)**

Coral Allural Sea Bass, Cygillan Sea Bass (all species available at night)

San Elio Plaza (new fishing spot southeast of Port Station)

Pigeon Grouper, Coral Allural Sea Bass, Lucinian Sea Bass

Food Items, Fishing Spots and Recipes

The following maps reveal the location of the new food items, fishing spots and recipes that have been added to the game.



*Only available after you finish the game

DUSCAE



Legend

ICON	MEANING
	Allural Shallot
	Chocobean
	Beetroot
	Garlic
	Duscae Orange
	Wild Onion
	Schier Turmeric
	Hulldagh Nutmeg



BEANBALL CROQUETTES



FIRE-SAUCE FILLET



CROAKER IN BROWN SAUCE



FRIED ROOKIE ON RICE



ACE HUNTER'S SCHNITZEL

CLEIGNE



PAELLA DE POLLO



SALMON-IN-A-SUIT



TOMALLEY-FILLED DUMPLINGS



GOLDEN EGG GALETTE



Legend

ICON	MEANING
	Allural Shallot
	Garlic
	Kettier Ginger

ALTISSIA

